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**215 Games & Magazines Priced to Be GONE !**

[www.FineGames.com/retirement.htm](http://www.FineGames.com/retirement.htm)

**Fine Games, 2078 Madrona St., North Bend, OR 97459-2143 USA email: M.Dean@FineGames.com 541-756-4711 10am-9pm PST**

This is part of an ongoing series of **Retirement Liquidation Sales** designed to find a good home for all of our remaining 3,811 wargames & magazines accumulated over a nearly 30 year career selling strategy board games. We aim to make you such a great offer that you take a load off of our shelves so that little goes into a dumpster when we finally call it quits. Subscribe if you'd like to be notified of future sales.

This 8th **Retirement Liquidation Sale** focuses on items we have way too many of, particularly mags & mag-games. These are the items we'll have to work it to get 'em gone. And to get 'em gone, we've dropped prices here even further than in any past offering for nearly all items. You will see some of the same items as from past sales, but the price gets sweeter each time you see it. Sweeter till you just can't resist!

~~215~~ **154** items are on the block here. Each at an irresistable price.

**You are warned!** While most of these items are in plentiful supply, all are sold first-come, first served. Plus, it ends after **Tuesday, 3 May**.

### Retirement Liquidation Sale offer includes these rules of the game:

1. **This deal expires after Tuesday, May 3, 2022 at 11:59pm PST**. Your order **MUST** be placed and confirmed before then, and paid soon thereafter. This IS a firm deadline; procrastinators take note & put it on your calendar. You have three (3) weeks.
2. **Items in this Liquidation Sale each have a liquidation sale price.** Simple. That is the price you pay for each item.
3. **Please communicate your order to us by including each items' (1) part# (2) title and (3) price.** For example,

**part# 123456                  D-Day at Fine Games                  \$10.00**

In addition, **please confirm your current address & phone, and tell us how you intend to pay for your order**. If all this info is included with your order, and you plainly state that you are ordering the items you've listed, we will immediately reserve what is available for you. If you are unclear about whether you are ordering, or how you intend to pay, we may not be able to reserve things for you immediately since it isn't clear you are ready to order. They will remain subject to sale to others.

4. **With one major exception, normal ordering, payment, and customer care terms apply. Prices here are stated on a cash-basis;** expect to pay 3.75% more if you pay on a non-cash basis (i.e. where we don't receive 100% of the proceeds: PayPal & credit cards). Bear in mind before you place your order that the price of shipping is based on bulk and weight, and bears no relationship at all to the heavily discounted prices of the items listed here. Send PayPal to [PayPal@FineGames.com](mailto:PayPal@FineGames.com).
5. The major exception is that **shipping will generally be charged on the basis of shipping weight.** (This allows us to offer incredible deals but not lose our shorts on shipping, and is in contrast to the largely flat-rate charge we have used historically.) Orders requiring weight-based shipment will be assessed shipping per our domestic shipping rates presented on the following page, and at [www.FineGames.com/text/dom\\_ship.pdf](http://www.FineGames.com/text/dom_ship.pdf). (Smaller orders allowing USPS shipment will ship with our lesser, normal rates. Foreign shipments will continue to be charged on a weight-based basis as always.)  
  
"Weight" is the greater of physical or "dimensional" weight. Dimensional weight presumes a certain density to a given package size, and is carriers' way to generate additional revenue without providing any value in return.
6. **You may freely add items found in our other catalogs**, but not listed as part of this sale, to a Retirement Sale order. You may combine items to save on shipping -- but the entire order will be shipped at the rates referred to in #5 above.
7. By the nature of this sale, **each item listed is at a quantity of ONE**. In many cases, we may have 1 or more additional copies of specific items available, especially of magazine-games. Boxed games are likely to be available in quantities of 1 only.
8. See **Fine Games'** web site for further info on Payment Options, Shipping Options & Fees, Codes Used in our catalogs.

I thank you for giving each item you purchase a new & loving home, for speeding my retirement, and trust that you will enjoy your purchases.

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**Fine Games'** domestic shipping rates apply to this sale. The primary change from our normal terms is that orders requiring UPS shipment will be assessed shipping charges based on shipping weight. Shipping weight is the greater of physical or dimensional weight. Rates here reflect seasonal peak increases for USPS.

<b>Fine Games Domestic Shipping Rates</b>					
Rates Effective	26-Dec-21	Last Updated		12-Apr-22	
<b>USPS Domestic Weight-Based Shipping Rates &amp; Options</b>					
(pounds)	Media Mail	First Class	Priority Mail	UPS ground	Express
Weight	<a href="#">&lt; definition &gt;</a>	3-7 Days	2-3 Days	2-8 days	1-2 Days
Envelope Flat Rate >	n/a	n/a	\$9.00 any 1 item, \$11.00 2+ items	n/a	\$29.50
Legal Flat Rate >	n/a	n/a	\$11.85	n/a	n/a
Medium Flat Rate Box >	n/a	n/a	\$17 for 1 boxed item	n/a	n/a
1	\$5.99	\$8.00 15.9oz max	\$17 for 1 boxed item; \$23 otherwise	\$23.00	\$46.85
2	\$7.15	n/a		\$23.00	\$52.74
3	\$8.21	n/a	\$23.00	\$23.00	\$58.13
4	\$9.46	n/a	\$24.13	\$23.00	\$64.46
5	\$10.63	n/a	\$27.24	\$26.74	\$70.88
6	\$11.79	n/a	\$35.19	\$26.75	\$77.06
7	\$12.95	n/a	\$38.86	\$27.53	\$83.59
8	\$14.12	n/a	\$42.64	\$28.45	\$90.02
9	\$15.29	n/a	\$46.41	\$29.63	\$97.03
10	\$16.46	n/a	\$50.26	\$31.16	\$103.71
11	n/a	n/a	\$63.12	\$39.29	\$112.67
12	n/a	n/a	\$67.06	\$40.51	\$117.24
13	n/a	n/a	\$68.88	\$41.86	\$121.96
14	n/a	n/a	\$72.03	\$44.22	\$126.89
15	n/a	n/a	\$73.40	\$45.69	\$131.76
16	n/a	n/a	\$78.71	\$47.11	\$136.95
17	n/a	n/a	\$82.28	\$47.62	\$142.30
18	n/a	n/a	\$86.13	\$49.99	\$146.75
19	n/a	n/a	\$89.33	\$51.51	\$151.50
20	n/a	n/a	\$92.95	\$53.19	\$156.30
21	n/a	n/a	\$98.90	\$54.42	\$165.05
22	n/a	n/a	\$99.86	\$56.23	\$170.75
23	n/a	n/a	\$100.35	\$57.95	\$176.45
24	n/a	n/a	\$102.40	\$60.53	\$183.25
25	n/a	n/a	\$103.89	\$61.46	\$188.95
Above 25#, please inquire for rates.					

We will quote costs per a specific order using the least-cost method. Contact us for rates for 26# or more. Note that both dimensional weight and packaging weight must be considered to arrive at the final weight to be charged, and that surcharges for rural zip codes still apply in addition to the prices stated here.

In general, we will estimate shipping weight and shipping charges at the time of your order. After shipment, if there is a significant discrepancy between estimated and actual shipping weight, you will be credited or debited as appropriate to reconcile to actual shipping weight as assessed by the carrier (generally UPS).



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Part#	Game Title & Edition	Box	General Condtn	Out of Print ?	Weight (lbs)	List Our Normal		Individual Liquidtn Price	
						Price	Cash Price		
<b>AH Avalon Hill GENERAL Ma (AH Gen)</b>									
99306	General Magazine 23/4 (Mag Only)	n	Excel	Out-of-Print	0.5	Mag Only	<del>\$5.00</del>	\$2.00	
Insert bound into mag. ■ Empires in Arms strategy & errata; 2-player War & Peace; Austerlitz scenario strategy in War & Peace; Napoleonic era scenarios for Wooden Ships & Iron Men; solitaire Stellar Conquest; Allied strategy in Napoleon; British N.Africa strategy in Third Reich; Yellowstone.									
76256	General Magazine 23/4 (Mag Only)	n	Mint	Out-of-Print	0.5	Mag Only	<del>\$6.00</del>	\$2.00	
1x3 Inventory label on cover. ■ Empires in Arms strategy & errata; 2-player War & Peace; Austerlitz scenario strategy in War & Peace; Napoleonic era scenarios for Wooden Ships & Iron Men; solitaire Stellar Conquest; Allied strategy in Napoleon; British N.Africa strategy in Third Reich; Yellowstone.									
99308	General Magazine 23/5 (Mag Only)	n	Excel	Out-of-Print	0.4	Mag Only	<del>\$6.00</del>	\$2.00	
Insert including ASL scen F & G bound in mag. ■ Insert including ASL scen F & G bound in mag. ARTICLES ON: Knights of Air design, addtl scenarios; Waterloo revision with new CRT, morale, OoB, etc; Allied options in Third Reich; More city targets for B-17; Manuevers for Richthofen's War; strategy in Victory in the Pacific; SL clinic on killing Tiger tanks. '87									
67519	General Magazine 23/5 (Mag Only)	n	New	Out-of-Print	0.4	Mag Only	<del>\$6.00</del>	\$2.50	
1x3 Inventory label on cover, otherws new. ■ Insert including ASL scen F & G bound in mag. ARTICLES ON: Knights of Air design, addtl scenarios; Waterloo revision with new CRT, morale, OoB, etc; Allied options in Third Reich; More city targets for B-17; Manuevers for Richthofen's War; strategy in Victory in the Pacific; SL clinic on killing Tiger tanks. '87									
75359	General Magazine 26/5 (Mag Only)	n	New	Out-of-Print	0.4	Mag Only	<del>\$8.00</del>	\$1.00	
1x3 Inventory label on cover. ■ ARTICLES ON: design-your-own scenarios for Up Front; Up Front campaign game rules; Up Front Desert War replay; 3-player Up Front rules; Ambush personal reflections; Wrasslin' analysis; random appear opposing fighters for Air Force scenarios; 4 new, hypothetical scenarios for Flat Top emphasizing balance & uncertainty; YB-40 variant for B-17; covert SE Asia missions in Firepower; Notes on Red Devil division for ASL. '90									
71622	General Magazine 28/2 (Mag Only)	n	New	Out-of-Print	0.4	Mag Only	<del>\$5.00</del>	\$1.00	
1x3 Inventory label on cover. Otherws new. ■ ARTICLES ON: US Marines in ASL; Origins ASL Tourney scenarios pt2; Scenario briefing for ASL scenarios A25; Avaloncon II ; Advanced Civilization variant; Republic of Rome strategy; Flashpoint, Golan strategy & addtl 1992 scenario; B-17 tourney scenario; Statis Pro Football variant. '92									
50295	General Magazine 29/1 (Mag Only)	n	New	Out-of-Print	0.4	Mag Only	<del>\$4.00</del>	\$1.00	
1x3 Inventory label on cover, otherws new. ■ Insert. ARTICLES ON: Avaloncon '93; History of the World scoring sheet & variant; History of the World walk thru; bidding for your empire in History of the World; defending turf in History of the World; We the People Preview; Roadkill intro; AtlantiCon'92 ASL tourney scenarios; Assassin preview. '93									
94157	General Magazine 29/2 (Mag Only)	n	VeryGd	Out-of-Print	0.4	Mag Only	<del>\$5.00</del>	<del>\$4.00</del>	\$0.50
No inserts, otherws EX. ■ Inserts. ARTICLES ON: We the People strategy & replay; history of Lafayette; Acquire variants; We the People design notes; Kingmaker PC preview; ASL scenario briefing analysis of To the Last Man (from 24/1); Break Normandy preview; Up Front toumy rules. '94									
71665	General Magazine 29/2 (Mag Only)	n	New	Out-of-Print	0.4	Mag Only	<del>\$5.00</del>	\$1.00	
1x3 Inventory label on cover, otherws new. ■ Inserts. ARTICLES ON: We the People strategy & replay; history of Lafayette; Acquire variants; We the People design notes; Kingmaker PC preview; ASL scenario briefing analysis of To the Last Man (from 24/1); Break Normandy preview; Up Front toumy rules. '94									
92989	General Magazine 29/2 (Mag Only)	n	Excel	Out-of-Print	0.4	Mag Only	<del>\$6.00</del>	\$1.00	
w/ inserts. ■ Inserts. ARTICLES ON: We the People strategy & replay; history of Lafayette; Acquire variants; We the People design notes; Kingmaker PC preview; ASL scenario briefing analysis of To the Last Man (from 24/1); Break Normandy preview; Up Front toumy rules. '94									
71703	General Magazine 29/3 (Mag Only)	n	New	Out-of-Print	0.4	Mag Only	<del>\$7.00</del>	\$1.00	
1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: German defense in Breakout, Normandy; Allied options in Breakout Normandy; Guerilla preview; effective assassinations in Assassin; 7-player History of the World; Adv Civilization variant; Operation Crusader PC tactics; ASL scenario G19 Tough Nut to Crack analysis; Operation Crusader review; Breakout Normandy replay pt 1. '94									
71723	General Magazine 29/4 (Mag Only)	n	New	Out-of-Print	0.4	Mag Only	<del>\$7.00</del>	\$2.00	
1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: movement & combat methods in the Great Campaigns of Am Civil War series; Oil Wars, a history of conflicts & intrigue in the Middle East; Combat made Simple in the Grt BtIs of Am Civil War series via a worksheet; Road Kill review; revised combined rules for Stonewall Jackson's Way & Here Come the Rebels, including Roads to Antietam Alexandria variant map; Stalingrad PC designer notes; Maharaja analysis; optional rules for Gettysburg'88; Breakout Normandy Replay, pt2; 5th Fleet PC preview. '94									
71735	General Magazine 29/5 (Mag Only)	n	New	Out-of-Print	0.4	Mag Only	<del>\$5.00</del>	<del>\$3.50</del>	\$1.00
1x3 Inventory label on cover. ■ Inserts. w/ ARTICLES ON: native policy in New World; non-player nations in New World; use of cavalry in the Great Campaigns of Am Civil War series; Stonewall Jackson's Way by mail; Turkish options in Empires in Arms; Myths of Pearl Harbor; Avaloncon '94; Operation Crusade PC (Hell Fire Pass) replay; opening German moves in Battle of the Bulge '92; Colonial Diplomacy designer notes; Flight Commander 2 preview. '94									
71767	General Magazine 29/6 (Mag Only)	n	New	Out-of-Print	0.4	Mag Only	<del>\$5.00</del>	<del>\$2.50</del>	\$1.00
1x3 Inventory label on cover. ■ Insert. Contains ARTICLES ON: Road Kill analysis; 1-2 player Guerilla; the US military prior to WW2; Tyranno Ex tactics; ASL countering an AFV in Motion tactic; History of the World strategy; Up Front elevation rules; Wrasslin' 4 character insert; Flight Commander 2 preview; Attack sub variants & scenarios; 5th Fleet Bay of bengal series replay; Kremlin many player rules. '95									
66986	General Magazine 30/1 (Mag Only)	n	Excel	Out-of-Print	0.4	Mag Only	<del>\$5.00</del>	<del>\$4.00</del>	\$1.00
w/ inserts. 1x3 Inventory label on cover. ■ ARTICLES ON: Peloponnesian War strategy; analysis of leaders in Civil War; errata & advanced rules for Tokyo Express; March Madness '95 NCAA BBall Final Four teams; programmed ASL; 1830 PC preview; strategy in New World; Adv Civ PC preview; Fifth Fleet PC replay; Across 5 Aprils analysis of 1st Bull Run scenario; Flight Commander 2 PC scenarios & strategy; scenarios for Flash Point, Golan; tactics in ASL; tactics in Stalingrad PC. '95									
71783	General Magazine 30/1 (Mag Only)	n	New	Out-of-Print	0.4	Mag Only	<del>\$5.00</del>	\$1.50	
1x3 Inventory label on cover, otherws new. ■ ARTICLES ON: Peloponnesian War strategy; analysis of leaders in Civil War; errata & advanced rules for Tokyo Express; March Madness '95 NCAA BBall Final Four teams; programmed ASL; 1830 PC preview; strategy in New World; Adv Civ PC preview; Fifth Fleet PC replay; Across 5 Aprils analysis of 1st Bull Run scenario; Flight Commander 2 PC scenarios & strategy; scenarios for Flash Point, Golan; tactics in ASL; tactics in Stalingrad PC. '95									
71804	General Magazine 30/2 (Mag Only)	n	New	Out-of-Print	0.4	Mag Only	<del>\$5.00</del>	<del>\$4.00</del>	\$1.00
1x3 Inventory label on cover. ■ ARTICLES ON: Blue, Green, Yellow & Purple strategy in Maharaja; Ireland add-on map variant for Britannia; Brit commandos in ASL; tactics for 1830 PC; fleet variant for Enemy in Sight; Maharaja reply; Knights of the Air scenarios & variants; tactics in Stalingrad PC, pt2; Maharaja errata. '95									



