

# Fine Games' Retirement Liquidation Sale #10 - Mag-Onlys & Game-Onlys



500 Magazines & Magazine Game-Onlys 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](mailto: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 3,000 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 **tenth Retirement Liquidation Sale** focuses on our remaining **magazine-onlys** and **game-onlys** (games originally published with a magazine issue, but now sold separately). Each has a pretty minimal price, often \$1, that you won't see elsewhere. Generally, we have only a single copy of each items listed. And this catalog represents basically our entire remaining inventory of such items..

544 **274** items are on the block here. Each at an irresistible price. And your last chance for most titles shown.

**You are warned!** Some of these are offered in a qty of just one, and are sold first-come, first served. Plus, it ends **Friday, 18 November at 11.59pm**. (Note also that we likely will take some additional vacation time in the interim, and may not be able to ship immediately.)

Want a **free game box** for storage or replace your own? Just ask; they're free. One per order, and must fit the shipping box used.

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

1. **This deal expires after Friday, November 18, 2022**. 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 got more than 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.

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 possible exception is that **shipping might 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.) Since this sale includes only unboxed, flat items, and at least a dozen (or two) items will fit in a flat rate Priority Mail box for a flat \$23 fee, that will generally be to shipping charge. Larger orders will be based on the chart on the following page.
6. By the nature of this sale, **each item listed is at a quantity of ONE**. In most cases, that is all we have; in a few cases, we may have 1 or more additional copies available; please inquire. But we suggest assuming only 1 is available if you want the thing.
7. See **Fine Games'** web site for further info on Payment Options, Shipping Options & Fees, Codes Used in our catalogs.

**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 the greater of physical or dimensional weight. Rates here reflect seasonal peak increases for USPS.

<b>Fine Games Domestic Shipping Rates</b>					
Rates Effective	22-Jan-22		Last Updated		25-Oct-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	\$26.85	\$70.88
6	\$11.79	n/a	\$35.19	\$26.86	\$77.06
7	\$12.95	n/a	\$38.86	\$27.64	\$83.59
8	\$14.12	n/a	\$42.64	\$28.57	\$90.02
9	\$15.29	n/a	\$46.41	\$29.76	\$97.03
10	\$16.46	n/a	\$50.26	\$31.29	\$103.71
11	n/a	n/a	\$63.12	\$39.43	\$112.67
12	n/a	n/a	\$67.06	\$40.66	\$117.24
13	n/a	n/a	\$68.88	\$42.01	\$121.96
14	n/a	n/a	\$72.03	\$44.38	\$126.89
15	n/a	n/a	\$73.40	\$45.85	\$131.76
16	n/a	n/a	\$78.71	\$47.29	\$136.95
17	n/a	n/a	\$82.28	\$47.80	\$142.30
18	n/a	n/a	\$86.13	\$50.18	\$146.75
19	n/a	n/a	\$89.33	\$51.70	\$151.50
20	n/a	n/a	\$92.95	\$53.38	\$156.30
21	n/a	n/a	\$98.90	\$54.62	\$165.05
22	n/a	n/a	\$99.86	\$56.45	\$170.75
23	n/a	n/a	\$100.35	\$58.17	\$176.45
24	n/a	n/a	\$102.40	\$60.76	\$183.25
25	n/a	n/a	\$103.89	\$61.70	\$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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtm Price
<b>AH Avalon Hill GENERAL Ma (AH Gen)</b>							
74060	General Magazine 1/5 (Mag Only)	n	VeryGd	Out-of-Print	0.3 Mag Only	\$3.00 \$2.50	\$1.00
PHOTOCOPY made in the early 70s of entire mag. Clean, but nature of early photocopies is less than clear & sharp. Opponents Wanted circled. 1x3 Inventory label on cover. ■ Very early issue of the General, with some good strategy articles but overall of interest only to serious collectors. Very rare. ARTICLES ON: Operation Stretch Strategy for Blitzkrieg; Afrika Korp Replayed; Limited Intelligence; Midway, D-Day, Tactics II, Stalingrad Reworked; Bismarck Strategy; How to Save your Gettysburg'61 Hex Game; G Bradford & His Computer Results Table; Q&A on Midway, Gettysburg, Chancellorsville, Baseball Strategy; Variant Rules for Tactics II; Afrika Korps Replayed & Rehasted. '65							
74061	General Magazine 1/6 (Mag Only)	n	VeryGd	Out-of-Print	0.3 Mag Only	\$3.00	\$1.00
PHOTOCOPY made in the early 70s of entire mag. Clean, but nature of early photocopies is less than clear & sharp. Clean. 1x3 Inventory label on cover. ■ Very early issue of the General, with some good strategy articles but overall of interest only to serious collectors. Very rare.							
74062	General Magazine 2/1 (Mag Only)	n	VeryGd	Out-of-Print	0.3 Mag Only	\$3.00	\$1.00
PHOTOCOPY made in the early 70s of entire mag. Clean, but nature of early photocopies is less than clear & sharp. Clean. 1x3 Inventory label on cover. ■ Very early issue of the General, with some good strategy articles but overall of interest only to serious collectors. Very rare. ARTICLES ON: Behind the Publishing Scene, pt. 2; Critique, Stalingrad Replayed; Probability for Tactics & Strategy; Waterloo Defense; Bismarck by Mail; Tactics; Tactics for Bismarck; Brussels by 20 June in Waterloo; Q&A for AK, Midway, Bulge, Gettysburg'64; Tactis & Strategy, pt.1; New Stalingrad; German Tactics for D-Day. '65							
74063	General Magazine 2/2 (Mag Only)	n	VeryGd	Out-of-Print	0.3 Mag Only	\$3.00 \$2.50	\$1.00