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Part#	Game Title & Edition	Box	General Condtn	Out of Print ?	Weight (lbs)	List Our Normal		Individual Liquidtn Price	
						Price	Cash Price		
71838	<b>General Magazine 30/4 (Mag Only)</b> 1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: Strategy in & analysis of Colonial Diplomacy, w/ errata; Panzer Leader Arracourt scenario analysis, pt2; History of the World analysis of mid-game kingdoms; Stalingrad PC replay; interview w/ Mark Simonitch; Win Place & Show variant w/ insert; DASL scenario B analysis; Machiavelli 3rd preview; Sun Tzu & the art of war. '96	n	New	Out-of-Print	0.4	Mag Only	\$5.00	\$2.50	
94147	<b>General Magazine 30/5 (Mag Only)</b> w/Insert (London's Burning log, March Madness errata cards). ■ Insert. ARTICLES ON: Mustang review w/ additional scenarios & variant rules; Exhaustive aircraft characteristics for all nations for Mustangs; Machiavelli 3rd replay; Londons Burning review w/ play aids; March Madness dream teams w/ insert cards; History of the World variant to prevent a a fixed-order last turn; interview w/ Bill Levy; weapon breakdowns in ASL. '96	n	Excel	Out-of-Print	0.4	Mag Only	\$5.00	\$2.00	
59872	<b>General Magazine 31/2 (Mag Only)</b> w/Inserts. 1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: Basic strategy, British Defense, & micro scenarios for London's Burning; Cavewars strategy; sniper abatement in ASL; Avaloncon 1996; Hannibal replay; Maharaja Ntl Arrival Tables insert; ASL scenarios G35-6; Age of Renaissance sample game; winning Acquire; historical conquest in War & Peace; 1953 Intrigue variant for Kremlin w/ 5 card insert. '97	n	New	Out-of-Print	0.4	Mag Only	\$6.00	\$2.00	
43835	<b>General Magazine 31/5 (Mag Only)</b> 1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: Age of Renaissance analysis & strategy; ZOC game feedback analysis; reviews of COA Jena; winning strategy in tourney play of Britannia, Colonial Dip; strategy in a tourney ASL scenario on Poland; strategy in History of the World; PC History of the World intro; Stonewall's Last Battle replay; review of DG Krieg, GAMERS GD'41; Survival of the Witless game system analysis; Age of Renaissance errata, analysis & variant w/ insert; Master of Orion II PC review; Princess Ryan's Star Marines preview; 1pg history of the war in Italy, 1943-4 using Anzio. '97	n	New	Out-of-Print	0.4	Mag Only	\$6.00	\$3.00	
<b>ATO - Turning Point Simul (AgaTPS)</b>		<a href="http://www.atomagazine.com">http://www.atomagazine.com</a>							
140723	<b>Chalons, the Battle of..., 451AD</b> ■ The last Roman general, Aetius, who learned the Huns & Goths' ways as a hostage, meets Attila the Hun's forces in central France in 451 in one of the pivotal battles of human history. Each side is a hodge-podge of many ethnic factions. Uses cards to represent units & battleline formations (similar to TPS's Arbela). Simpler & faster playing. 63 playing cards, 46 playing pieces. Richard Berg'19	HP	New		0.9		\$39.95	\$26.00	\$20.00
<b>Australian Design Group (ADG)</b>		<a href="http://www.a-d-g.com.au">http://www.a-d-g.com.au</a>							
133261	<b>World in Flames 7th: Territories in Flms</b> ■ Kit containing 2 countersheets (#47 & 48) with 400 counters providing forces for the minor territories, militias, Siberians & Ukrainians, of the world. Compatible with the Collectors/7th Edition. '18	n	New	Out-of-Print	0.3		\$35.00	\$15.00	\$12.00
<b>Avalanche Press, Ltd. (Avalan)</b>		<a href="http://www.AvalanchePress.com">http://www.AvalanchePress.com</a>							
142009	<b>Panzer Grenadiers: Armata Romana Kit</b> Last copy. ■ Scenario kit for Fire in the Steppe, adding 98 counters for the Romanian Army, 20 scenarios & 3 campaigns linking scenarios. '18	zl	New	Out-of-Print	0.4		\$24.99	\$16.00	\$13.50
132388	<b>Panzer Grenadiers: Marianas 1944</b> Last copy. ■ Scenario booklet with 30 scenarios, 24 counters & 2 maps covering the US invasion of the Marianas in 1944. Counters include new unit types (eg Japanese truck-mounted anti-tank guns, coastal artil, flame-throwing tanks, & the entire Guamanian OoB). Reqs Saipan 1944 to play. J.Townsend'14	Bk	New	Out-of-Print	0.5		\$34.99	\$22.00	\$19.00
110368	<b>Panzer Grenadiers: North Wind Kit</b> Last copy. ■ Kit with scenarios covering a diversionary offensive near Strasburg during the Battle of the Bulge, w/ 10 scenarios based on battles between the US 7th Army and various German units. Req Road to Berlin, Btl of Bulge, Easter Front, Airborne, Red Warriors & Iron Curtain to play all scenarios. M.Bennighof'07	Fo	New	Out-of-Print	0.4		\$10.99	\$6.00	\$4.00
95508	<b>Panzer Grenadiers: Romanian Soil Kit</b> ■ Kit covering the battles for Targu Frumos in 1944 as the Soviet 2nd Ukrainian Front attempts to outflank the Romanian Strunga fortification line. 10 scenarios. Reqs Eastern Front, Road to Berline, Btl Bulge, Eisenborn & Red Warriors to play all scenarios. 200m/hex, pltn level. '09	Bk	New	Out-of-Print	0.2		\$10.99	\$4.00	\$4.00
<b>Blackball Games (BlackB)</b>									
117033	<b>Seas of Iron: Battleship Exp Kit</b> Last copy. ■ Small kit includes tiles for the battleships IJN Yamato & Bismarck. '14	n	New	Out-of-Print	0.1		\$4.99	\$2.99	\$1.00
<b>Clash of Arms (CofA)</b>		<a href="http://www.clashofarms.com">http://www.clashofarms.com</a>							
127875	<b>Command at Sea: Emperor's Fleet</b> ■ 94pg booklet compiling & revising data for 200 ships & 130 aircraft types used by the Imperial Japanese in WWII, effectively replacing the data annexes in Rising Sun & serving as a data annex for Steel Typhoon. Mates with American Fleets & Atlantic Navies. '11	Bk	New		0.5		\$26.00	\$18.00	\$15.00
144905	<b>Command at Sea: Gruppe Nord</b> ■ 128pg Booklet compiling & revising data for all German ships, aircraft & weapons systems used in WWII, effectively replacing prior data annexes & bringing this in line with CAS 4th ed. L.Bond'12	Bk	New		0.7		\$28.00	\$19.00	\$16.00
112240	<b>Command at Sea: La Guerre Navale</b> ■ Booklet compiling & revising data for all French ships, aircraft & weapons systems used in WWII, effectively replacing prior data annexes & bringing it in line with CAS 4th ed. Equal emphasis on the fleet that was and the fleet that could have been. CAS v7; Atlantic Navies book 1. L.Bond'12	Bk	New		0.6		\$28.00	\$18.00	\$15.00
142410	<b>Leuthen, Frederick's Greatest Victory ZL</b> ■ Packaged in a ziplock. Third in the Age of Reason series following Kolin & Zorndorf. W/ 2nd ed series rules, 4 maps, 600 units. Freddy takes on the Austrians on a snowy battlefield in Silesia, 1757, in order not to lose this vital province. Nominated for two Charlie Roberts awards in 1997. 2 countersheets, 1 map. '97	zl	New	Out-of-Print	1.5		\$80.00	\$52.00	\$48.00
<b>Dan Verssen Games (Versse)</b>		<a href="http://www.DVG.com">http://www.DVG.com</a>							
147995	<b>By Stealth &amp; Sea: Companion Book</b> ■ 58pg Companion book for this game providing history, background & context to the actions represented in the game. Describes the 9 missions covered in the game, how these weapons were created & utilized, the results of the missions including ships sunk or damaged. Does not deal with game strategy or analysis '20	Bk	New		0.5		\$19.99	\$14.00	\$12.00





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147367	<b>Warfighter, WWII: Exp 2 UK #1 Kit</b> ■ Expansion set consisting of 56 cards for one nation's force, the UK. '17	SC	New		0.3	\$19.99 \$14.00	\$12.50
<b>DecGms FIRE &amp; MOVEMENTMag (Dec FM)</b> <a href="http://www.decisiongames.com">http://www.decisiongames.com</a>							
46719	<b>Fire &amp; Movement (Dec Gms) #119 (Mag Only)</b> 1x3 Inventory label on cover, otherws new. ■ ARTICLES & REVIEWS ON: GAMERS Burma 1st w/ strategy, GMT Paths of Glory 1st, APL GWAS Russo-Japanes War & USN Plan Black, GMT Salamis kit for War Galley. '00	n	New	Out-of-Print	0.4	Mag Only \$7.99 \$2.50	\$1.00
<b>Decision Games (DecGms)</b> <a href="http://www.decisiongames.com">http://www.decisiongames.com</a>							
144585	<b>Acre, the Third Crusade Opens</b> ■ Folio game using the BtIs of the Ancient World (now BtIs of the Medieval World) game system. Covers the meeting engagement as a part of the Muslim army led by Saladin attacks the King of Jerusalem's army while it besiege's Acre. Armies of centered on heavily armored cavalry & men-at-arms, with lots of foot soldiers & archers. The Crusaders have a stronger army but must protect extended siege lines; the Muslims are quick & light, and must defeat the Crusaders in detail. 100 counters. '12	Fo	New		0.2	\$24.95 \$17.50	\$15.00
127575	<b>Frayser's Farm, Wasted Opportunity</b> ■ New design in folio series. Confeds under RE Lee, with all the luminary leaders, outnumberers & seeks to rout the retreating Union forces after Gaine's Mill in June 1862. The Confed attack become uncoordinated & lost momentum, losing a key opportunity. '10	Fo	New		0.4	\$24.95 \$15.00	\$12.50
141431	<b>Golan, the Syrian Offensive</b> ■ Update of SPI folio game. Uses a step reduction system with support assets like airpower & artillery. 5 Syrian divs launch a surprise assault against the Golan Heights at the start of the 1973 Yom Kippor War, defended by 2 Israeli brigades. Airpower - and Surface-to-Air missiles - play a major role. BtIn/brig level. '10	Fo	New		0.4	\$24.95 \$17.00	\$15.00
145851	<b>Imperium Romanum 3rd</b> ■ Overhaul of this RECOMMENDED 2-6 player game of military, political & economic conflict thruout the Roman era and the Mediterranean in numerous scenarios. Covers 700 years of history from the 1st century BC, in 40 scenarios (6 new). Can be played with as few as 2 players, but remains a great multi-player game. Components updated to enhance play, with color leaders & neutral units, and a enlarged map, plus new optional rules. 3.5 maps, 964 counters, color rules. Legion level, 50mi/hex, complex. A Nofi'18	LB	New	Out-of-Print	3.2	\$140.00 \$105.00	\$92.50
146290	<b>Lebanon '82, Operation Peace for Galilee</b> ■ Folio game using the Fire & Movement game system. Covers the Israeli invasion of Lebanon in 1982 to establish a puppet govt of its liking, but became engaged in vicious urban battles. Situation is one of attrition and thus focusing resources. Includes 1982, 1975 & 2006 scenarios showing the progression of Israeli tactics & opponents over time. 100 counters. '12	Fo	New		0.4	\$24.95 \$18.00	\$16.00
141827	<b>Marengo, Morning Defeat-Afternoon Victry</b> ■ Update of SPI folio on the subject. Covers Marengo, 1800, as the overextended French attempt to ambush the Austrians but are outnumbered until French reserves arrive to save the day. BtIn/rgt lvl. '10	Fo	New		0.4	\$24.95 \$18.00	\$15.00
143984	<b>Pea Ridge, St Louis then Huzzah!</b> ■ Folio game using the Musket & Pike game system. Covers the battle of Pea Ridge in northern Arkansas early in 1862, as the Confeds under Van Dorn rally to defend against the invading Union forces. Van Dorn sends his exhausted forces on a force march to the rear of the Union forces. 100 counters. BtIn/brig level, 352yd/hex. '12	Fo	New		0.4	\$24.95 \$17.00	\$15.00
<b>Decision Games S&amp;T Games (DecS T)</b> <a href="http://www.decisiongames.com">http://www.decisiongames.com</a>							
45076	<b>Objective Tunis #140 (w/ Mag)</b> ■ Mag & Game. Game of the initial & confused brawl for control of Tunisia immediately after the Allied Torch landings to the distant west, Nov 1942. The Vichy French posture is a key variable; can be a wild game. Uses the exciting Battles of North Afrika system. 3 scenarios. co/btIn lvl, 2mi/hex, 200 counters. V.Van Borries'91 / ARTICLES ON: the Battle for Tunisia 1942; 20th Centur Mercenarios, 1899-1914; Biochemical warfare in ancient times; Railroad movement of troops during the American Civil War; Battle of Lissa, 1866.	n	New	Out-of-Print	1.0	\$20.00 \$10.00	\$5.00
33455	<b>Blood on the Tigris #176 (w/ Mag)</b> ■ Mag & Game. Covers the Allied drive on Baghdad up the Tigris-Euphrates delta beginning early in the war thru the time of its historical capture in April 1917. Brig level with an emphasis on logistics & command. Campaign & a short scenario. 220 counters, 6mi/hex, 1mo/turn. P.Moore'96 / ARTICLES ON: Mesopotamian Campaign in WWI; War on the Plains, Prelude to Little Bighorn; Dennis Mahan, Warfare as Art & Science; Strategy in the Great War [WWI]; the Siege of Rhodes 305BC; German Troops in the Am Revolutionary War; Confederate Propaganda; Destruction of the Iraqi Navy.	n	New	Out-of-Print	0.8	\$17.00 \$14.00	\$10.00
97017	<b>Over the Top: Mons &amp; the Marne 1914 #186 (w/ Mag)</b> Unpunched, but missing 21 markers (only); Counters printed askew such that unit IDs (only) on most counters partially cut off; all unit values are OK; color photocopy of countersheet included. Several sml, 1/4" abrasions on map mostly in margin areas. ■ Mag & Game. All copies of this game have countersheet back printed. Pair of brigade lvl games of the opening campaign in the west, WWI. 2 scenarios: Mons, Aug. 1914, and the Marne, Spt 1914. Brig level, 12hrs/turn, 280 counters. J.Miranda'97 / ARTICLES ON: Battles of Mons & the Marne, 1914; the Eastern Operation, the Japanese Plan to Conquer Hawaii; Cooperation between Germany & the USSR 1920-33; the German Scharnhorst & Gneisenau; Italian Tanks of WWII; Byzantium #183 & First Arab-Israeli #185 Errata; 1848, Europe in Revolution; Evolution of the British Inf Battalion during the World Wars.	n	Mint	Out-of-Print	0.8	\$20.00 \$12.00	\$8.00
22763	<b>Over the Top: Mons &amp; the Marne 1914 #186 (w/ Mag)</b> ■ Mag & Game. All copies of this game have countersheet back printed. Pair of brigade lvl games of the opening campaign in the west, WWI. 2 scenarios: Mons, Aug. 1914, and the Marne, Spt 1914. Brig level, 12hrs/turn, 280 counters. J.Miranda'97 / ARTICLES ON: Battles of Mons & the Marne, 1914; the Eastern Operation, the Japanese Plan to Conquer Hawaii; Cooperation between Germany & the USSR 1920-33; the German Scharnhorst & Gneisenau; Italian Tanks of WWII; Byzantium #183 & First Arab-Israeli #185 Errata; 1848, Europe in Revolution; Evolution of the British Inf Battalion during the World Wars.	n	New	Out-of-Print	0.8	\$22.00	\$15.00
68214	<b>Sedan Campaign, 1870 #224 (w/ Mag)</b> ■ Mag & Game. Includes variant counters for Indochina (11), Belisarius (29), 1918 (9), Grp Soviet Forces (1), Ottomons (3), Boer War (10), Inv Taipai (10), Indo-Pakistani (48), Asia Crossroads (11), First Afghan (7), Xenophon (3), Chancellorsville/Plevna (8). Simpler, operational level game of the decisive campaign of the Franco-Prussian War, 1870. 4.4mi/hex, 3days/turn, div level. T.Bomba'04 / ARTICLES ON: Sedan Campaign 1870; Second Afghan War 1879-1881; the P-39 Aircobra & Buffalo Fighters; Italo-Turkish War of 1911-12; Ascendancy of Athens 500-400BC; USN 5/25 AA Gun; Sixth SS Panzer Army in Hungary 1945; Armies of the Eastern Front 1944-5.	n	New	Out-of-Print	1.0	\$25.00	\$13.00



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Part#	Game Title & Edition	Box	General Condtn	Out of Print ?	Weight (lbs)	List Our Normal		Individual Liquidtn Price
						Price	Cash Price	
70033	<b>Middle East Battles, '56 &amp; '67 #226 (w/ Mag)</b> ■ Mag & Game. Includes variant counters for Dixie #54 (10) and East is Red (30). Coverage of the battles of Suez in 1956 Arab-Israeli War & El Arish in the 1967 war. Btl level, 200 counters, 1 map. 6-8hrs/turn, 1mi/hex. J.Miranda'05 / ARTICLES ON: Clash of Armor in the Sinai, 1956 & 1967; Insurgency in Nepal; Prusso-German Army, 1815-1914; Naval Revolution, Sail to Steam; Maginot Line Myths; Cromwell's New Model Army & the English Civil War, 1642-51; German Naval Warfare in WWII; Variant for Dixie #43.	n	New	Out-of-Print	1.0	<del>\$22.00</del>		<b>\$12.50</b>
70490	<b>Old Contemptibles, Battle of Mons #228 (w/ Mag)</b> ■ Mag & Game. w/ variant counters for Back to Iraq 3 (33) & markers for Ottomans (20). Coverage of the small but expert British Expeditionary Force in northern France, at the first meeting between the Germans & Brits at Mons, 1914. 1mi/hex, 2hr/turn, btl/rgt level. Has the look & feel of a Command/XTR game. R.Bell'05 / ARTICLES ON: The British Expeditionary Force in WWI, & its Evolution; the Conflict in Angola; New info on PQ-17; German upward firing cannons on Night Fighters; Coup d'etat Attempt in Republic of Texas 1836; Asuustralia in Somalia 1992-94; Iranian OoB 2004; Battle of Eylau 1807, w/ OoB.	n	New	Out-of-Print	1.0	<del>\$22.99</del>	\$15.00	<b>\$12.00</b>
72715	<b>Catherine the Great #232 (w/ Mag)</b> ■ Mag & Game. Solitaire or 2-3 player game of Catherine the Great's rule of Russia, 1762-96, and the various policy initiatives she could have pursued to enhance Russia's standing in Europe. Player(s) act on behalf of Russia; other European powers are handled by the game system. Army level, 5yrs/turn, 200 counters. J.Miranda'05 / ARTICLES ON: Counterstroke at Soltsy on the Road to Leningrad, July 1941; Catherin the Great & Russia's expansion; the Maccaabean (Jewish) Revolt in 167BC; the British Blue Peacock Nuclear Landmine; Naval Mine Warfare during the Cold War; Peace in Cambodia; Entebbe Hostage Rescue; Miyamoto Mushiashi, 1584-1645.	n	New	Out-of-Print	1.0	<del>\$23.00</del>	\$19.00	<b>\$10.00</b>
77087	<b>No Prisoners! Lawrence of Arabia #237 (w/ Mag)</b> ■ Mag & Game. w/errata counters for Dagger Thrusts (5 + 20 Am Stars/Bridge Brocken markers), Old Contentables (2), Twilight's Last Gleaming 2 (2), Nine Navies War (1) Strategic level game of Lawrence of Arabia's (and the Brit's) campaign in Palestine, from Egypt to Damascus & Medina, 1915-18. Two campaigns occurred during this time, an Ottoman thrust to Egypt and the British offensive that conquered Palestine. Includes an optional system where each player controls opposite side on western & eastern fronts (ala Btl for Germany). J.Miranda'06 / ARTICLES ON: the Desert War in WWI, Allenby & Armageddon; Hoover, Dragoneers & the Boxer Rebellion; Union Indian Regiment in the Civil War; Lawrence of Arabia & the Arab Revolt.	n	New	Out-of-Print	1.0	<del>\$39.99</del>	\$22.00	<b>\$15.00</b>
81303	<b>Triple Alliance War #245 (w/ Mag)</b> ■ Mag & Game. Paraguay takes on an alliance of Brazil, Argentina & Uruguay in a bloody S.American war, 1865-8. Strategic level, 25km/hex, brig/div level, 6mo/turn. J.Romero'07. ARTICLES ON: the Triple Alliance War; Art of War in the Middle Ages; Cordoba & the btl of Garigliano; US Army in future wars.	n	New	Out-of-Print	1.0	<del>\$24.00</del>	<del>\$17.50</del>	<b>\$12.50</b>
83139	<b>First Blood, Second Marne 1918 #248 (w/ Mag)</b> ■ Mag & Game. Tactical level combat between the American Expeditionary Force and German strosstrupen at the Second Marne, July 1918, near Chateau Thierry in the last of the German's offensives of the year. 15-45min/turn, 100yd/hex. T.Bomba'08 Mag contains ARTICLES ON: US 3rd Inf at the Marne 1918; Alex the Great in Afghanistan; Eugene in Hungary 1716. Plus all those ads.	n	New	Out-of-Print	1.0	<del>\$39.99</del>	<del>\$18.00</del>	<b>\$10.00</b>
85883	<b>Civil War in the Far West 1862 #252 (w/ Mag)</b> ■ Mag & Game. w/ variant counters for Back to Iraq 3rd (34) & No Prisoners (7). Simpler game of the Confederate attempt to secure the southwestern USA (mainly New Mexico) early in the American Civil War, Feb-Jun 1862. 9mi/hex, 100men/strength pt, 1mo/turn. C.Diamond'08 / ARTICLES ON: the Am Civil War in the West; Great War & the Origins of Air Warfare; variant rules for No Prisoners & Back to Iraq 3rd; Chinese Naval Power in the Pacific & Indian Oceans; Lion of Mali, 1300s.	n	New	Out-of-Print	1.0	<del>\$25.00</del>		<b>\$15.00</b>
86892	<b>Hannibal's War #254 (w/ Mag)</b> ■ Mag & Game. 2, 3 or 4 player game covering the struggle for control of the Mediterranean in the 3rd century BC among Rome, Carthage, Macedon & the Gauls. Uses 1066 game system. 1yr/turn, 100mi/square, strategic level. 176 5/8" counters. J.Miranda'08 / ARTICLES ON: the Second Punic War; Cybernetic warfare in the 21st century; the British campaign in the Rio de la Plata (now Argentina), 1806-7; border tank battles in Ukraine, June 1941.	n	New	Out-of-Print	0.9	<del>\$24.99</del>	<del>\$16.00</del>	<b>\$10.00</b>
87826	<b>First Air Battle Over Britain #255 (w/ Mag)</b> Vertical crease near spine on mag cover due to poor storage; otherwise new & unused & clean. ■ Mag & Game. w/ err counter for Nine Navies War (1). Game of the German zeppelin bombing offensive against S Britain late in WW1. Germans seek to inflict morale damage on SE Britain. Flight/Sqdrn level, 5mi/hex, 1mo or 20min/turn. 3 scenarios. J.Miranda'09 / ARTICLES ON First Btl of Britain; Antipater, defender of Alex the Great's throne & legacy; 2 terrible days in the Am Civil War, btls of Sand Creek & Franklin; the Colombian battalion in the Korean War.	n	Like New	Out-of-Print	0.9	<del>\$39.99</del>	<del>\$18.00</del>	<b>\$12.00</b>
88426	<b>Marlborough's Btls, Ramillies etc #256 (w/ Mag)</b> Crease near spine on mag cover due to poor storage. ■ Mag & Game. Moderate complexity, tactical level game of 2 of the Duke of Marlborough's key battles, Ramillies & Malplaquet, during the War of Spanish Succession. These battles marked the emergence of infantry as a shock weapon via the bayonet. 225yd/hex, 1-3k men/unit. R.Berg'09 / ARTICLES ON: Marlborough's victories in the War of Spanish Succession, 1704-8; the Battle of Britain, 1940; Operation Anaconda & the hunt for Osama bin Ladin; book reviews, & lots of ads.	n	Like New	Out-of-Print	0.9	<del>\$39.99</del>	<del>\$18.00</del>	<b>\$8.00</b>
88434	<b>Marlborough's Btls, Ramillies etc #256 (w/ Mag)</b> ■ Mag & Game. Moderate complexity, tactical level game of 2 of the Duke of Marlborough's key battles, Ramillies & Malplaquet, during the War of Spanish Succession. These battles marked the emergence of infantry as a shock weapon via the bayonet. 225yd/hex, 1-3k men/unit. R.Berg'09 / ARTICLES ON: Marlborough's victories in the War of Spanish Succession, 1704-8; the Battle of Britain, 1940; Operation Anaconda & the hunt for Osama bin Ladin; book reviews, & lots of ads.	n	New	Out-of-Print	0.9	<del>\$39.99</del>	<del>\$22.00</del>	<b>\$14.00</b>
89163	<b>Chosin, X Corp Escapes the Trap #257 (w/ Mag)</b> ■ Mag & Game. w/ errata & errata counters for Gauntlet (46). Game of campaign in northeastern Korea late in 1950 as the Chinese surprise & attack the US X Corp near the Yalu River, covering the entire campaign. Uses the Gauntlet game system, and can be mated with that game to cover the entire 1950 Chinese offensive. Material in this game can be retrofitted to Gauntlet. J.Miranda'09 / ARTICLES ON: The Chosin Campaign in Korea, 1950; Von Richthofen, the Red Baron, in WW1; Air Raid at Taranto, 1940; Patriots & Loyalists in Lower Canada, 1837-38.	n	New	Out-of-Print	1.0	<del>\$29.00</del>		<b>\$25.00</b>
89888	<b>Santiago Campaign, 1898 #258 (w/ Mag)</b> ■ Mag & Game. w/ variant counters for Hannibal's War (14) & Red Dragon Rising (90). Grand tactical game of the Rough Rider's campaign to capture Santiago in Cuba during the Spanish-American War, 1898. 3days/turn, 0.5mi/hex, btl/rgt level. R.Bell'09 / ARTICLES ON: Santiago Campaign 1898; Btl of Tewkesbury, 1471, during the War of the Roses; the Cassino Line & the battle for Cassino, 1944; media review & lots of ads. '09	n	New	Out-of-Print	0.9	<del>\$25.00</del>		<b>\$20.00</b>