PHOTOCOPY made in the early 70s of entire mag. Clean, but nature of early photocopies is less than clear & sharp. Clean. 1x3 Inventory label on cover. ■ Very early issue of the General, with some good strategy articles but overall of interest only to serious collectors. Very rare. ARTICLES ON: D-Day'65 Hot Off the Press; Midway Solitaire; Another Look at D-Day; Help the Americans in Bulge; How to Lose at Bulge; Waterloo, a Defensive Strategy; Theory of Defense in Bulge; LeMans Chance Table; Racing Hints for LeMans; Grid Coordinates for PBM; Tactics & Strategy pt.2; German Opening for Afrika Korps; Operation Churchill British Strategy for Bismack; Best Stalingrad Defense Ever; Midway's Hidden American Power; Q&A for AK & Bulge. '65							
74064	General Magazine 2/3 (Mag Only)	n	VeryGd	Out-of-Print	0.3 Mag Only	\$3.00	\$1.00
PHOTOCOPY made in the early 70s of entire mag. Clean, but nature of early photocopies is less than clear & sharp. Clean. 1x3 Inventory label on cover. ■ Very early issue of the General, with some good strategy articles but overall of interest only to serious collectors. Very rare.							
74065	General Magazine 2/4 (Mag Only)	n	VeryGd	Out-of-Print	0.3 Mag Only	\$3.00	\$1.00
PHOTOCOPY made in the early 70s of entire mag. Clean, but nature of early photocopies is less than clear & sharp. Clean. 1x3 Inventory label on cover. ■ Very early issue of the General, with some good strategy articles but overall of interest only to serious collectors. Very rare.							
106888	General Magazine 11/6 (Mag Only)	n	Excel	Out-of-Print	0.3 Mag Only	\$7.00	\$5.00
Coupon clipped on insert, marring a portion of the Waterloo order of appearance play aid. ■ ARTICLES ON: Richtofhen analysis, campaign scenarios & solitaire rules; Waterloo OoB play aid (but in half & lost in this issue); Soviet tactics in Panzerblitz; Third Reich 1st errata; Third Reich replay; 1776 strategy for Greene's Campaign scenario; index to article subject matter & issues 4/1-11/5. '75							
84719	General Magazine 12/6 (Mag Only)	n	Excel	Out-of-Print	0.3 Mag Only	\$14.00	\$7.00
Coupon clipped, otherws EX. ■ ARTICLES ON: Chancellorsville variant w/ scenarios & counter insert for btls of Fredericksburg, Wilderness, Spottsylvania; Stalengrad 1942 variant analysis; adding weather to Panzerblitz & Panzer Leader; Wooden Ships & Iron Men replay. '76							
84711	General Magazine 13/2 (Mag Only)	n	VeryGd	Out-of-Print	0.3 Mag Only	\$6.00	\$5.00
Insert not included. ■ Insert does not have any variants. ARTICLES ON: Tactics in Wooden Ships & Iron Men w/ 10 additional scenarios & designer's notes; Changes in Third Reich 2nd ed; Playthru of a remarkable game of postal Diplomacy among skilled players; Russian Campaign errata. '76							
106905	General Magazine 14/4 (Mag Only)	n	Excel	Out-of-Print	0.3 Mag Only	\$8.00	\$5.00
No insert. Some ink marks one one page. ■ Includes War at Sea Carribean & Cape Good Hope insert with additional ship counters. ARTICLES ON: Victory at Sea variant, adding the Carribean & Cape of Good Hope and combines War at Sea & Victory in the Pacific; BRP warefare in Third Reich; Richthofen's War maneuver card variant (cards published separately); Stalingrad replay pt2; Jutland via postal team play; British strategy in 1776. '77							
84723	General Magazine 14/4 (Mag Only)	n	Excel	Out-of-Print	0.3 Mag Only	\$9.00	\$7.00
One page separated from staples. ■ Includes War at Sea Carribean & Cape Good Hope insert with additional ship counters. ARTICLES ON: Victory at Sea variant, adding the Carribean & Cape of Good Hope and combines War at Sea & Victory in the Pacific; BRP warefare in Third Reich; Richthofen's War maneuver card variant (cards published separately); Stalingrad replay pt2; Jutland via postal team play; British strategy in 1776. '77							
65759	General Magazine 14/6 (Mag Only)	n	VeryGd	Out-of-Print	0.3 Mag Only	\$8.00	\$3.00
No insert. 1x3 Inventory label on cover. ■ ARTICLES ON: D-Day optional rules & game evolution anaylsis; Victory in the Pacific replay; Panzer Leader DYO scenario unit values; addtl scenarios for Caesar's Legions; Operation Crusade scenario for Tobruk. '78							
106907	General Magazine 14/6 (Mag Only)	n	Excel	Out-of-Print	0.3 Mag Only	\$11.00	\$9.00
■ ARTICLES ON: D-Day optional rules & game evolution anaylsis; Victory in the Pacific replay; Panzer Leader DYO scenario unit values; addtl scenarios for Caesar's Legions; Operation Crusade scenario for Tobruk. '78							
111906	General Magazine 15/1 (Mag Only)	n	Excel	Out-of-Print	0.3 Mag Only	\$8.00	\$6.00
Includes Gettysburg '77 errata insert. ■ Gettysburg '77 errata insert. ARTICLES ON: Gettysburg'77 adv game description, analysis & designer notes, plus 2 July scenario; Gettysburg as history; interview w/ John Edwards; Squad Leader scenario 1 replay; Starship Trooper'76 campaign scenario generator system; road to Berlin in Russian Campaign.							
111907	General Magazine 15/2 (Mag Only)	n	Excel	Out-of-Print	0.3 Mag Only	\$7.00	\$7.50
Original. Includes Panzer Leader 1940 scenario insert, but not contest/ad insert. ■ Original printing. Insert. ARTICLES ON: Panzer Leader 1940 variant w/ rules & 10 scenarios (counters depicted in article but published separately); Stalingrad variant rules (closest to "any official revision we could come up with"); interview w/ Andrew McNeil; Third Reich 1st clarifications; D-Day '77 design notes; Rail Baron stratagy; air power in Victory in the Pacific. '78							



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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
78899	<b>General Magazine 15/2-Reprint (Mag Only)</b> Reprint with monochrome cover. Mag mildly curved along spine due to being store in an AH sized box, otherws EX. ■ Reprint. ARTICLES ON: PanzerLeader 1940 variant w/ 12 additional scenarios, unit analysis & composition; Stalingrad revision; Andrew McNeil interview; Third Reich 1st clarifications; D-Day redeign to '77; Rail Baron 4th person strategy; Central Pacific gambit in VITP. '78	n	VeryGd	Out-of-Print	0.3 Mag Only	\$5.00		\$2.00
111909	<b>General Magazine 15/4 (Mag Only)</b> No insert. Last copy. ■ Strategic Submarine insert. ARTICLES ON: Strategic Submarine campaign variant; 10 addtl Submarine scenarios; Panzerblitz situation X with players selection forces & objectives secretly; Third Reich early options revisited; Squad Leader PBM; Wavre scenario for Waterloo; Caesar's Legions replay. '79	n	Excel	Out-of-Print	0.3 Mag Only	\$6.00		\$5.00
106914	<b>General Magazine 15/5 (Mag Only)</b> No insert, otherws EX. ■ A HIGHLY RECOMMENDED issue. ARTICLES ON: Coral Sea & Solomons variant for Midway'64 w/3 scenarios; Russo-Swedish War of 1788-90 scenarios for Wooden Ships & Iron Men; the Afrika Korp Gambit; origins of Third Reich; Fortress Europa German strategy for D-Day'65; Tournament War at Sea rules; Starship Troopers'76 expansion w/ scenario; true Line of Sight in tactical games; forts in Caesar Alesia; Feudal variant. '79	n	Excel	Out-of-Print	0.3 Mag Only	\$7.00		\$4.00
111910	<b>General Magazine 15/5 (Mag Only)</b> No insert. ■ A HIGHLY RECOMMENDED issue. ARTICLES ON: Coral Sea & Solomons variant for Midway'64 w/3 scenarios; Russo-Swedish War of 1788-90 scenarios for Wooden Ships & Iron Men; the Afrika Korp Gambit; origins of Third Reich; Fortress Europa German strategy for D-Day'65; Tournament War at Sea rules; Starship Troopers'76 expansion w/ scenario; true Line of Sight in tactical games; forts in Caesar Alesia; Feudal variant. '79	n	Excel	Out-of-Print	0.3 Mag Only	\$9.00		\$6.00
106917	<b>General Magazine 16/2 (Mag Only)</b> No insert. ■ Inserts including Bismarck'62 Graf Spee variant w/ 2 maps. ARTICLES ON: Bismarck'78 analysis; Bismarck'78 Graf Spee variant w/ map & counters; European naval development between world wars; Bismarck'78 designers notes; Panzerblitz scenario 10 replay; KO in Round 5 German gambit for Afrika Korps; 1776 pt2, British strategy; strategy in Wooden Ships & Iron Men; major Bismarck'78 errata. '79	n	Excel	Out-of-Print	0.3 Mag Only	\$8.00		\$5.00
67041	<b>General Magazine 16/4 (Mag Only)</b> No insert. 1x3 Inventory label on cover. ■ Insert. ARTICLES ON: Magic Realm analysis, strategy, errata & addtl rules; Cross of Iron scenario analysis; diplomacy in Third Reich; Russian Campaign replay. '79	n	Excel	Out-of-Print	0.3 Mag Only	\$6.00		\$3.00
84734	<b>General Magazine 16/4 (Mag Only)</b> No insert. ■ Insert. ARTICLES ON: Magic Realm analysis, strategy, errata & addtl rules; Cross of Iron scenario analysis; diplomacy in Third Reich; Russian Campaign replay. '79	n	Excel	Out-of-Print	0.3 Mag Only	\$8.00		\$5.00
99234	<b>General Magazine 16/6 (Mag Only)</b> W/ insert & Anzio 4-player Diadem scenario insert. Mag cover has dog ear. ■ Insert & Anzio 4-player Diadem scenario insert. ARTICLES ON: Dune overview & strategy; Diplomacy 1914 variant; Hunting scenario for Outdoor Survival; Opponents Wanted survey & summary; CRT analysis; 4 player Diadem scenario for Anzio 2nd, designers notes, plus replay; Probability in Panzerblitz; Area PBM rules. '80	n	Excel	Out-of-Print	0.3 Mag Only	\$8.00		\$4.00
106921	<b>General Magazine 16/6 (Mag Only)</b> With insert. ■ Insert & Anzio 4-player Diadem scenario insert. ARTICLES ON: Dune overview & strategy; Diplomacy 1914 variant; Hunting scenario for Outdoor Survival; Opponents Wanted survey & summary; CRT analysis; 4 player Diadem scenario for Anzio 2nd, designers notes, plus replay; Probability in Panzerblitz; Area PBM rules. '80	n	Mint	Out-of-Print	0.3 Mag Only	\$8.00		\$4.00
65611	<b>General Magazine 17/2 (Mag Only)</b> 1x3 Inventory label on cover. ■ ARTICLES ON: Cross of Iron overview; guide to AH's PC software (now ancient history); Waterloo variant scenario for 15 June; interview w/ Frank davis; Crescendo of Doom clarifications; Victory in the Pacific replay. '80	n	Excel	Out-of-Print	0.3 Mag Only	\$7.00		\$3.00
84738	<b>General Magazine 17/4 (Mag Only)</b> No insert. ■ ARTICLES ON: German strategy in Fortress Europa; playing Fortress Europa by mail; Fortress Europa (1st AH ed) errata & optional air war system; weather rules for Midway'64; Cross of Iron replay of Gen 17/2 scenario, pt2; TKO in Three Japanese gambit for Victory in the Pacific; Tory & Indian War of 1778 scenario for 1776; Wizard's Quest overview; Starship Trooper'76 variant for Bug forts & Terran tanks; Allied strategy in Napoleon. '80	n	Excel	Out-of-Print	0.3 Mag Only	\$5.00		\$1.00
106925	<b>General Magazine 17/4 (Mag Only)</b> ■ ARTICLES ON: German strategy in Fortress Europa; playing Fortress Europa by mail; Fortress Europa (1st AH ed) errata & optional air war system; weather rules for Midway'64; Cross of Iron replay of Gen 17/2 scenario, pt2; TKO in Three Japanese gambit for Victory in the Pacific; Tory & Indian War of 1778 scenario for 1776; Wizard's Quest overview; Starship Trooper'76 variant for Bug forts & Terran tanks; Allied strategy in Napoleon. '80	n	Mint	Out-of-Print	0.3 Mag Only	\$5.00		\$4.00
75312	<b>General Magazine 17/4 (Mag Only)</b> 1x3 Inventory label on cover, otherws new ■ ARTICLES ON: German strategy in Fortress Europa; playing Fortress Europa by mail; Fortress Europa (1st AH ed) errata & optional air war system; weather rules for Midway'64; Cross of Iron replay of Gen 17/2 scenario, pt2; TKO in Three Japanese gambit for Victory in the Pacific; Tory & Indian War of 1778 scenario for 1776; Wizard's Quest overview; Starship Trooper'76 variant for Bug forts & Terran tanks; Allied strategy in Napoleon. '80	n	New	Out-of-Print	0.3 Mag Only	\$6.00		\$4.00
111900	<b>General Magazine 17/5 (Mag Only)</b> No insert. Last copy. ■ ARTICLES ON: Circus Maximus analysis; adv Richthofen's War rules for si-move & maneuvers; alternate si-move system for Squad Leader; updated variant rules for Stalingrad; Panzer Leader scenario analysis; Italian play in Third Reich; Don Greenwood reminisces about his designs; strategy & analysis in Kingmaker; Third Reich replay pt1; interview w/ Tom Shaw; Magic Realm overview. '81	n	Excel	Out-of-Print	0.3 Mag Only	\$6.00		\$3.00
75301	<b>General Magazine 17/6 (Mag Only)</b> 1x3 Inventory label on cover. ■ Insert. ARTICLES ON: Soviet defense in Stalingrad; pirates variant for Woodenship & Iron Men; revising War at Sea w/ recommended ship value changes (including VitP); Third Reich replay pt2; Squad Leader clinic, the advance phase; Longest Day errata; Barbarian strategy in Ceasar's Legions; interview w/ Kevin Zucker; counter the TKO in Three gambit in Victory in the Pacific; revised Viipuri defense plan in Russian Campaign. '81	n	New	Out-of-Print	0.3 Mag Only	\$6.00		\$3.00
75319	<b>General Magazine 18/1 (Mag Only)</b> 1x3 Inventory label on cover. ■ ARTICLES ON: Fury in the West 2nd overview & analysis; analysis of Bismarck'78 basic & adv game tactical combat systems; SL clinic on quiz on basic inf tactics; 2 player variant for Dune; Negotiation in Diplomacy pt1; Afrika Korp '80 rules overview; interview w/ Tom Dalgliesh; Panzerblitz scenario 6; opponents wanted survey pt3; Persian strategy in Alexander; French strategy in War & Peace. '81	n	New	Out-of-Print	0.4 Mag Only	\$5.00		\$3.00