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Part#	Game Title & Edition	Box	General Condtn	Out of Print ?	Weight (lbs)	List Our Normal Price	Cash Price	Individual Liquidtn Price
90902	<b>Black Prince, Crecy &amp; Navarette #260 (w/ Mag)</b> ■ Mag & Game. Two key battles from the time of the English king known as the Black Prince late in the Medieval period. Navarette covers the Apr 1347 battle during the 100 Years War between the English & the French & their Castilian allies. 50yd/hex, 500men/counter, 20min turn. Crecy covers the 1346 battle in which the French mounted knights prove the cost of arrogance in the face of lowly archers. 80yd/hex, 500men/unit, 40min/turn. / ARTICLES ON: the Black Prince & medieval warfare; Issues in designing tactical pre-modern wargames; the Arab Legion in WW2 & the first Arab-Israeli War; Central Powers offensive at Caporetto, Italy, 1917; Military evolution in 16th & 17th Centuries & 30 Years War. '09	n	New	Out-of-Print	0.9	<del>\$39.99</del>	\$19.00	\$12.00
91425	<b>Kaiser's War, 1918-19 #261 (w/ Mag)</b> ■ Mag & Game. Strategic level game of the situation in 1918 thruout Europe & the Near East as the Central Powers look for some way to decisively pursue the war on the Western & Italian Fronts. 62mi/hex, 2mo turn, corp/army level. J.Miranda'10 / ARTICLES ON: German Strategy in 1918; POWs in the Korean War; the B-36; China & US carrier strategy; Harald Hardrada, Viking's Greatest King; Btl of Albermarle Sound, North Carolina, Spt 1863.	n	New	Out-of-Print	0.9	<del>\$39.99</del>	\$22.50	\$17.50
94516	<b>Frederick's War, Austrian Sucession #262 (w/ Mag)</b> ■ Mag & Game. Game is a 2-4 player contest, each striving for dominance in all of central Europe between 1741-8. Uses the 1066 & Hannibal's War system. Played on an odd map where geography is bent to a system of squares. 1yr/turn, 2500-10,000men/unit, 50mi/square. 2 scenarios & campaign. J.Miranda'10 / ARTICLES ON: Frederick the Great's war of Austrian Succession, 1740-8; the rescue of Mussolini (plus Skorzeny & other Wermacht special ops; Italian TF Nibbio in Afghanistan, 2002 on; Russians at Lake Narotch 1916; the Algerian insurgency & end of French Empire; battle of Kosovo, 1389.	n	New	Out-of-Print	1.0	<del>\$39.99</del>	\$23.00	\$15.00
93487	<b>Shiloh, Bloody April 1862 #264 (w/ Mag)</b> ■ Mag & Game. Game of the Confed Apr 1862 surprise attack that held hope of catching the Union sleeping but was beaten back by Union resolve & simple confusion. Uses an evolution of AH's Gettysburg '77 system. 1hr/turn, 100yd/hex, brig level. 3 scenarios plus 3-day campaign, 176 counters. P.Koenig'10 / ARTICLES ON: Btl of Shiloh; J.Miranda on Game Design; Fulani Jihad, 1804-9; Hitler's Ardennes Offensive; Russo-Georgian War of 2008; others.	n	New	Out-of-Print	0.8	<del>\$30.00</del>	\$22.50	\$17.50
109250	<b>Reichswehr &amp; Freikorps, Europe 1920 #273 (w/ Mag)</b> ■ Mag & Game. Game of the what-if situation had the revolutionary Soviet Army captured Warsaw in 1920 and continued west into Germany. Strategic in scope, with div level units, 15mi/hex, 1wk/turn, and covering on a big-hex & rather bland map the area from the Soviet border past Berlin. B.Train & T.Bomba'12 / ARTICLES ON: the hypothetical situation had the Soviets defeated the Poles in 1920 and continued west toward Berlin; battle of Tala River, 751AD. Chinese v Caliphate forces; Napoleon's strategic flanks in Russia, 1812; Liberian Civil War, 1989-2003; the Catapillar Club (those who escaped a downed aircraft via parachute); Santa Anna's 1836 Texas campaign. '12	n	New	Out-of-Print	0.9	<del>\$29.99</del>	\$19.00	\$17.50
99723	<b>Operation Anaconda, Afghanistan 2002 #276 (w/ Mag)</b> ■ Mag & game. Grand tactical game of a key battle between US-led forces & those of the Taliban & Al Qaeda in the Shahi-Kot Valley & mountains of eastern Afghanistan, mid-March 2002. Allied forces attempt to surround & destroy Taliban forces and capture bases & Bin Laden, but poor command control stopped that. Uses the They Died With Boots On game system, with each sub command operating independently based on chit pull. Platoon level, 248 counters. Curiously, the one side is consistently called Al Qaeda tho most fighters were Afghani Taliban, and the two are not the same thing. J.Miranda'12 / ARTICLES ON: Operation Anaconda, battle in Afghanistan 2002 & designer's notes; analysis of the US M4 Sherman Tank; massacre at Teutoburg 9AD; settlement dark & bloody, a history of the Cherokee Wars 1654-1865; Model 1895 Mannlicher Rifle; lifting the blockade at the end of the American Civil War; origin of the modern combat helmet; trooper Billy Sing, Gallipoli sniper.	n	New	Out-of-Print	0.9	<del>\$39.99</del>	\$22.50	\$16.50
134627	<b>Tobruk, Operation Crusader 1941 #278 (w/ Mag)</b> ■ Mag & game. Game using using the Sedan 1940 game system & covering the Allied Operation Crusader offensive late in 1941. Uses a chit-pull divisional activation system. AT guns have ranged ability. 2days/turn, 4mi/hex, btn/rgt lv, 3 scenarios. 228 counters. P.Youde'12 / ARTICLES ON: Tobruk 1941 & Operation Crusader; Riverine logistics at Shiloh, Apr 1862; Btl of Fei River, China, Nov 383AD; Sino-Vietnamese War, 1979; ACH-47A Helicopter gunships; how Japan won the First World War; Geo Washington: genius or bumpkin?; today's Irish Defense Force.	n	New	Out-of-Print	0.9	<del>\$30.00</del>	\$22.50	\$15.00
121938	<b>Soldiers, Decision in the Trenches #280 (w/ Mag)</b> ■ Mag & game. Simpler game of the US 1st Inf attacks into thinly-held German-held lines toward the end of World War I (1918) in multiple scenarios. Not truly historical, rather representative of actions during this time. 5-10min/turn, 25yd/hex, pltn or single machine gun level; fast playing. 124 counters. T.Bomba'13 / ARTICLES ON: Soldiers, the American offensive in France, 1918; US military's attack helicopter doctrinal controversy; the Jewish Revolt, 66-73AD; America's Gibraltar: West Point in the American Revolution, 1775-83; media review; Nung Tri Cao & rebellion against the Chinesse in the 11th Century; US 8" Howitzer; Encirclement & Threat Perception in Asia; Sherman at Shiloh; Huaihai Campaign that concluded the Chinese Revolution, 1948-9.	n	New	Out-of-Print	0.9	<del>\$39.99</del>	\$23.00	\$19.00
126855	<b>Pacific, War OF the..., 1879-1883 #282 (w/ Mag)</b> ■ Mag & game. Game of a key South American war, that between Chile & Peru and Bolivia, 1879-83. The Chileans begin by capturing Lima, the Peruvian capital, followed by a guerilla war & stalemate by 1883. 2mo/turn, 31mi/hex, btn/rgt level, 280 counters. '13 / ARTICLES ON: War of the Pacific, 1879-80; Churchill & the Zeppelins in WWI; Charlemagne's campagins, 771-814AD; Indo-Pakistani Wars; Pre-WWI German-American rivalry; Kampgruppen strategy in N.Africa; Hydrofoils in the USNavy; Pump-action grenade launcher; ABDA Command, unified command in the Pacific, 1941. '13	n	New	Out-of-Print	0.9	<del>\$39.99</del>	\$22.50	\$17.00
138816	<b>Shenandoah, Jackson's 1862 Campaign #284 (w/ Mag)</b> ■ Mag & game. Detailed game of the Port Royal & Cross Keys battles during the 1862 Shenandoah Valley Campaign Uses a variation of the Twilight's Last Gleaming #225 game system. 3 scenarios (Cross Keys, Port Republic). Regt level, 300m/hex, 250men/str pt, 1hr/turn, 280 counters. C.Diamond, E.Harvey'13 / ARTICLES ON: Jackson's 1862 Shenandoah Campaign; Lost Opportunities in German Naval Superiority in 1914; Libya's Qaddafi's Military Misadventures; China's Grea Walls, 1000BC-1644AD; Warriors of the Reconquista; Conquest of Cochín China; Awa Maru, Greatest Submarine Error of WWII; Military Space Pioneers.	n	New	Out-of-Print	0.9	<del>\$39.99</del>	\$22.50	\$20.00
114883	<b>Balkan Gambit, 1943-45 #298 (w/ Mag)</b> ■ Mag & game. Game explores the hypothetical case had the western Allies followed Churchill's preference of invading the Balkans rather than Italy in 1943, his soft underbelly. 3 scenarios set in 1943 (the historical alternative), 1944 (the Bodyguard deception turned real), and 1945 (British forces attempt to cut off German forces in the Balkans & stop a Soviet advance towards Italy). 20mi/hex, 2-5 days/turn, brig/div level, 176 counters. B.Knight'16 / ARTICLES ON: Churchill's Balkan Gambit; Cyrus II of Persia; Operation Colorado, Vietnam 1966; Integration of Firearms into Sengoku Jidai Japan; Battle of Omdurman, 1898; Peloponnesian War; Lee-Enfield Bolt Action Rifle; Signals Intelligence, Past & Present.	n	New	Out-of-Print	0.9	<del>\$34.99</del>	\$27.00	\$20.00