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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
76248	<b>General Magazine 18/2 (Mag Only)</b> 1x3 Inventory label on cover. ■ ARTICLES ON: Air Force aircraft analysis plus 10 new scenarios; adding decoy counters & hidden movement to Afrika Korp; Third Reich 3rd overview; improvements to Tobruk; DYO scenarios using point values in Arab-Israeli Wars; Allied counters to Japanese strategies in Victory in the Pacific; Strategy in Diplomacy, pt 2; German setup in D-Day; SL clinic on bunkers; interview w/ Dale Sheaffer. '81	n	Mint	Out-of-Print	0.4 Mag Only	<del>\$7.00</del>		<b>\$2.50</b>
75323	<b>General Magazine 18/2 (Mag Only)</b> 1x3 Inventory label on cover, otherws new. ■ ARTICLES ON: Air Force aircraft analysis plus 10 new scenarios; adding decoy counters & hidden movement to Afrika Korp; Third Reich 3rd overview; improvements to Tobruk; DYO scenarios using point values in Arab-Israeli Wars; Allied counters to Japanese strategies in Victory in the Pacific; Strategy in Diplomacy, pt 2; German setup in D-Day; SL clinic on bunkers; interview w/ Dale Sheaffer. '81	n	New	Out-of-Print	0.4 Mag Only	<del>\$9.00</del>		<b>\$6.00</b>
84741	<b>General Magazine 18/4 (Mag Only)</b> ■ ARTICLES ON: Gladiator overview, analysis, manuever variant, Gladiator v Beast variant (w/ insert); probability analysis of Gladiator; SL survey; tactical combat variant for Luftwaffe; War & Peace 1812 scenario replay; SL wire clinic; Alan Moon interview; Air Assault on Crete analysis & strategy, & PBM system; changes for On to Berlin scenario in Fortress Europa; Allied strategy in War at Sea; basic German alternatives in Afrika Korps. '81	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$4.00</del>		<b>\$1.00</b>
75331	<b>General Magazine 18/4 (Mag Only)</b> 1x3 Inventory label on cover, otherws new. ■ ARTICLES ON: Gladiator overview, analysis, manuever variant, Gladiator v Beast variant (w/ insert); probability analysis of Gladiator; SL survey; tactical combat variant for Luftwaffe; War & Peace 1812 scenario replay; SL wire clinic; Alan Moon interview; Air Assault on Crete analysis & strategy, & PBM system; changes for On to Berlin scenario in Fortress Europa; Allied strategy in War at Sea; basic German alternatives in Afrika Korps. '81	n	New	Out-of-Print	0.4 Mag Only	<del>\$5.00</del>		<b>\$2.00</b>
75337	<b>General Magazine 18/6 (Mag Only)</b> 1x3 Inventory label on cover, otherws new. Last copy. ■ Insert with British ViTP OoB. ARTICLES ON: Flattop 2nd overview; & errata; Flattop Midway & Wake scenarios w/maps; Flattop optional rules; British air arm in Flattop; British fleet in Victory in the Pacific; air tactics in Midway'64; Native policy elaboration for Source of the Nile; Pacific scenarios for Submarine; Blitzkrieg variants. '82	n	New	Out-of-Print	0.4 Mag Only	<del>\$9.00</del>		<b>\$7.00</b>
64561	<b>General Magazine 19/1 (Mag Only)</b> 1x3 Inventory label on cover. ■ ARTICLES ON: Storm over Arnhem analysis & strategy; Storm Over Arnhem mini game scenario; Storm over Arnhem replay pt1 & designers notes; Longest Day overview pt1 & scenario analysis; German strategy for invading France in Third Reich; Down with the King design notes & errata; Tobruk defensive tactics. '82	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$7.00</del>		<b>\$4.00</b>
11170	<b>General Magazine 19/2 (Mag Only)</b> 1x3 Inventory label on cover. ■ ARTICLES ON: design notes for Btl of the Bulge'81, w/ 2 addtl scenarios; German opening moves in Bulge'81; Bulge'81 2nd ed rules changes w/ revised CRT insert; Longest Day overview pt2; blind Squad Leader variant; Storm Over Arnhem replay pt2; Longest Day errata. '82	n	Mint	Out-of-Print	0.4 Mag Only	<del>\$8.00</del>		<b>\$5.00</b>
84745	<b>General Magazine 19/6 (Mag Only)</b> No insert; ASL scen N from insert provided as photocopy. Otherws EX. ■ Insert. ARTICLES ON: PBM Victory in the Pacific w/ si-move; Victory in the Pacific replay; diplomacy in Third Reich; Italy in Diplomacy; grading AH games for historicity; gammastered Flattop; naval fire & duds in Bismarck'78; Naval War; Soviet subs in Submarine; Submarine variant rules; SL clinic on ruble & roadblocks. '83	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$8.00</del>		<b>\$2.00</b>
99265	<b>General Magazine 19/6 (Mag Only)</b> Includes insert. ■ Insert. ARTICLES ON: PBM Victory in the Pacific w/ si-move; Victory in the Pacific replay; diplomacy in Third Reich; Italy in Diplomacy; grading AH games for historicity; gammastered Flattop; naval fire & duds in Bismarck'78; Naval War; Soviet subs in Submarine; Submarine variant rules; SL clinic on ruble & roadblocks. '83	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$8.00</del>		<b>\$5.00</b>
99267	<b>General Magazine 20/1 (Mag Only)</b> Includes insert. ■ Insert. Articles include: SL: GI Anvil Victory preview & analysis, scenario analysis, design debate. errata; Victory in the Pacific replay. '83	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$8.00</del>		<b>\$5.00</b>
99268	<b>General Magazine 20/1 (Mag Only)</b> Includes insert. ■ Insert. Articles include: SL: GI Anvil Victory preview & analysis, scenario analysis, design debate. errata; Victory in the Pacific replay. '83	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$8.00</del>		<b>\$5.00</b>
99274	<b>General Magazine 20/4 (Mag Only)</b> Includes insert. Last copy. ■ Insert w/ SL Scen O. ARTICLES ON: tour of Freedom in the Galaxy; PBM system for Starship Troopers & Dune; Diplomacy strategy; learning Squad Leader; another look at Blitzkrieg '75; SL clinic, concentration of force; new event cards for Kingmaker. '83	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$8.00</del>		<b>\$6.00</b>
65191	<b>General Magazine 20/5 (Mag Only)</b> 1x3 Inventory label on cover. Otherws new. ■ Insert. ARTICLES ON: Bull Run replay & history of commanders present; Bull Run Confed opening placement; Little Round Top analsis; Diplomacy; Gunslinger scenario; leaders in intermediate Gettysburg '77; Wooden Ships & Iron Men scenarios involving the fictional character Richard Bolitho by Arthur Kent. '84	n	New	Out-of-Print	0.4 Mag Only	<del>\$13.00</del>		<b>\$8.00</b>
111884	<b>General Magazine 20/6 (Mag Only)</b> No inserts. ■ Insert & B-17 & Air Force variant inserts. ARTICLES ON: B-17 analysis; Origins '83 B-17 tournament; British Bomber charts for B-17; B-17 aircraft variants; Allied strategy in Luftwaffe; fighter analysis in Dauntless 2nd; Allied invasion options in Fortress Europa 2nd; Japanese jaws plan in Midway '64; Bull Run replay pt 2; Guns of August Second Balkans War scenario; SL scenarios SSTK 1a & b. '84	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$5.00</del>		<b>\$2.00</b>
56710	<b>General Magazine 20/6 (Mag Only)</b> w/ insert. 1x3 Inventory label on cover. ■ Insert & B-17 & Air Force variant inserts. ARTICLES ON: B-17 analysis; Origins '83 B-17 tournament; British Bomber charts for B-17; B-17 aircraft variants; Allied strategy in Luftwaffe; fighter analysis in Dauntless 2nd; Allied invasion options in Fortress Europa 2nd; Japanese jaws plan in Midway '64; Bull Run replay pt 2; Guns of August Second Balkans War scenario; SL scenarios SSTK 1a & b. '84	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$6.00</del>		<b>\$4.00</b>
99280	<b>General Magazine 21/1 (Mag Only)</b> w/insert. Last copy. ■ ARTICLES ON: 2nd ed Up Front rules changes; card play in Up Front; Up Front analysis & Scenario A replay; British setup options in Storm Over Arnhem; GI Anvil scenario analysis; Russian defensive setup in Russian Campaign; D-Day Allian invasion possibilities. '84	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$8.00</del>		<b>\$6.00</b>