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Part#	Game Title & Edition	Box	General Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
135472	<b>American Revolution in the South #304 (w/ Mag)</b> <ul style="list-style-type: none"> <li>Mag &amp; game. Game of 5 of the historical campaigns conducted in the Carolinas during the American Revolution, 1776-81. Includes 1776 North Carolina, 1779 Savannah, 1780 Overmountain, 1781 Green v Cornwallis, and 1781 Green v Rawdon. Emphasis is on leaders &amp; leadership. 280 colorful counters, 8mi/hex, 50-1500men/unit, individual leaders. Eric Harvey'17 / ARTICLES ON: Southern War for American Independence; Bulgarian Liberation, 1877-78; Chemical Warfare in the 20th Century; Discovering PT-109; Raid on Shaik Sa'id, Yemen, 1914; Shadow Warriors, SOE &amp; OSS; Corps of Canadian Voyageurs.</li> </ul>	n	New	Out-of-Print	0.9	<del>\$49.99</del> \$35.00	\$32.00
130452	<b>Cold War Hot Armor: Vietnam #307 (w/ Mag)</b> <ul style="list-style-type: none"> <li>Mag &amp; game. 2-player, low level tactical game of armored combat between various combatants during the Cold War era, in this case Vietnam 1954-75. First of a new game series. Emphasis on command control, combined arms &amp; technology. 228 counters, sqd/pltn level. Includes 9 scenarios spanning the years from French involvement in 1954 thru the collapse of southern Vietnam in 1975, including the fantasy what-if of a US invasion of Laos to cut the NVA supply line directly. Additional optional rules can be downloaded. Joseph Miranda'17 / ARTICLES ON: AFVs in the Vietnamese Wars; the Third Punic War, 149BC; Siege of Santa Fe 1680; First Anglo-Afghan War 1839; Leyte Gulf.</li> </ul>	n	New	Out-of-Print	0.9	<del>\$49.99</del> \$25.50	\$20.00
145836	<b>Turkish Liberation, War of... #309 (w/ Mag)</b> <ul style="list-style-type: none"> <li>Mag &amp; Game. Includes errata counters for World War I 2nd (14) and Cold War Hot Armor (14); includes additional rules &amp; 6 scenarios for Cold War Hot Armor. Game covers the struggle within Turkey between 1920-22, in the aftermath of WWI and the Russian Revolution. Imperialist powers (including Greece, Armenia, Azerbaijan &amp; Georgia with British, Italian &amp; French support) attempt to dismember Turkey per the Sevres Treaty, opposed by Bolsheviks &amp; the Turkish nationalist army. Imperialists must capture substantial Turkish territory to win. 200 counters, rgt/brig/div level, 30mi/hex, 3mo/turn. Javier Romero'18 / ARTICLES ON: War of Turkish Liberation; Battle of Antietam 1862; Patton's Third Army in the Lorraine; Tarleton &amp; the British Legion; the Adriatic in WWI; Inside the Head of Frederick the Great; Landing of US 82nd Airborne in Sicily, July 1943; US Army's Use of Shotguns in 19th Century.</li> </ul>	n	New	Out-of-Print	0.9	<del>\$49.99</del> \$37.50	\$30.00
144737	<b>American Civil War 3rd ['18] #310 (w/ Mag)</b> <ul style="list-style-type: none"> <li>Mag &amp; game. Substantial revision of the 1974 game covering the whole of the American Civil War, 1861-5 at a strategic scale on 1 map. Confederacy must maintain a viable economy as the Union makes inroad into southern territory. Sudden death conditions apply at the end of each quarterly turn, enforcing political realities of the time. Leadership is a key factor in winning battles, and the South starts with an advantage; Union must develop leadership by participating in battles - many of which they will lose initially. Includes nuanced rules such as for river bends, foraging, political considerations. 280 counters, 20mi/hex. James Dunningan, Chris Perello'18 / ARTICLES ON: the American Civil War; Imperial Overreach, the Athenian Disaster on Sicily; Montrose in Scotland during the English Civil War, 1644-46; the Role of the US Merchant Marine in Global War; Mosby's Rangers, 1863-5; Flavius Aetius, Last of the True Romans; Thrace &amp; the Cold War.</li> </ul>	n	New	Out-of-Print	0.9	\$85.00	\$75.00
134101	<b>Windhoek, Southwest Africa 1914-15 #313 (w/ Mag)</b> <ul style="list-style-type: none"> <li>Mag &amp; game. Game of World War I in German Southwestern Africa, 1914-15. Allied South African, British and Portuguese forces try to conquer German forces quickly, while German forces strive to draw out their war beyond the historical timeframe of defeat of 10 months. Each side receives a fixed number of activation points per turn, and those are required to recruit &amp; move units. Fighting centers over control (&amp; repair) of railroads vital to Allied logistics and water holes. Small forces can have big effects. Company/btn/brigade level, 25miles/hex, 25mi/hex, 1mo/turn, 176 counters. Joseph Miranda'18 / ARTICLES ON: Windhoek, the Campaign in German Southwest Africa, 1914-15; Could Athens Have Won the Peloponnesian War?; Hobkirk's Hill, Nathanael Greene &amp; the Art of Phyrnic Victories; Naval Battle of Portman, 1873, Battle of Ironclads; Pyrrhus, Almost King of Sicily; Custer's Gatling Guns, Benefit or Burden; HMS Peterel on the Yangtze Riverin China; Cook Islands Contingents in World War I.</li> </ul>	n	New	Out-of-Print	0.9	<del>\$39.99</del> \$25.00	\$15.00
139889	<b>Last Stand at Isandlwana #314 (w/ Mag)</b> <ul style="list-style-type: none"> <li>Mag &amp; game. Grand tactical game of the British empire's worst defeat, the battle of Isandlwana during the Zulu War of 1879. The main Zulu force falls upon the the poorly prepared base camp of the British army, attempting to envelope &amp; destroy it. British wins by doing better than the historical result of annihilation. High solitaire suitability. 5-20min/turn, 200m/hex, company level for British. Ty Bomba'18 / ARTICLES ON: British Last Stand at Isandlwana, Jan 1879; Vikings: Raiding Warfare &amp; Empire in the Dark Ages; British Mesopotamian Campaign 1914-18; Battles of Gully Hole Creek &amp; Bloody Marsh in the American South during War of Jenkin's Ear; The Danelaw during the Dark Ages; Battle of Oudenarde, July 1708.</li> </ul>	n	New	Out-of-Print	0.9	<del>\$49.99</del> \$34.00	\$23.00
145841	<b>Italian-Ottoman War 1911-12 #325 (w/ Mag)</b> <ul style="list-style-type: none"> <li>Mag &amp; Game. Game of the Italian invasion of northern Africa in what is now Libya in 1911-12, seeking to wrest the area from the Ottoman Empire. The Italians easily sieze the coastal towns, but Ottoman defenders &amp; local Bedouin tribes hold the interior. The war ended with Italian control after a an Italian naval victory in the Mediterranean. Central dynamic is the Action Point which constrains each sides ability to move, fight &amp; secure reinforcements. Victory is based on beating the historical outcome. 176 counters, 45km/hex, 1-2mo/turn, btn/regt/brig level. Joseph Miranda'20 / ARTICLES ON: the Italian-Ottoman War in Libya, 1911-12; Battle of Pydna, 168BC; Stalin's Command Decisions in WWII; Sandino's War in Nicaragua, 1927-34; Joffre in Command of France, 1914; Napoleon &amp; the Military Revolution; the Tobruk Naval Supply Runs, 1941; Dreadnoughts; Fall of Acre, 1291.</li> </ul>	n	New		0.9	<del>\$49.99</del> \$35.00	\$30.00
<b>Decision Games S&amp;T Quarte (DecSTO)</b>				<a href="http://www.decisiongames.com">http://www.decisiongames.com</a>			
137437	<b>Strategy &amp; Tactics Quarterly # 2, US WWI (Mag Only)</b> <ul style="list-style-type: none"> <li>Quarterly magazine dedicated to a single historical topic of military history. This issue is focused on America's involvement in World War I. Includes analysis, maps, orders of battle, descriptions of weapons, and biographies of notable military figures such as John Pershing, Billy Mitchell, the young George Patton, and Homer Lea, plus a map poster.'18</li> </ul>	n	New	Out-of-Print	0.9 Mag Only	<del>\$14.99</del> \$13.00	\$10.00
<b>Decision Gms Modern War M (Dec MW)</b>				<a href="http://www.decisiongames.com">http://www.decisiongames.com</a>			
137032	<b>Oil War, Iran Strikes 2nd # 2 (w/ Mag)</b> <ul style="list-style-type: none"> <li>Mag &amp; game. 2014 reprint. Game is a reworking of the theme of an earlier game by this title with a Neocon twist. Focused on Iranian strategic alternatives in the time frame of 2013-7 presuming an Iranian nuclear capability, with a simpler design. What would happen if this current boogeyman launched a conventional war in one direction or another when they have The Bomb? 228 counters, 18mi/hex, 3days/turn, Brig/div/corp level. T.Bomba'12 / ARTICLES ON: Oil War, Iran &amp; the Military Balance in the Persian Gulf (lengthy); Israeli OoB at Chinese Farm, Oct. 1973; Fire Support Base Mary Ann, Vietnam, anatomy of a disaster 1971; American drones at war; the Hashim Portable Greande Launcher RPG-32; US F4 Phantom II Fighter-Bomber; Today's Sci-Fi Military Technologies.</li> </ul>	n	New	Out-of-Print	0.9	<del>\$39.99</del> \$24.00	\$20.00
130070	<b>Somali Pirates # 3 (w/ Mag)</b> <ul style="list-style-type: none"> <li>Mag &amp; game. Hypothetical, near-future Allied Coalition seeks to destroy the bases used by Somali pirates to raid shipping in the vital shipping lanes of the Arabian Sea and elsewhere - and of course control Somalia itself. Players seek to maximize their public support affected by mobilizing reserves, securing areas, destroying enemy forces, etc. Map covers Somalia &amp; a portion of Ethiopia; includes 176 counters representing pirates, warlords, Al Qaeda, militias &amp; Coalition forces. Presumes the pirate forces grew stronger recently in recent months (they haven't). Brig/Task Force level,J.Miranda'12 / ARTICLES ON: Somali Pirates; What if the US invaded northern Vietnam in April 1967?; the US Marines at Nasiriyah, Iraq, March 2003; the War in Space &amp; the X-15; Steal aircraft technology from WWII on; the Piranha, unmanned surface vessel.</li> </ul>	n	New	Out-of-Print	0.8	<del>\$39.99</del> \$21.00	\$17.50





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Part#	Game Title & Edition	Box	General Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtm Price
105882	<b>Decision Iraq # 6 (w/ Mag)</b> ■ Mag & game. Complex game of the political & military conflict since the US invaded Iraq in 2003. Played on an area map. Views the conflict as one of stability & democracy versus Al Qaeda, Iran & insurgency (nothing about nationalism). Both players employ convention & unconventional forces seeking to enlarge their control & influence in the country & destroy enemy forces, and ultimately "control" Iraq. J.Miranda'13 / ARTICLES ON: Decison Iraq plus design notes; Mixro-terrain in Iraq; Airland Battle Doctrine for Fighting Conventional Wars; US Invasion of Panama; the Soccor War of 1969 between Honduras & El Salvador; A-19 Warthog USAF Ground Attach Aircraft; Focus on Uganda; BOMARC, Longest Ranged SAM Ever Built; EXACTO Sniper Rifles; Micro-Satellites & the Militarization of Space.	n	New	Out-of-Print	0.9	<del>\$39.99</del> \$19.00	<b>\$15.00</b>
105832	<b>Vietnam Battles: Iron Triangle # 7 (w/ Mag)</b> ■ Mag & game. Game of two campaigns by US forces in Vietnam. The first converts a campaign into the Iron Triangle, an area of dense jungle close to Cambodia & NW of Saigon, in early 1967. The other, Snoopy's Nose, covers the US 9th Inf riverine & helicopter penetration of remote areas of the Mekong Delta, mid-1967, in an attempt to restrict Viet Cong access to the Mekong River. 0.5mi/hex, 200 counters. E.Harvey'13 / ARTICLES ON: Vietnam Battles: Snoopy's Nose & the Iron Triangle, 1967; the Second Congo War, 1998-2003; Robert Thompson, Counterinsurgency Mastermind; National Traing Center in the 1980s, Forge of Victory; LRASMs, Long Range Anti-Ship Missiles; the Venezuelan Army Today; Barry Goldwater of the USAF.	n	New	Out-of-Print	0.9	<del>\$29.99</del> \$24.00	<b>\$20.00</b>
126171	<b>Target Iran #10 (w/ Mag)</b> ■ Mag & game. Solitaire simulation of a hypothetical US-led coalition attack on one of the latest boogeymen, Iran, with the stated purpose of destroying nuclear & other WMD-related targets within that nation. Game includes a strategic, intelligence-gathering, cyberwar & build-up phase followed by the execution of an actual attack. Victory is determined by the effect of the strike on the worldwide price of oil. Strategic level, 228 counters. J.Miranda'14 / ARTICLES ON: Analysis of Targeting Iran: US Intervention Doctrine & Strategy, Closing the Hormuz Straights, Iranian Military; Battle of Na San, Indochina 1952; the Origin of US Joint Warfare Doctrine; the M551 Sheridan, Light Armor in Action; Focus on Eastern European Armies Today; the Future of the US Navy; Robin Olds & the Air War in Vietnam.	n	New	Out-of-Print	0.9	<del>\$29.99</del> \$23.00	<b>\$15.00</b>
110277	<b>Greek Civil War #11 (w/ Mag)</b> ■ Mag & Game. Game covers the Greek Civil War, 1947-9, as communist-leaning populace takes on the Greek government in war for hearts & minds reflected in a political index for each side (0-99). 280 counters, area move. B.Train'14 / ARTICLES ON: Civil War in Greece 1943-9; the French Expeditionary Corps in the First Indochina War; Honchos, Russian Pilots in the Korean War; the Lost Art of Tracking; Cold War Armor, the M24 Chaffee Light Tank; Israel's Navy; Hezbollah v the IDF in Close Combat; US Airpower in the Cold War.	n	New	Out-of-Print	0.9	<del>\$29.99</del> \$24.00	<b>\$15.00</b>
110284	<b>Next War in Lebanon #13 (w/ Mag)</b> ■ Mag & Game. Operational level game of a future Israeli invasion of Lebanon with the goal of eliminating a rival, Hezbollah (which the game posits as purely a terrorist organization). Envisioned as a much larger version of the 2006 invasion. Syrian & Iranian forces may also enter the game per certain conditions or mutual agreement. Game uses an unusual, very large hex map (with only 21 hexes total), with unlimited stacking; operations are performed within a hex. 176 counters. B.Train'14 / ARTICLES ON: the Next War in Lebanon (and the 2006 War); the Ukraine Crisis, Part I: Crimean Flashpoint; African Stalingrad: Cuito Cuanavale, Angola 1987-88; 32 Buffalo Battalion, [old] South Africa's Military Elite; the Luftwaffe Flew Again, German Aircraft after 1945; Ad Hocery & US Unit Cohesion; Nanotech Soldiers & Future Operations; Cold War Nuclear Weapons for Air Combat; Russia's T-90 Tank.	n	New		0.9	<del>\$39.99</del> \$22.50	<b>\$18.00</b>
116965	<b>Dien Bien Phu #17 (w/ Mag)</b> ■ Mag & Game. Solitaire game of the decisive campaign of the First Vietnamese War in the Spring of 1954. The cream of the French forces in Indochina establish a fortress base at Dien Bien Phu in a remote Laotian valley, challenging the Viet Minh to a fight. But they wrongly assumed that the Viet Minh couldn't bring artillery into the area and lay siege to the entire fortress area. Player controls French forces attempting to hold out until relief arrives or to break the Viet Minh will to fight. Can be played by multiple players, each taking a different portion of the French forces. 176 counters, point-point map. Viet Minh forces must work their way up 4 separate tracks, with points roughly 0.5km apart, all leading to the central fortress area. 5days/turn, cobtln level. J.Miranda'15 / ARTICLES ON: Dien Bien Phu, the Decisive Battle for Indochina; Operation Vulture, Plans for Direct US intervention at Dien Bien Phu; Kolwezi 1978, French Legionnaires to the Rescue in the Congo; the second Chechen War, 1999-2000; the Ukrainian Insurgent Army & Operation Vistul, Poland 1947; Future Weapons, the Global Strike Effort; Focus on Chinese Group Armies; US Century Series Fighters (F-100 thru F-106); US Sniper Weapons Development.	n	New	Out-of-Print	0.9	<del>\$34.99</del> \$29.00	<b>\$15.00</b>
127792	<b>Fallujah 2004, City Fighting in Iraq #23 (w/ Mag)</b> ■ Mag & game. Solitaire game covering the US-led coalition's fight for the Iraqi city of Fallujah in April & Nov 2004, which became the biggest pitched battles of the war in Iraq. Player controls western forces on a somewhat abstracted point-point map of the city (superimposed on a satellite photo of the area). Goal is to amass points for total kills, capturing objectives and eliminating high value targets. 176 counters, area move map of the urban battleground. J.Miranda'16 / ARTICLES ON: Cold War Air Forces of NATO & the Warsaw Pact; First Commonwealth Division, 1950-3; Border War, South Africans & the Angolan Frontier; China's Naval Facilities in the Horn of Africa; Afghan National Army; Russian Strategy; Struggle for Mullah Fayyad Hiway, 2006; Advanced Rotocraft; Israel's Submarine Force; Military Readiness of the Persian Gulf States.	n	New	Out-of-Print	0.9	<del>\$34.99</del> \$22.00	<b>\$15.00</b>
130570	<b>Combat Veteran #31 (w/ Mag)</b> ■ Mag & game. 2 player game of contemporary tactical combat at the individual infantryman level. Includes historial scenarios for a firefight in the Mekong Delta, 1967, and Outpost Keating, Afghanistan 2009. Both involved a platoon-sized US force against a numerically superior enemy. 40m/hex. 280 counters. Eric Harvey'17 / ARTICLES ON: Infantry Tactics & Weapons in Vietnam; Iran-Iraq Air War 1980-8; Russia's Next Moves: Syria & Donetsk Republic, New Look Brigades; US Doctrinal Response, Uranus Unmanned Vehicles; Nonotechnology and the Military; Back to War in the Western Sahara; Zapad Train Excercise; US Fire Brigade in the Mid East; Battle of Wanat, Afghanistan, 2008; Modern Russian Main Battle Tanks; US Century Series Jet Fighters in 20th Century.	n	New	Out-of-Print	0.9	<del>\$34.99</del> \$29.00	<b>\$22.50</b>
125266	<b>Operation Musketeer #32 (w/ Mag)</b> ■ Mag & game. Published with 52 additional units & markers for Combat Veteran #31. Game of the Israeli, French & English capture of the Suez Canal in 1956 & their attempt to impose a more favorable Egyptian government (to replace the popular, nationalist Nassar). Historical operations are depicted, with the eventual hypothetical of the USSR & US being drawn in militarily, and developing into a hot war confrontation with the possibility of nuclear exchanges. Emphasis is on command control modeled thru the use of independent activation of various national contingents. Includes air forces. 228 counters, 15km/hex, 1+days/turn. rgt/brig level. Joseph Miranda'17 / ARTICLES ON: Operation Musketeer, Invasion of Egypt 1956; Battle of Mogadishu, Somalia 1993; US effort to build Kajaki Dam in Afghanistan; Possibilities of a US-Russian Alliance in the 21st Century; Colombia's Peace Process; Australia's Defense; Logistics of Terrorism; Russia's Tu-16 Blackjack Bomber Today; Indian Artillery Saga; Reemergence of the Taliban; Houti Missiles & Saudi Arabia.	n	New	Out-of-Print	0.9	<del>\$34.99</del> \$20.00	<b>\$10.00</b>