# Fine Games' Retirement Liquidation Sale #10 - Mag-Onlys & Game-Onlys



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

Part#	Game Title & Edition	Box	General Condtn	Out of Print ?	Weight (lbs)	List Our Normal		Individual Liquidtn Price
						Price	Cash Price	
111875	<b>General Magazine 21/3 (Mag Only)</b> No insert. ■ ARTICLES ON: Objectives in Battle of the Bulge '81; 10 Dec. scenario for Bulge '81; Bulge '81 replay & errata; club rules for Third Reich; Squad Leader clinic "gambit"; Men behind the leader counters in Gambit SL scenario; Source of the Nile additional rules; dealing with the loss of a home supply center in Diplomacy; tactics in Frederick the Great; solitaire Fortress Europa; Convoy scenario for Naval War; strategy for scenario 3 in Starship Troopers '76; first turn Allied strategy in Longest Day; Dieppe Panzer Leader scenario; Q&A. '84	n	Excel	Out-of-Print	0.4	Mag Only	<del>\$6.00</del>	\$3.00
67061	<b>General Magazine 21/4 (Mag Only)</b> No insert. 1x3 Inventory label on cover. Last copy. ■ Insert. Panzer Gruppe Guderian 2nd analysis & replay; British middle eastern strategy in Third Reich; Russian strategy in Russian Campaign; German benign occupation variant for Russian Campaign; Diplomacy; mating France 1940 & Stalingrad; SL scario 2000; Soviet play in Third Reich; common Axis errors in Stalingrad. '85	n	Excel	Out-of-Print	0.4	Mag Only	<del>\$8.00</del>	\$4.00
99289	<b>General Magazine 21/6 (Mag Only)</b> w/ insert including Arab-Israeli Lebanon & Firepower variants. Does not contain Victory magazine. ■ Insert including Arab-Israeli Lebanon & Firepower variants. ARTICLES ON: infantry in Firepower; Firepower campaign rules; Firepower scenario 3 replay; scenario analysis in Arab-Israeli Wars; Blitzkrieg '85 tourney rules; Tactics II amphibious variant; Arab-Israeli Wars Lebanon scenarios (5); SL clinic. '85	n	Excel	Out-of-Print	0.4	Mag Only	<del>\$6.00</del>	\$4.00
84234	<b>General Magazine 22/1 (Mag Only)</b> w/ Gunslinger insert but Victory mag removed. ■ Insert. ARTICLES ON: analysis on Panzer Armee Afrika 2nd; ammo choice in Tobruk; errata & variants for Down With the King; heavy weapons in Trireme 2nd; PBM rules for Gunslinger; target aspect issues in Tobruk; analysis of Malta from Air Assault on Crete; Diplomacy; British deployment in War at Sea; Afrika Korp Op Compass (June 1940) variant; playing Egypt in Civilization; German Mediterranean strategy in Third Reich. '85	n	Excel	Out-of-Print	0.5	Mag Only	<del>\$7.00</del>	\$2.00
99296	<b>General Magazine 22/5 (Mag Only)</b> w/ insert. ■ Insert. Devil's Den strategy & advanced rules & errata; 5 Gunslinger scenarios; tactics & Union strategy in Bull Run; PBM Diplomacy; Stellar Conquest variants; interview w/ Bruce Shelley; Diplomacy; plotting revolts in Freedom in the Galaxy 2nd; SL scenario 3000. '86	n	Excel	Out-of-Print	0.4	Mag Only	<del>\$7.00</del>	\$5.00
99299	<b>General Magazine 22/6 (Mag Only)</b> w/ Insert bound into mag. ■ ARTICLES ON: ASL first impressions & infantry training; SL clinic on scenarios 1-3; ASL notes; the FMLN (of El Salvador) & Firepower scenarios; invading district 5 in Fortress Europa; ASL scenario A-C; interview with Don Greenwood; War at Sea strategy; Diplomacy strategy & analysis; ASL scenario 5 analysis; German concerns for the first turn of Longest Day. '86	n	Excel	Out-of-Print	0.4	Mag Only	<del>\$6.00</del>	\$4.00
99319	<b>General Magazine 23/3 (Mag Only)</b> Insert w/ 1 ASL scenario bound into mag. ■ Insert w/ 1 ASL scenario bound into mag. ARTICLES ON: Adding little ships to Submarine (w/ counters); British in Submarine including 10 scenarios; SL clinic on reserves; variant scenario for Hitler's War; weapons of mass destruction in Blitzkrieg; ASL Beyond Valor scenario 8 replay; revisions to Battle of the Bulge '81. '86	n	Excel	Out-of-Print	0.4	Mag Only	<del>\$7.00</del>	\$5.00
67070	<b>General Magazine 23/3 (Mag Only)</b> 1x3 Inventory label on cover. ■ Insert w/ 1 ASL scenario bound into mag. ARTICLES ON: Adding little ships to Submarine (w/ counters); British in Submarine including 10 scenarios; SL clinic on reserves; variant scenario for Hitler's War; weapons of mass destruction in Blitzkrieg; ASL Beyond Valor scenario 8 replay; revisions to Battle of the Bulge '81. '86	n	Excel	Out-of-Print	0.4	Mag Only	<del>\$7.00</del>	\$5.00
67518	<b>General Magazine 23/5 (Mag Only)</b> 1x3 Inventory label on cover. ■ 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	n	New	Out-of-Print	0.4	Mag Only	<del>\$7.00</del>	\$4.00
99309	<b>General Magazine 23/6 (Mag Only)</b> Insert including w/ 1 ASL scenario bound in mag. ■ Insert including w/ 1 ASL scenario bound in mag. ARTICLES ON: designer's notes for 1830 with analysis of the various RR companies; Reading RR variant with new RR & tiles for 1830; strategy, tactics & defensive skills in 1830; Nicaraguan Contra War & Firepower with scenarios; ASL scen G2-3; Axis strategy in Russian Campaign; Devil's Den by email; American strategy in Pax Britannica; city-building in Civilization; strategy in Magic Realm. '87	n	Excel	Out-of-Print	0.4	Mag Only	<del>\$6.00</del>	\$4.00
99310	<b>General Magazine 24/1 (Mag Only)</b> Insert w/ 2 ASL scenarios (DASL A, ASL H) bound in mag. ■ Insert w/ 2 ASL scenarios (DASL A, ASL H) bound in mag. ARTICLES ON: ASL DIY scenarios; ASL Steets of Fire replay of scenario 1 pt 1; SL clinic on night; Axis strategy in Russian Campaign; central European conflict in Firepower with scenarios; DASL scen A, ASL scen H; new scenarios for Sixth Fleet; additional units & rules for NATO; Russian first turn in Russian Front plus errata; Soviet victory in Panzergruppe Guderian. '87	n	Excel	Out-of-Print	0.4	Mag Only	<del>\$8.00</del>	\$5.00
41139	<b>General Magazine 24/3 (Mag Only)</b> w/insert. 1x3 Inventory label on cover. ■ Insert including 2 ASL Scenar G4-5 bound into mag. ARTICLES ON: Diplomacy PBM replay among players who don't know one another; Diplomacy & history; strategies in PBM Diplomacy; ASL scenarios G5 & G6; First turn strategy in Hitler's War 2nd; player nots for Empires in Arms; Hiter's War rule revisions; strategy in Dark Emperor; strategy in Pacific War. '88	n	Excel	Out-of-Print	0.4	Mag Only	<del>\$6.00</del>	\$3.00
67018	<b>General Magazine 24/3 (Mag Only)</b> w/insert. 1x3 Inventory label on cover. ■ Insert including 2 ASL Scenar G4-5 bound into mag. ARTICLES ON: Diplomacy PBM replay among players who don't know one another; Diplomacy & history; strategies in PBM Diplomacy; ASL scenarios G5 & G6; First turn strategy in Hitler's War 2nd; player nots for Empires in Arms; Hiter's War rule revisions; strategy in Dark Emperor; strategy in Pacific War. '88	n	Excel	Out-of-Print	0.4	Mag Only	<del>\$6.00</del>	\$4.00
76007	<b>General Magazine 25/3 (Mag Only)</b> w/insert. 1x3 Inventory label on cover. Last copy. ■ Insert. ARTICLES ON: 1st person replay of Patton's Best; calendar of engagements of 4th Canadian Armor div for Patton's Best; development of the M4 Sherman tank; Patton's best clarifications; upgunning Afrika Korp; Third Reich 1941 scenario; SL guns v tanks clinic; West of Alamein intro; ASL scenario G7 & M; Title Bout analysis; PBM Panzergruppe Guderian; revised artillery ranges in Panzerblitz; patrol scenario in Up Front; historical changes to Storm Over Arnhem; Panzer Leader scenario 12; German strategy in Btl of the Bulge '81. '89	n	Mint	Out-of-Print	0.4	Mag Only	<del>\$7.00</del>	\$5.00