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Part#	Game Title & Edition	Box	General Condtn	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
130443	<b>Isis War, Next Middle East War # 33 (w/ Mag)</b>	n	New	Out-of-Print	0.9	<del>\$49.99</del> \$27.50	<b>\$15.00</b>
	<ul style="list-style-type: none"> <li>Mag &amp; game. Game set in the near future based on the perennial boogey man of many in the US, that Iran develops a nuke and uses it's military aggressively (quite contrary to US intelligence estimates of Iran's abilities &amp; intent). Kurds declare their independence from Iraq, join with Iranian &amp; Turkish Kurds, and a regional war quickly results with Turkey &amp; Iraq &amp; ISIS remnants facing off against US, Iraqi &amp; Kurdish forces. Can also be played as an expansion to Oil War #2. Strangely, has little if anything to do with a war on ISIS. 18mi/hex, 3days/turn, brig/div/corp level. Ty Bomba'17 / ARTICLES ON: War on the Islamic State; History of Soviet &amp; Russian Involvement in the Middle East &amp; Africa; Modern Day Warlords; Eritrea vs Ethiopia, Frozen Conflict; Russian Zapad 2017 Military Exercises; Terrorism in Southeast Asia; Local Players in Syria; Sidi Ifni, Spain's Last War in Africa; Admiral Felix Budwell Stump; Special Operations in Vietnam.</li> </ul>						
133342	<b>Soyuz '81 # 38 (w/ Mag)</b>	n	New		0.9	<del>\$49.99</del> \$30.00	<b>\$22.00</b>
	<ul style="list-style-type: none"> <li>Mag &amp; games. Simpler, 2-player game covering the possibilities of a hypothetical Soviet attack on Poland in 1981 as Poland began to distance itself from Soviet orbit. Soviet forces including those of eastern Germany &amp; Czechoslovakia attack from all sides. Soviet success depends on getting Poland to toe the line without expending inordinate amount of military &amp; political capital in doing so. Such capital is measured in activated Warsaw Pact units, destroyed units, captured &amp; recaptured cities, and Soviet control of the rail network supplying Soviet forces in eastern Germany deterring a NATO response. 16m/hex, 3days/turn, div level, 176 counters. Ty Bomba'18 / ARTICLES ON: Soviet Plans to Invade Poland; Liberation of Kuwait, 1991; 1982 Hama Uprising in Syria; Russian Naval Renaissance; Peru's Shining Path Today; NATO's Deterrence of Russian Aggression; China in the Arctic; Isis &amp; Hamas; Rescuing the Yazidis of Iraq; Khasham Turkey Shoot, Russian-Syrian Force Beaten by a Kurdish-US force in Syria; Red Air Force 1945-53,</li> </ul>						
	<b>Decision Gms World at War (DecWAW)</b>					<a href="http://www.decisiongames.com">http://www.decisiongames.com</a>	
90930	<b>Destruction of Army Group Center 3rd # 9 (w/ Mag)</b>	n	New	Out-of-Print	0.8	<del>\$24.99</del> \$20.00	<b>\$15.00</b>
	<ul style="list-style-type: none"> <li>Mag &amp; Game. Substantial redesign of this early SPI, multiscenario game of the Soviet Summer'44 offensive that destroyed a exposed German army group. This version changes the scale to army/corp level &amp; expands the scope of the game to cover the Baltic states &amp; NW Ukraine, opening up new options. 16mi/hex, 1wk/turn, corp/army lvl, 176 counters. J.Dunnigan, T.Bomba'09 / ARTICLES ON: Field Marshal Busch &amp; the Destruction of AG Center 1944; Orde Wingate, pioneer of Special Ops; Southern Bomber Command, 15th Air Force; Tarawa recollections' 09</li> </ul>						
91812	<b>Afrikakorps, Decision in the Desert #11 (w/ Mag)</b>	n	New	Out-of-Print	1.0	<del>\$33.00</del>	<b>\$25.00</b>
	<ul style="list-style-type: none"> <li>Mag &amp; Game. Includes 56 errata counters for Coral Sea &amp; Players Aid Card w/key tables (missing from #10). New &amp; rather luscious design using the They Died with Boots On system. Operational level game of the war in the N.African desert, 1941-2, from El Agheila to Suez. Monthly turns, 12.5mi/hex, moderate complexity, rgt/brig level. Includes attention to the intangibles that heavily influenced the campaign. 260 counters. J.Miranda'10 / ARTICLES ON: Campaign in the Desert, 1940-2; Afrikakorps designers notes; Romania in WW2; Savo Island; WW2 German Airborne Operations.</li> </ul>						
94118	<b>Soft Underbelly, Southern Italy 1943 #15 (w/ Mag)</b>	n	New	Out-of-Print	0.9	<del>\$39.99</del> \$22.00	<b>\$17.00</b>
	<ul style="list-style-type: none"> <li>Mag &amp; Game. w/48 variant counters for Great East Asian War. Game of the battle for the southern half of Italy in 1943. Modest complexity, 11mi/hex, 2-15days/turn, div level. Includes many what-if possibilities, as well as key elements of the campaign such as secondary invasions, paratroops, airpower, etc. T.Bomba'10 / ARTICLES ON: Allied &amp; German strategy in Italy, 1943 including designers notes; double cross, the war between British MI-5 &amp; German Abwehr Intelligence Services; btl of Sangshak (near Imphal), India, 1944; Analysis of the Polish Military in 1939; US Advance to Linz, Austria, May 1945; Radar bombing in WW2; Golden Age of WW2 Humor on TV. '10</li> </ul>						
94953	<b>Leningrad '41 #17 (w/ Mag)</b>	n	New	Out-of-Print	0.8	<del>\$39.99</del> \$18.00	<b>\$15.00</b>
	<ul style="list-style-type: none"> <li>Mag &amp; Game. New game of AG North's drive on Leningrad from July-Aug 1941 uses the Manila'45 system. Assumes that von Manstein didn't pause before charging for the city. 3days/turn, 0.5km/hex, btl/rgt/brig level. Special rules for command control, leaders, naval &amp; air support, &amp; a possible German airborne assault. J.Miranda'11 / ARTICLES ON: Leningrad 1941, Manstein's Lost Victory; Operation Anvil-Dragoon, August 1944; US Navy's Yangtze River Patrol, 1937-41; Britain's Special Operations Executive; Karl May, Hitler's Favorite Author; Liberation of Vichy Madagascar; US v Japanese Pilot Selection in WW2; Chinese Collaborationist Forces in WW2.</li> </ul>						
118892	<b>Keren 1941, East Africa # 25 (w/ Mag)</b>	n	New	Out-of-Print	0.8	<del>\$39.99</del> \$22.50	<b>\$18.00</b>
	<ul style="list-style-type: none"> <li>Mag &amp; game. Grand tactical game of the battle of Keren in Italian East Africa, Feb-Mar 1941, as the Italians &amp; local allies put up their stiffest defense of the entire war, requiring 3 Allied assaults to break their defense. 220yd/hex. Includes factors unique to the difficult fighting in remote positions. 228 counters, 200m/hex, btl level, 2 scenarios. D.March, E.Harvey'12 / ARTICLES ON: the Battle of Keren, 1941 &amp; designer's notes; Analysis of Juno Beach, D-Day 1944; Japanes v US strategic planning in the Pacific; German strategy in 1945; How WWII changed US currency.</li> </ul>						
100049	<b>Green Hell, Burma 1943-4 # 28 (w/ Mag)</b>	n	New	Out-of-Print	0.9	<del>\$39.99</del> \$18.00	<b>\$12.00</b>
	<ul style="list-style-type: none"> <li>Mag &amp; game. Includes errata/variant counters for: DMZ (20); F&amp;M series game (20); Saipan (40); Crusader (1); Musket &amp; Saber series markers (26); Leipzig (9); Showdown (1). Simpler folio-style game showing two portions of the war in Burma 1943-4. Op Thursday depicts the British 6-brigade gliderborne assault in March 1944 to support the allied offensive toward Myitkyina. Battle of the Admin Box depicts the defense of the Indian 7th Inf HQs against the Japanese infiltration near Sintzweya in India. E.Harvey'13 / ARTICLES ON: Green Hell, Battle for Burma; the air &amp; sea siege of Malta in WWII; the naval war on Lake Ladoga during the siege of Leningrad; Oil: strategic bombing panacea in WW2; Ugly, slow, low &amp; lethal: the JU-87 Stuka; destroying the defense of the Italian island of Pantelleria by air, 1943; Skalski &amp; the Polish Fighting team; first capitalship action of WW2.</li> </ul>						
103067	<b>Guards Armour Division # 34 (w/ Mag)</b>	zl	New	Out-of-Print	1.3	<del>\$69.99</del> \$37.50	<b>\$30.00</b>
	<ul style="list-style-type: none"> <li>Mag &amp; game. Covers 4 grand tactical battles involving the British Guards armor division in 1944-5, including Operations Goodwood, Veritable, Boninghardt Ridge &amp; Joe's Bridge. Uses the Famous Divisions system. Combat is now modified by the random element of a chit pull, and one player's chit can cancel the others. 500m/hex, 6hrs/game, 560 counters, 2 maps, chit-activated unit impulse system. J.Schtler, E.Harvey'13 / ARTICLES ON: Famous Divisions, British Guards Armour; the Fall of Hong Kong; the Waffen SS in Color [illustrations]; Vlasov's Counter-Soviet Army; US M2 4.2" Mortar; Patton's folly, the landing at Brolo; Salerno Airborne Assault; Camp X, British SOE Special Training School; Brazil in WWII.</li> </ul>						
134812	<b>France Fights On #39 (w/ Mag)</b>	n	New	Out-of-Print	0.9	<del>\$39.99</del> \$26.00	<b>\$15.00</b>
	<ul style="list-style-type: none"> <li>Mag &amp; game. Includes ERRATA &amp; errata counters for: Norway 1940 (54), Ghost Division (60), Rhineland (24). Game of the hypothetical situation in June 1940 had the French government not capitulated but instead sought to evacuate itself and as much of the French army as possible to northern Africa to continue resistance. The Germans must seek to destroy as much of the French army as possible within a month's time lest events severely disrupt Germany's timetable for the next year of the war. 2days/turn, 8mi/hex, 288 counters. T.Bomba'14 / ARTICLES ON: The What if Had France Fought On in 1940; the Soviet Gulag Network &amp; Penal Battalions; Kamikazes Over Okinawa; Hitler's Headquarters, the Wolf's Lair; the Alaskan-Canadian Highway in World War II; the Bombing of a US Ship Off Italy Carrying Poison Gas, 1943.</li> </ul>						
111272	<b>Pacific Battles, Shanghai #42 (w/ Mag)</b>	n	New	Out-of-Print	0.9	<del>\$34.99</del> \$22.00	<b>\$19.00</b>
	<ul style="list-style-type: none"> <li>Mag &amp; game. Game is third in the Pacific Battle series, and covers the Japanese conquest of the strategic Chinese city of Shanghai between Aug-Nov 1937. Success depends on effective management of land &amp; air forces as well as logistics between two large armies. 228 counters, rgt/brig/div level, 1wk/turn. J.Miranda'15 / ARTICLES ON: Battle for Shanghai, 1937; Rundstedt in Normandy, 1944; the German Anti-Partisan War in the Ukraine; Food as Strategy [ &amp; weapon]; What if Japan Hadn't Surrendered?; German Exploitation of Antarctica &amp; New Swabia; Darwin 1942, Australia's Pearl Harbor; SS Normandie Fire.</li> </ul>						



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Part#	Game Title & Edition	Box	General Condtn	Out of Print ?	Weight (lbs)	List Our Normal Price	Cash Price	Individual Liquidtn Price
116642	<b>Duel in the North #48 (w/ Mag)</b> ■ Mag & game. Includes one errata counter for Red Tide West. Game of Army Group North's drive on Leningrad during the summer of 1941, June-Sept. Uses the Sedan game also used in Tobruk & Duel on the Steppe, including a unit activation system. Single scenario, with both historical & free setups. 12.5mi/hex, Div level, 228 counters. Map is larger & covers a broader area than Leningrad game on same subject. P.Youde'16 / ARTICLES ON: Army Group North's Campaign in 1941; Development of Allied Close Air Support in the European Theater of WWII; the Third Battle of Changsha, China, Dec 1941-Jan 142; Melvin Purvis, FBI Agent, in WWII: Origins of British WWII Commandos; German Flackpanzers in WWII; Orde Wingate, Lawrence of Ethiopia; Rangers at Pointe du Hoc.	n	New	Out-of-Print	0.9	<del>\$39.99</del>	\$26.00	\$22.50
125251	<b>Pacific Battles, Malaya #51 (w/ Mag)</b> ■ Mag & game. Fourth game in the Pacific Battles games series. Game covers the Japanese drive down the Malayan Peninsula to Singapore in Dec 1941-early 1942. Players must expend supply to enable offensive actions, which gives an extra movement phase. Better HQs also extend activation range & other benefits. Special events handled via event chits. 280 counters, Btl/Rgt/Div level. J.Miranda'16 / ARTICLES ON: Salvaging Battleship Row at Pearl Harbor; the Malaya Campaign 1941-2; Warsaw Uprising 1944; Hitler's War for Oil; Japanese Armed Forces Dec 1941; George Orwell; Grumman FM-2 Wildcat.	n	New	Out-of-Print	0.9	<del>\$49.99</del>	\$25.00	\$20.00
125241	<b>Escape Hell's Gate, Korsun Pocket #57 (w/ Mag)</b> ■ Mag & game. Game covering the final attempt of the German 3rd Panzer Corp to relieve the two corps of Germans encircled in the Korsun Pocket between 10-17 Feb 1944. Two battles are fought, with outside Germans attacking to break in, and the Soviets attempting to reduce the pocket. 280 counters, rgt/brig level, inspecific scale. Eric Harvey'17 / ARTICLES ON: Battle of Korsun-Cherkassy Pocket; Japan Surrenders, 1945; Serbian Collaborationist Forces, Auxiliaries or Clandestine Patriots?; Building the US Army in WWII; Curtis-Wright 21 Fighter; American Equipment & British Ingenuity in Northern Africa; Battle of Milne Bay, 1942.	n	New	Out-of-Print	0.9	<del>\$49.99</del>	\$20.00	\$17.00
131565	<b>Stalin Moves West #58 (w/ Mag)</b> ■ Mag & game. Game covering the hypothetical situation had Germany not invaded the USSR, but instead the USSR invaded greater Germany about 1941. Soviet units have an untried side. Multiple scenarios depicting various what-ifs including Germans focus on the west, a preemptive strike and no Soviet purge in the 1930s. 176 counters. 70km/hex, 1mo/turn, corp/army level. Joseph Miranda'17 / ARTICLES ON: Stalin Moves West; Juno Beach, Black Sand, Red Beach, Battle of Iwo Jima; Nazi Suicide Squadron; Reggimento Volontari Tunisini; Success & Failure of Germany's Blitzkrieg; Heinkel He-277 Bomber.	n	New		0.9	<del>\$49.99</del>	\$37.50	\$30.00
131559	<b>Peaks of the Caucasus # 61 (w/ Mag)</b> ■ Mag & Game. Game covers the 1942 German offensive in southern USSR, and the Soviet Uranus counteroffensive, with Stalingrad being only 1 hex on a mapboard. Offensive is divided between Stalingrad & the Caucasus front; command activation will allow operations on either front or sometimes both. Victory is based on geographical objectives (for Germans) and destroying enemy forces (for both). Corp/army level, 1mo/turn, 100km/hex, 2-6div/unit, 176 counters. Joseph Miranda'18 / ARTICLES ON: Axis 1942 Offensive in Southern Russia; the Royal Navy in the Pacific in WWII; Italian Army of WWII; Special Agent Leon Turrou; Germany's Coal Industry; the British Short Sterling; Soviet Economic Aid to Germany, 1939-41; the Typhoon, Flawed Fighter.	n	New	Out-of-Print	0.9	<del>\$39.99</del>	\$26.00	\$22.00
137140	<b>Operation Typhoon # 65 (w/ Mag)</b> ■ Mag & Game. Solitaire game of Army Group Center's final advance toward Moscow late in 1941, beginning in October. Player commands German forces. Soviet forces randomly materialize in a strength set by the terrain. Player must capture key geographic objectives. Includes dynamics for pocketing Soviet forces, and breakouts from those pockets. Game can be adapted to cooperative team play. 1-2wks/turn, Div level, 7.5mi/hex. 280 counters. Ty Bomba'19 / ARTICLES ON: Operation Typhoon, Germans at the Gates of Moscow; Objective Metz, 1944; Bougainville, Nov1943-July 1944; Resistance in Norway, 1940-45; Lost Eagles, Air Disaster over Morlaix France, 1942; the Decision to Attack the Soviet Union; Germany's Estonian Contingent in WWII; Schnell Zerstorer (German Ju-88 as fighters).	n	New		0.9	<del>\$49.99</del>	\$28.00	\$15.00
<b>Game Publicatns GAME FIX (GPGGFx)</b>								
22920	<b>Among Nations #9 (w/ Mag)</b> ■ Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dorn's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene.	n	New	Out-of-Print	0.6	<del>\$6.95</del>	\$5.00	\$2.00
<b>Gamers (% MMP) (Gamers)</b>			<a href="http://www.multimanpublishing.com">http://www.multimanpublishing.com</a>					
123365	<b>Black Wednesday</b> ■ Large game of the defense of the elite Spanish Blue division against a Soviet combined arms offensive to intended to enlarge the narrow supply line to Leningrad in early 1943. Massive bombardments precede wave attacks against entrenched Spanish forces. 7th game in the detailed TCS Tactical Combat System. Includes 3rd ed series rules, 2 maps, 1040 counters, 8 scenarios. D.Friedrichs'95	BC	New	Out-of-Print	1.5	<del>\$43.00</del>	\$32.00	\$19.00
123370	<b>Leros, the Island Prize</b> Last copy. ■ Platoon/single AFV scale game of the German invasion of Leros in the Eastern Med, Nov'43, that deterred Turkish involvement in WW2. Allows the German player to plan invasion, site & reinf schedule. Includes v3.1 ed of Tactical Combat Series system rules, 3 maps, 560 counters, 5 scenarios. D.Friedrichs'95	BC	New	Out-of-Print	1.5		\$44.00	\$25.00
<b>Heat of Battle (HOB)</b>			<a href="http://heatofbattlegames.com">http://heatofbattlegames.com</a>					
126963	<b>ASL:Firefights Kit #2</b> ■ Kit providing 6 small, intensive firefight scenarios from France 1940, east Africa & west front '44-5, plus 6 half-map overlays designed for maps #1,14,19,26-31,33. '05	Fo	New		0.5	<del>\$28.00</del>	\$22.00	\$20.00
<b>Legion Wargames (Legion)</b>			<a href="http://www.LegionWargames.com">http://www.LegionWargames.com</a>					
134931	<b>Toulon, 1793, Napoleon's First Victory</b> ■ Operational level game for 2-7 players covering the siege of Toulon, France, Aug-Dec 1793. Area-move, operational level, covering the entire campaign from the landing of Anglo-Spanish forces thru their evacuation. It became Napoleon's first great victory. Operational points are the key dynamic, with the interaction of multiple nations' forces interacting adding another layer. As an artillery captain, Napoleon makes his presence known & eventually turns their guns on the supporting Allied ships, making their moorings unsafe, thus ending the siege & rebellion within Toulon. 1wk/turn, co/btl/regt level, 528 counters. A.Loakes'14	BC	New		1.4	<del>\$70.00</del>	\$50.00	\$40.00
<b>Ludonress (LudoPr)</b>			<a href="http://www.advancedsqadleader.com">http://www.advancedsqadleader.com</a>					
128083	<b>Iberos, 2nd Punic War in Hispania</b> ■ Spanish made game with all components in Spanish & English. Strategic level, area move game of the 2 centuries of conflict between Rome & Carthage & the native peoples for dominance in Iberia. Yearly turns, 240 counters. Scenarios cover Carthage's reconquest of Iberia after its revolt; Iberia during 2nd Punic War; Rome's consolidation of control after 2nd Punic War; Lusitanian Revolt against Rome 147BC; 2nd Celtiberian War 143BC; Roman Civil War in Iberia 47BC; Augustus's Cantabrian War 29BC. J.Romero'02	HC	New	Out-of-Print	1.2	<del>\$65.00</del>	\$39.00	\$20.00
<b>Multi-Man Publishing. (MMP)</b>			<a href="http://www.advancedsqadleader.com">http://www.advancedsqadleader.com</a>					





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Part#	Game Title & Edition	Box	General Condtn	Out of Print ?	Weight (lbs)	List Our Normal Price	Cash Price	Individual Liquidtn Price
133031	<b>ASL:Best of Friends Scenario Pack</b> ■ 12 scenarios drawn from the Swedish Friendly Fire ASL tourney including some tweaks by their original designers. Scenarios cover many fronts in both Europe & Pacific, including a scenario between the Soviets & Japanese at the very end of the war. Sequel to Out of the Bunker. '13	n	New		0.3	\$16.00	\$11.99	\$7.50
132974	<b>ASL:Rivers to the Reich Scenario Pack</b> ■ 15 scenarios adapted from official Squad Leader scenarios, completing the effort begun with Turning the Tide to convert all SL scenarios to ASL. Covers actions on the West Front after August 1944. Includes 2 overlay sheets (taken from GI Anvil of Victory). '13	n	New		0.4	\$20.00	\$16.00	\$12.00
134708	<b>ASL:Winter Offensive # 9 2018 Bonus Pack</b> ■ ASL scenario kit containing 4 deluxe ASL maps (I,J,K,L) and five scenarios set in Russia 1942, Germany 1944, China 1938 & 1944, and a Korean War scenario set in July 1950. With its 4 maps, this is the largest of any WO kit to date. '18	Fo	New	Out-of-Print	0.8		\$30.00	\$20.00
138109	<b>Guadalajara</b> Very mild crease along box cover upper edge. Otherws New but not shrinkwrapped. ■ Standard Combat Series system game of the pivotal battle of the Spanish Civil War. The Italian motorized Corpo Truppe Volontaire (CTV) unit let the second Fascist attack on Madrid in the Spanish Civil War. They were repulsed in a hard-fought campaign. Comp/Btln level, 280 counters, 1 map. E.Sassot'06	BC	Like New		1.0	\$32.00	\$21.00	\$13.00
132986	<b>Salerno, the 1943 Invasion of Italy</b> ■ First of the Variable Combat Series, this covering the Allied invasion of southern Italy, 1943, including the main landings at Salerno & also at Taranto & the toe of Italy. Map divided into 3 separate areas (Salerno, Foggia & Taranto) of 1-3mi/hex linked by logistical tracks that are key to the game. Historical scenario + 3 what-ifs. 2 countersheets, 2 maps. N.Kilgore'15	BC	New	Out-of-Print	1.3	\$42.00	\$34.00	\$22.50
<b>Multi-Man OPERATIONS MAG (MMP Op)</b>		<a href="http://www.advancedsqadleader.com">http://www.advancedsqadleader.com</a>						
132990	<b>Special Ops Wargaming Journal # 1 (w/ Mag)</b> ■ Mag + Game. Includes RAPHIA, a Std Combat Series game of this key ancients battle w/ 130 counters & small map; SAVAGE STREETS, a small area-move game of the battle for central Stalingrad w/ 96 counters & sml map; plus 4 ASL/ASLSK scenarios plus ARTICLES ON: Pursuing an automatic victory in Shifting Sands; using Fire in the Sky in the classroom; taking Singling in an ASL scenario; Gamers' SCS Gazala; adding ace Tiger tanker Michael Wittmann to OCS games; MMP at Origins '11; seaborne assault in Baltic Gap. Premier issue of a rethinking of Operations Mag.	n	New		0.5	\$24.00	\$18.00	\$13.00
<b>One Small Step (ONE)</b>		<a href="http://www.ossgames.com">http://www.ossgames.com</a> , <a href="http://OSSGamesCart.com">OSSGamesCart.com</a>						
130586	<b>Kandahar, Southern Afghanistan 2008-10</b> Last copy. ■ Small 2-3 player game of the conflict in southern Afghanistan, 2008-10. Players represent the struggling Afghan factions contesting the resources of the area. Control of a resources garners victory points as well as further resources. 12 objective card, 140 counters. B.Train'15	Fo	New	Out-of-Print	0.5	\$24.95	\$15.00	\$10.00
<b>Revolution Games (Revolu)</b>		<a href="http://www.Revolutiongames.us">http://www.Revolutiongames.us</a>						
141604	<b>Siege of Orgun, Afghanistan 1983</b> ■ Operation level game of the Afghani Mujahideen's assault on fortified positions in the eastern province of Paktika held by an Afghan regiment with some Soviet forces as well. Area-move, impulse driven game with interactive play. Includes 36 event cards, 88 counters, pltn/company level. P.Ruestchmann'15	zl	New		0.4	\$33.00	\$25.00	\$17.50
<b>Schutze Games (Schutz)</b>		<a href="http://sites.google.com/site/schutzegames">http://sites.google.com/site/schutzegames</a>						
127696	<b>Allenby's Blitzkrieg, Palestine 1918 2nd</b> ■ Operational level game of the last & greatest cavalry offensive, in Sept.1918 in Palestine. Covers the first 2 days of that offensive which exceeded the best of the German Panzers of WWII. Brig/div level, 4mi/hex, 8hrs/turn, small map, 176 double sided die cut counters, 4mi/hex, rgt/div level. P.Schutz'12	HC	New		1.0	\$35.00	\$26.00	\$20.00
102758	<b>Pusan Perimeter, Fire on the Naktong 2nd</b> ■ Update of this relatively simple, rgt/brig level game of the N.Korean attack on a key portion of the Pusan Perimeter in Korea, Aug-Spt 1950. 7mi/hex, 3days/turn, 176 counter. Relatively simple. B.Train'13	HC	New		0.9	\$30.00	\$23.00	\$19.00
<b>Slang Design (Slang)</b>								
98369	<b>Zombies of the World Field Guide</b> ■ Written as the definitive field guide to the undead. Describes 20 common zombie "species" with their habits & range, the US gov't's secret zombie research, theories of zombie evolution & more. '12	Bk	New	Out-of-Print	0.6	\$19.00	\$4.00	\$2.00
<b>SPI S&amp;T Magazine Games (SPIS T)</b>								
56968	<b>Cedar Mountain #86 (w/ Mag)</b> ■ Mag & Game. GBACW v.4. Union troops under Banks surprise a superior force under Stonewall, Aug '62, then must fight for their lives. 30min/turn, 125yd/hex, 30min/turn. D.Bush, J.Simon, A.Williams'81 / ARTICLES ON: Cedar Mtn, Prelude to Bull Run; the Alamo & the Texas War for Independence, 1835-61; Operational Update at SPI.	n	New	Out-of-Print	0.8		\$15.00	\$9.00
24093	<b>Sicily, Race for Messina #89 (w/ Mag)</b> Remnant copy. 2nd half-sized countersheet replaced by color copy, front & back. ■ Mag & game. Last SPI issue. Battle for Sicily, July-Aug 1943, using the Victory in West system. 2days/turn, 3mi/hex, btln/rgt level, 300 counters. D.rustin'81 / ARTICLES ON: Sicily, the Race for Messina; Lee v McClellan, the Maryland Campaign, Sept. 1862; Brief reviews of: Hitler's War 1st, Command at Sea 1st, Trenchfoot.	n	Like New	Out-of-Print	0.8		\$22.00	\$15.00
<b>Udo Grebe COMMAND &amp; STRAT (UGG CS)</b>		<a href="http://www.UGG.de">http://www.UGG.de</a>						
137631	<b>Command &amp; Strategy Magazine # 5 (w/ Mag)</b> ■ Mag + Game. w/ part 5 of Pearl Harbor game installment/w/ a map, charts; complete Empires of Apocalypse v2.0 rule book; Wings Over Aras card game of Air-Air combat in 1917; variant for Comrade Koba (Reloading). ARTICLES ON: index for first 4 issues of C&S; articles on German invasion of Denmark, 1940; the American Civil War for the tourist, pt. 1; reviews of GMT's Carthage, GMT's Blue Max, SPI's Napoleon at Waterloo & other games in that system.	zl	New		0.8	\$10.00	\$8.49	\$7.50
<b>Vae Victis Cerigo Edition (VaeV G)</b>		<a href="http://www.vaevictismag.fr/contactENG.html">http://www.vaevictismag.fr/contactENG.html</a>						
144507	<b>Avec Honneur et Panache</b> ■ French-produced, English-language game of two battles in France in the convoluted weave of French 17th century history. A rebellious force under Turenne lays siege to Rethel, Dec 1650, but are defeated. At The Dunes, June 1658, the French defeat a Spanish force. Dbl-sided map, 270 counters. Florent Coupeau'19	Fo	New		0.6	\$27.00	\$22.00	\$20.00
<b>VAE VICTUS Magazine (VaeVic)</b>		<a href="http://vaevictis.histoireetcollections.com/en/home.html">http://vaevictis.histoireetcollections.com/en/home.html</a>						