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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
71610	<b>General Magazine 25/5 (Mag Only)</b> w/Gettysburg'88 expansion map insert. 1x3 Inventory label on cover, otherws new. ■ Gettysburg'88 expansion map insert. ARTICLES ON: Gettysburg'88 replay & analysis of the generals present; cavalry operations during the Gettysburg campaign; Intrmediate Gettysburg'88 rules; analysis of the British in 1776; union strategy in Civil War; ASL scenario G8; bank robbery scenario for Firepower; Drewsy's Bluff scenario for Lee v Grant; 3 types of gamers; freight train Rail Baron variant; animal encounter variant for Outdoor Survival; WIn Place & Show analysis; tactics in Devil's Den; 3rd ed Guns of August; designers notes on Bull Run; Gettysburg '88 errata. '89	n	New	Out-of-Print	0.4 Mag Only	<del>\$7.00</del>		\$5.00
102648	<b>General Magazine 25/5 (Mag Only)</b> w/Gettysburg'88 expansion map insert. ■ Gettysburg'88 expansion map insert. ARTICLES ON: Gettysburg'88 replay & analysis of the generals present; cavalry operations during the Gettysburg campaign; Intrmediate Gettysburg'88 rules; analysis of the British in 1776; union strategy in Civil War; ASL scenario G8; bank robbery scenario for Firepower; Drewsy's Bluff scenario for Lee v Grant; 3 types of gamers; freight train Rail Baron variant; animal encounter variant for Outdoor Survival; WIn Place & Show analysis; tactics in Devil's Den; 3rd ed Guns of August; designers notes on Bull Run; Gettysburg '88 errata. '89	n	Mint	Out-of-Print	0.4 Mag Only	<del>\$6.00</del>		\$5.00
84400	<b>General Magazine 25/6 (Mag Only)</b> Btm corners dog eared. w/insert. ■ Insert. ARTICLES ON: the British in ASL & the scenarios of West of Alamein; the minor powers of ASL Last Hurrah; SL clinic; analysis of Panzer Armeef Afrika; ASL Scenario G9, N; 2-player rules for Raid on St. Nazaire; analysis of Desert War kit for Up Front; special forces scenarios for Firepower; analysis of Pax Britannia; analysis of Statis Pro Football. '89	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$7.00</del>		\$3.00
67014	<b>General Magazine 25/6 (Mag Only)</b> w/insert. 1x3 Inventory label on cover. ■ Insert. ARTICLES ON: the British in ASL & the scenarios of West of Alamein; the minor powers of ASL Last Hurrah; SL clinic; analysis of Panzer Armeef Afrika; ASL Scenario G9, N; 2-player rules for Raid on St. Nazaire; analysis of Desert War kit for Up Front; special forces scenarios for Firepower; analysis of Pax Britannia; analysis of Statis Pro Football. '89	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$8.00</del>		\$4.00
113861	<b>General Magazine 26/3 (Mag Only)</b> With insert. Last copy. ■ Insert w/ additional Tac Air aircraft data. ARTICLES ON: MBT intro & unit analysis; MBT rules index; Soviet situation in MBT; umpired MBT replay; "Improved" Flight Leader rules; Iran-Iraq War scenarios for Firepower; Acquire strategy; Statis Pro Baseball; Korean War Flight Leader scenarios; ground units in Tac Air; unit analysis for the Fleet game series. (Note that subscriber copies of this issue included a countersheet as a bonus; this sheet was not included in copies sold thru the hobby distribution system and is not included here.) '90	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$8.00</del>		\$6.00
75362	<b>General Magazine 26/5 (Mag Only)</b> 1x3 Inventory label on cover. ■ ARTICLES ON: design-your-own scenarios for Up Front; Up Front campign 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	n	New	Out-of-Print	0.4 Mag Only	<del>\$8.00</del>		\$6.00
64594	<b>General Magazine 27/1 (Mag Only)</b> 1x3 Inventory label on cover. ■ ARTICLES ON: Soviet strategy for Russian Campaign; historical Russian Campaign; revised OoB for Russian Campaign; reference notes for ASL for mtn troops; historical setup for 12th party congress in Kremlin; Axis 1941 offensive in Russian Front; defending Stalingrad in Turning Point Stalingrad. '91	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$7.00</del>		\$5.00
79258	<b>General Magazine 27/4 (Mag Only)</b> w/ Insert. ■ ARTICLES ON: Republic of Rome analysis, PBEM rules, PBEM replay; Rep of Rome design notes; learning guide for Adv Civilization; 1991 Coup variant for Kremlin; Empire in Arms strategy, pt 2; Diplomacy master replay pt 1. '91	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$5.00</del>		\$4.00
79259	<b>General Magazine 27/5 (Mag Only)</b> No insert, otherws EX. ■ ARTICLES ON: overview of Btl Bulge '91; German & Allied strategy for Bulge '91; endgame scenarios for Bulge '91; 3rd edition changes to Bulge '81 rules; Reference notes for ASL; Diplomacy master replay, pt 2; Tac Air game system; 1991 March Madness teams; Republic of Rome replay pt 2; D-Day'77 strategy. '91	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$7.00</del>		\$3.00
64599	<b>General Magazine 27/6 (Mag Only)</b> 1x3 Inventory label on cover. ■ ARTICLES ON: Blackbeard replay; beginners primer for Blackbeard; design history of Blackbeard; solitaire Blackbeard replay; Blackbeard errata; the pits in Speed Circuit; players' notes for Gangster; black market variant for Merchant of Venus; card analysis for Attack Sub; commerce raiding against Britain in War & Peace; New World variant; strategy in Wrasslin'; financial strategy in Stocks & Bonds; Rennell Island scenario for Carrier; solitaire rules for Wooden Ships & Iron Men. '91	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$5.00</del>		\$4.00
71624	<b>General Magazine 28/2 (Mag Only)</b> 1x3 Inventory label on cover. ■ 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	n	New	Out-of-Print	0.4 Mag Only	<del>\$5.00</del>		\$1.00
71648	<b>General Magazine 28/5 (Mag Only)</b> 1x3 Inventory label on cover, new in all other respects. Last copy. ■ ARTICLES ON: Guadalcanal'92/Midway'92 variant w/ additional ship specs, additional scenarios & rules covering all ships & aircraft from Coral Sea thru the end of the war, plus Wake Island & Two Ocean War varant scenarios (w/ map insert); The Slot campaign rules for Tokyo Express; Mustangs variant; Victory in the Pacific replay & variant rules; ASL scenario G16; 4 scenarios for Dauntless; Samurai game summary; Up Front Scenario; History of the World preview. '93	n	New	Out-of-Print	0.4 Mag Only	<del>\$8.00</del>		\$6.00
75367	<b>General Magazine 29/1 (Mag Only)</b> 1x3 Inventory label on cover. ■ 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	n	New	Out-of-Print	0.4 Mag Only	<del>\$5.00</del>		\$2.50
71665	<b>General Magazine 29/2 (Mag Only)</b> 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	n	New	Out-of-Print	0.4 Mag Only	<del>\$5.00</del>		\$2.00
71706	<b>General Magazine 29/3 (Mag Only)</b> 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	n	New	Out-of-Print	0.4 Mag Only	<del>\$6.00</del>		\$4.00