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93756	<b>Vallee de la Drang # 28 (w/ Mag)</b> Last copy. ■ Mag + Game. w/68pg mag. 68pg glossy color FRENCH wargame mag. Solitaire game of the US 1st Air Cav's mobile engagements in the Vietnamese central highlands, late 1965. Area move, co/btlN level. W/ 432 cardstock counters that must be mounted & cut apart. All components in French; see <a href="http://www.grognard.com/vaevict.html">www.grognard.com/vaevict.html</a> for English translation. '99	n	New	Out-of-Print	1.0	<del>\$16.00</del>	\$14.00	\$12.00
111685	<b>Tobrouk 1941-42 # 34 (w/ Mag)</b> ■ Mag + Game. w/84pg mag. Operation level, btlN/rgt/brig level game of the various battles for Tobruk in N.Africa, 1941-2, including Battleaxe, Gazala & Crusader offensives. Hex based map. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at <a href="http://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '00	n	New	Out-of-Print	1.0	<del>\$16.00</del>	\$14.00	\$10.00
111680	<b>1870, L'Aigle Fourdroye #38 (w/ Mag)</b> ■ Mag + Game. w/68pg mag. Covers some aspect of the Franco-Prussian War, 1870. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at <a href="http://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '01	n	New	Out-of-Print	1.0	<del>\$16.00</del>	\$14.00	\$10.00
111674	<b>Champs de Bataille En Asie #53 (w/ Mag)</b> ■ Mag + Game. w/68pg mag. Game covers tactical battles in medieval Asia, Japan in particular. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at <a href="http://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '02	n	New	Out-of-Print	1.0	<del>\$16.00</del>	\$14.00	\$10.00
100534	<b>Semper Victor, Imperator II # 56 (w/ Mag)</b> Last copy. ■ Mag + Game. w/68pg mag. Sequel to earlier Emperor, this game also covers Rome's battle against all of Europe's & N.Africa's barbarians. Area move, 6 scenarios. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at <a href="http://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '04	n	New	Out-of-Print	1.0	<del>\$16.00</del>	\$14.00	\$12.00
108361	<b>Pour Dieu et Pour Roy # 60 (w/ Mag)</b> ■ Mag + Game. w/68pg mag. Operational, area move game of the fratricidal conflict in the area of Nantes, France in 1793 as the Republicans clashed with the Vendeens. Game aims to be simple, yet capture the spasmodic action and variable competence of the leaders involved. Includes errata counters for D-Day 1944, Alsace 1944, Barbarossa 1941. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at <a href="http://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '05	n	New	Out-of-Print	1.0	<del>\$16.00</del>	\$14.00	\$10.00
125342	<b>Austerlitz, Partie Nord #64 (w/ Mag)</b> Last copy. ■ Mag + Game. w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at <a href="http://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '02	n	New	Out-of-Print	1.0	<del>\$16.00</del>	\$15.00	\$12.00
132878	<b>La Bataille Dorell, 1919 #75 (w/ Mag)</b> ■ Mag + Game. w/68pg mag. Operational level game of the Russian Civil War campaign near Orel, fall 1919, as Red, White & Czech forces duke it out for this key crossroads. 4km/hex. 1day/turn. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at <a href="http://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '07	n	New	Out-of-Print	1.0	<del>\$16.00</del>		\$12.00
93814	<b>Loups Gris en Atlantique #90 (w/ Mag)</b> ■ Mag + Game. w/68pg mag. Somewhat abstracted solitaire game of tour of individual U-Boats in 1941 in the mid-Atlantic. Multiple sub types with gunnery, AA, torpedoes, special weaponry, & sepcial events. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at <a href="http://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '10	n	New	Out-of-Print	0.8	<del>\$17.50</del>		\$12.00
93815	<b>Assaut sur Suez 1956 #92 (w/ Mag)</b> Last copy. ■ Mag + Game. w/68pg mag. Operational level game of the British-French attack on Port Said, Egypt, in the 1956 war. Co level, area move. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at <a href="http://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '10	n	New	Out-of-Print	0.8	<del>\$14.00</del>		\$12.00
125355	<b>Coree 1950 #107 (w/ Mag)</b> ■ Mag & game. Game of the Korean War during the first year (1950) in 3 scenarios. Includes 108 die cut counters. French mag; mag & all components in French; English rules translation available online. '12	n	New	Out-of-Print	0.6	<del>\$27.00</del>	\$16.00	\$12.00
<b>Worthington Games (Worthi)</b>		<a href="http://www.worthingtongames.com">http://www.worthingtongames.com</a>						
143600	<b>Trenton 1776 2nd</b> ■ 2020 2nd ed in a square flat box. Second game in the Campaigns of the American Revolution series using wooden blocks & semi-hidden movement. Covers the battle of Trenton, 1776, following the New York campaign as Washington's Continentals are chased out of New York into New Jersey. Trenton covers the entire campaign in New Jersey leading to the winter battles that reversed the American's fortunes. Modestly simple, point-point move. '20	FB	New		2.3	<del>\$65.00</del>	\$35.00	\$30.00
<b>WWW Wargamer Magazine (WWWmag)</b>								
12826	<b>Never Call Retreat #25 (w/ Mag)</b> Unit IDs on backsides (only) of 11 units partially or completely cutoff. ■ Mag & Game. Rgt lvl, grand tactical gm of the first day's battle at Gettysburg, 1 July 1863, during which the Union secures the high ground & thus influenced the remainder of the 3-day battle. 200yd/hex, 160 counters. G.Schandel'83 / ARTICLES ON: analysis of PWG's Kirovograd; designer's notes for Mr. Lincoln's War with analysis; interview with Charles Roberts; Decision at Kasserine replay, pt 1; review of INTLTEAM's Norge; brief reviews of Victory at Waterloo, Red Army, Btl for Normandy, Fire When Ready, Their Finest Hour, United Nations; review of MAYFR's Red Star Falling.	n	Like New	Out-of-Print	0.5	<del>\$12.00</del>	\$10.00	\$8.00
12336	<b>Clash of Steel #31 (w/ Mag)</b> ■ Mag & Game. Corp/army-lvl game of the entire War in the East during WWII. Uses a double-blind game system played on 2 identical maps. Includes solitaire rules. A well-designed game by an East Frong guru, but the dbl-blind idea never took off. 200 counter, 1mo/turn. K.Poulter, L.Coatney'84 / ARTICLES ON: Clash of Steel analysis of the limit intelligence system w/ examples of play; Clash of Steel Strategic Options & variant scenarios; review of GDW's Assault 1st; review of TSR Gleam of Bayonets; brief reviews of SIMCAN Ortona, TSR Air War 2nd RPG Recon, Johnny Reb, Alert Force, MMM Charge to Glory.	n	New	Out-of-Print	0.5	<del>\$12.00</del>	\$10.00	\$5.00
12365	<b>West Wall #35 (w/ Mag)</b> ■ Mag & Game. Small, double-blind game of the Allied drive into Germany until its defeat, Spt'44 - Apr'45. Covers the entire German frontier and central Germany. Corp level. Map is functional but drab. 1/2mo/turn. T Bomba'84 / ARTICLES ON: Breaching the Westwall historical article plus designer's notes; review of games on the battle of The Wilderness, 1864; new scenarios for QTRDCK's Royal Navy; Lutzen 1813 #32; strategy in Lawrence of Arabia #24; review of two GDW double blind games: Normandy Campaign & 8th Army; brief reviews of Rolling Thunder, Killer Angels; errata for Nap at Lutzen #32, Khyber Rifles #34 & critical errata for Lesnaja variant for Peter the Great #27.	n	New	Out-of-Print	0.5	<del>\$12.50</del>		\$5.00



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						Price	Cash Price	
13820	<b>MacArthur, Road to Bataan #44 (w/ Mag)</b> ■ Mag & Game. Btl/rgt lvl gm of Jap. invasion of Luzon, Phillipines, Winter 1941. Sml Jap. force must sieze control of a large island with its key facilities intact from an ill-equipped but larger garrison. Garish map! 300 counters, 4days/turn, co/btlr/rgt level. J.Green'85 / ARTICLES ON: A Tale of Two War Plans: The US & Japan in the Phillipines; strategy in Port Stanley #28; review of VG Pax Britannica; strategy for End of the Iron Dream #42; brief reviews of: GDW Arctic Front, VG Sixth Fleet; Origins '85.	n	New	Out-of-Print	0.7	<del>\$12.00</del>	\$8.00	\$5.00
13916	<b>Rise of the House of Sa'ud #46 (w/ Mag)</b> ■ Mag & Game. 2 player game of the formation of Saudi Arabia in 1920s as multiple factions (primarily the Sa'uds & Hussains) duke it out for dominance on the Arabian Peninsula. Uses a variation of House Divided system, with an area-move map & 100 counters, and a focus on feudal leadership. R.Markham, M.Seaman'85 / ARTICLES ON: Rise of the House of Sa'ud; review of Royal Navy w/ examples of play & a little ERRATA; review of TSR WWII European Theater of Operations 2nd; review of GDW Operation Market-Garden w/ ERRATA; Variants for MB Axis & Allies 2nd, including a 1941 scenario; brief reviews of: Air Attack, AH Devil's Den; WEG Paranoia; GDW the Near East; OMEGA Ranger 1st.	n	New	Out-of-Print	0.5	<del>\$15.00</del>		\$10.00
13949	<b>Struggle for Stalingrad #47 (w/ Mag)</b> ■ Mag & Game. Sml, div lvl, area move game of the German attempt to capture Stalingrad, Spt-Nov'42, while the Soviets cling to the rubble until the tide turns with their Uranus offensive. 6days/turn. C.Baslund'85 / ARTICLES ON: Struggle for Stalingrad designer's notes; review of Aces HI; review of TSR's Cobra; Turn One of GDW's House Divided; replay of TFG's Battlewagon, TSR's Monty's D-Day, WEG's Air Cav.	n	New	Out-of-Print	0.5	<del>\$14.00</del>		\$10.00
6405	<b>Duel in the Desert #51 (w/ Mag)</b> ■ Mag & Game. Btlr/rgt/div level, dbl blind game of the war in N.Africa May'41-Nov'42. Emphasizes limited intelligence as each side has their own map & doesn't see their other's units, and is fairly simple. 30km/hex, 1mo/turn. E.Faust'86 / ARTICLES ON: Duel in the Desert & other N.Africa games; review of HOBJAP's Pacific Fleet; Hell Hath No Fury #38 replay.	n	Mint	Out-of-Print	0.5	<del>\$12.00</del>		\$6.00
12624	<b>Duel in the Desert #51 (w/ Mag)</b> ■ Mag & Game. Btlr/rgt/div level, dbl blind game of the war in N.Africa May'41-Nov'42. Emphasizes limited intelligence as each side has their own map & doesn't see their other's units, and is fairly simple. 30km/hex, 1mo/turn. E.Faust'86 / ARTICLES ON: Duel in the Desert & other N.Africa games; review of HOBJAP's Pacific Fleet; Hell Hath No Fury #38 replay.	n	New	Out-of-Print	0.5	<del>\$14.00</del>		\$10.00
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98819	<b>Condottieri #54 (w/ Mag)</b> Cherry. ■ Mag & Game. Btl of Castagnaro, 1387, between Verona & Padua in Italy at grand tactical level. T.Sundell'86 / ARTICLES ON: Hawkwood, master condottiere (mercenary), a leader in this issue's game; review of QTRDK's Rommel's War; house rules for Axis & Allies 1st; additional scenarios for China Incident #37; MacArthur #44, O'Connor's Offensive #41, End of the Iron Dream #42, Fight on the Beaches #40, Struggle for Stalingrad #47, Custer's Luck #45; review of SimCan's West Front.	n	Mint	Out-of-Print	0.5	<del>\$15.00</del>	\$10.00	\$6.00
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<b>XTR: Command Magazine (XTRCmd)</b>								
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