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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
71723	<b>General Magazine 29/4 (Mag Only)</b> 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	n	New	Out-of-Print	0.4 Mag Only	<del>\$7.00</del>	<b>\$5.00</b>
71735	<b>General Magazine 29/5 (Mag Only)</b> 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	n	New	Out-of-Print	0.4 Mag Only	<del>\$5.00</del>	<b>\$3.50</b>
71767	<b>General Magazine 29/6 (Mag Only)</b> 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	n	New	Out-of-Print	0.4 Mag Only	<del>\$5.00</del>	<b>\$2.50</b>
71783	<b>General Magazine 30/1 (Mag Only)</b> 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	n	New	Out-of-Print	0.4 Mag Only	<del>\$5.00</del>	<b>\$1.50</b>
71804	<b>General Magazine 30/2 (Mag Only)</b> 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	n	New	Out-of-Print	0.4 Mag Only	<del>\$5.00</del>	<b>\$4.00</b>
71842	<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	<del>\$5.00</del>	<b>\$4.00</b>
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 Levay; weapon breakdowns in ASL. '96	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$5.00</del>	<b>\$4.00</b>
71850	<b>General Magazine 30/5 (Mag Only)</b> 1x3 Inventory label on cover, otherws new. ■ 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 Levay; weapon breakdowns in ASL. '96	n	New	Out-of-Print	0.4 Mag Only	<del>\$7.00</del>	<b>\$6.00</b>
79278	<b>General Magazine 30/6 (Mag Only)</b> No insert, otherws EX. ■ ARTICLES ON: strategy in Geronimo, random events variant & errata; history of the 2nd Punic War; Air Baron design history, playing tips, replay; interview w/ Ben Knight; 8 player campaign game variant for Empire in Arms; analysis of nations of Civilization. (Note that subscriber issues included a countersheet; this was not included in distribution copies & is not included here.) '96	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$5.00</del>	<b>\$4.00</b>
71863	<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	<del>\$7.00</del>	<b>\$4.00</b>
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	<del>\$6.00</del>	<b>\$1.00</b>
65503	<b>General Magazine 32/1 (Mag Only)</b> 1x3 Inventory label on cover. Last copy. ■ Inserts. ARTICLES ON: Starship Troopers '97 replay w/ 2 scenarios; Princess Ryan's Star Marines Mission 24 analysis; Warcraft II analysis; Titan, the Arena analysis; Stellar Conquest solitaire variant; Dune 9player variant w/ insert; convention thoughts & notes; tips for Heroes of Might & Magic II PC; Great War at Sea, Mediterranean 1st strategy; Machiavelli 3rd errata; strategy in Breakout, Normandy pt 2; Gamers Crusader, Africa reviews; 'Aliens' variant for Starship Troopers '97. '98	n	New	Out-of-Print	0.4 Mag Only	<del>\$8.00</del>	<b>\$7.50</b>
<b>AH International (AHIKS)</b>							
118343	<b>Kommandeur Newsletter v15 #5 (Mag Only)</b> ■ v15 #5. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '80	n	Excel	Out-of-Print	0.3 Mag Only	<del>\$3.00</del>	<b>\$2.00</b>
118345	<b>Kommandeur Newsletter v16 #1 (Mag Only)</b> ■ v16 #1. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '81	n	Excel	Out-of-Print	0.3 Mag Only	<del>\$3.00</del>	<b>\$2.00</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
118347	<b>Kommandeur Newsletter v17 #2 (Mag Only)</b> ■ v17 #2. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '82Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '82	n	Excel	Out-of-Print	0.3 Mag Only	<del>\$3.00</del>	<b>\$2.00</b>	<b>\$1.00</b>
128610	<b>Kommandeur Newsletter v22 #4 (Mag Only)</b> ■ v22 #4. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '87	n	Excel	Out-of-Print	0.3 Mag Only	<del>\$3.00</del>	<b>\$2.00</b>	<b>\$1.00</b>
118349	<b>Kommandeur Newsletter v48 #1 (Mag Only)</b> Laser printed in B&W and 3-holed. ■ v48 #1. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '13	n	Excel	Out-of-Print	0.4 Mag Only		<b>\$3.00</b>	<b>\$2.00</b>
118352	<b>Kommandeur Newsletter v48 #5 (Mag Only)</b> Laser printed in B&W and 3-holed. ■ v48 #5. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '13	n	Excel	Out-of-Print	0.4 Mag Only		<b>\$3.00</b>	<b>\$2.00</b>
118353	<b>Kommandeur Newsletter v48 #6 (Mag Only)</b> Laser printed in B&W and 3-holed. ■ v48 #6. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '13	n	Excel	Out-of-Print	0.4 Mag Only		<b>\$3.00</b>	<b>\$2.00</b>
<b><u>Avalon Hill VICTORY Mag (AH VM)</u></b>								
99099	<b>Victory Magazine #5 [Vietnam II] (Mag Only)</b> ■ ARTICLES ON: Winning in Vietnam, pt 2: hunting the VC; "diary" of an infantryman adapted from Ambush. '84	n	Excel	Out-of-Print	0.2 Mag Only	<del>\$5.00</del>	<b>\$4.00</b>	<b>\$1.00</b>
111914	<b>Victory Magazine #6 [Cold War] (Mag Only)</b> ■ ARTICLES ON: Vietnam errata (1pg); Cold War design analysis & strategy, plus optional rules; Adding British to Ambush; the Marine's CAP strategy in Vietnam as an optional set of rules. '84	n	Excel	Out-of-Print	0.2 Mag Only		<b>\$3.00</b>	<b>\$1.00</b>
111916	<b>Victory Magazine #8 [Index] (Mag Only)</b> ■ Final issue of Victory as a distinct mag. ARTICLES ON: Index to articles in issues #1 - 8; Soviet strategy in NATO; NLF strategy in Vietnam; German & American airborne strategy in Hell's Highway; errata for Cold War, 6th Fleet & NATO. '85	n	Excel	Out-of-Print	0.2 Mag Only	<del>\$5.00</del>	<b>\$3.00</b>	<b>\$2.00</b>
<b><u>Casus Belli Magazine (CasusB)</u></b>								
117705	<b>Casus Belli Magazine # 53 (Mag Only)</b> Price tag remnant on cover. ■ French-language magazine of simulation gaming of all genres. Includes fiction, game reviews, variants, etc. ALL text in French.	n	Excel	Out-of-Print	0.5 Mag Only		<b>\$3.00</b>	<b>\$1.00</b>
<b><u>Cavendish HIST 2nd WW MAG (CavHSW)</u></b>								
114447	<b>History of the Second World War # 1 (Mag Only)</b>	n	VeryGd	Out-of-Print	0.3 Mag Only		<b>\$4.00</b>	<b>\$1.00</b>
131045	<b>History of the Second World War # 19 (Mag Only)</b>	n	Mint	Out-of-Print	0.3 Mag Only		<b>\$4.00</b>	<b>\$1.00</b>
131059	<b>History of the Second World War # 33 (Mag Only)</b>	n	Mint	Out-of-Print	0.3 Mag Only		<b>\$5.00</b>	<b>\$1.00</b>
<b><u>Clash of Arms ART of WAR (CofAAW)</u></b> <a href="http://www.clashofarms.com">http://www.clashofarms.com</a>								
115332	<b>Art of War Magazine #29 (w/ Mag)</b> ■ 28pg issue w/ variant & errata for Jena, 6 Days of Glory, Home Before Leaves Fall, etc. '98	n	Mint		0.4 Mag Only		<b>\$4.00</b>	<b>\$2.00</b>
<b><u>DecGms FIRE &amp; MOVEMENTMag (Dec FM)</u></b> <a href="http://www.decisiongames.com">http://www.decisiongames.com</a>								
123912	<b>Fire &amp; Movement (Dec Gms) # 76 (Mag Only)</b> ■ ARTICLES & REVIEWS ON: detailed profile of GDW Tet Offensive; reviews of TSR Sniper Special Forces; survey of Computer Games pt2, Air & Sea Battles (extensive); 2pg list of American Civil War games; short survey of games well-suited to multi-player play; brief reviews of AH Attack Sub, GDW Fall of Tobruk; retro review of SPI Chicago Chicago #21; discussion of Gaming Awards & their validity. '91	n	Mint	Out-of-Print	0.4 Mag Only	<del>\$3.00</del>	<b>\$3.00</b>	<b>\$2.00</b>
123915	<b>Fire &amp; Movement (Dec Gms) # 79 (Mag Only)</b> ■ ARTICLES & reviews ON: detailed review of Trajan #145; review of Defense of Rorke's Drift w/ strategy; revies of LAMBOURNE Wings Over France, 3W Star Force Terra, Chad #144; 1991 games & companies in reviews; Computer Wargames in 1991. '92	n	Mint	Out-of-Print	0.5 Mag Only	<del>\$6.00</del>	<b>\$3.00</b>	<b>\$2.00</b>
123918	<b>Fire &amp; Movement (Dec Gms) # 82 (Mag Only)</b> ■ ARTICLES & reviews ON: detailed profile of Four Battles of the Ancient World w/ designer respons & ERRATA; reviews on Wings Over France, GMT Thunderbolt Apache Leader 1st, 3W Zitadelle, PACRIM Honour Alone, 3W Royalists & Roundheads, MOORE Body Count in Laos 1971, SOCOMER Auerstaedt 1806; Anthology of American Civil War games, pt 3, Campaign Games: GUIDON Atlanta, GREEVER Atlanta Campaign, Campaigns in the Valley #123, QTRDCK Grant Moves South, COA Great Invasion, WEG Killer Angels, PAC RIM Lee Invades the North #2, SPI Lee Moves North, VG Lee v Grant, COA Marching Thru Georgia & Mississippi Fortress, VG Mosby's Raiders, BL Obj Atlanta & Seven Days BtIs & Shenandoah, RAND Vicksburg, SPI Wilderness Campaign; Comparison of World in Flames vs. European Theater of Operations; reviews of Omega Carrier War Expansion Kit, Franco-Prussia War #149, GDW Sands of War Expansion Kit, XTR I Am Spartacus #15, AH Adel Verpflichtet. '92	n	Mint	Out-of-Print	0.5 Mag Only	<del>\$6.00</del>	<b>\$3.00</b>	<b>\$2.00</b>
123927	<b>Fire &amp; Movement (Dec Gms) # 91 (Mag Only)</b> ■ ARTICLES & REVIEWS ON: 3W Blitzkrieg in the South (with Q&A & optional rules); COA To Make George Howl; PRP Troina '43; AH Civilization & History of the World; Short reviews of: AH Storm Over Arnhem, PRP Kestenga, MOORE Stalingrad Cooridor; Computer Tank Simulations Comparison. '94	n	Mint	Out-of-Print	0.0 Mag Only	<del>\$5.95</del>	<b>\$3.00</b>	<b>\$2.00</b>
123928	<b>Fire &amp; Movement (Dec Gms) # 92 (Mag Only)</b> ■ ARTICLES & REVIEWS ON: detailed profile of COA Lee Takes Command & Autumn of Glory; reviews of COA La B Mont St. Jean, COA Bobby Lee, 3W SS Amerika, 3W Crossbows & Cannon II, DG Empires at War, Velikiye Luki PC. '94	n	Mint	Out-of-Print	0.4 Mag Only	<del>\$6.50</del>	<b>\$3.00</b>	<b>\$2.00</b>



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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
46722	<b>Fire &amp; Movement (Dec Gms) #119 (Mag Only)</b> 1x3 Inventory label on cover, otherws new. Last copy. ■ 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	<del>\$7.99</del> <b>\$4.00</b>	<b>\$2.00</b>
<b>DecGms MOVES Mag (DecMov)</b>		<a href="http://www.decisiongames.com">http://www.decisiongames.com</a>					
115148	<b>Moves Magazine (DecGms) # 76 (Mag Only)</b> ■ ARTICLES ON: design notes & optional rules for & replay of Napoleon's First Battles; review of GAMERS Embracing an Angry Wind & Perryville; review & strategy of Columbus Kit for TFG Viceroyes; anaysis of Bank Robbery scenario in Gunslinger; pt.2 of article on the design process for a tactical Port Stanley game by Mark Walker; errata for LA Lawless #75. '93	n	Mint	Out-of-Print	0.4 Mag Only	<del>\$6.00</del> <b>\$3.00</b>	<b>\$2.00</b>
<b>DecGms WARGAMER v2 Mag (Dec WG)</b>		<a href="http://www.decisiongames.com">http://www.decisiongames.com</a>					
67722	<b>Wargamer (Decision Games) v2 # 6 (Mag Only)</b> 1x3 Inventory label on cover. ■ ARTICLES ON: Pas De Calais analysis, designer's reply, 1943 v 1944 & Calais v Normandy; TSR Sniper Hetzer strategy & Sniper Special Forces review & scenario; WWW North German Plain analysis; WWW Horse Soldiers Tupelo analysis & replay & key errata; Halls of Montezuma PC & To the Rhine PC & Blitzkrieg at the Ardennes PC; reviews of TSR Moscow 1941, VG 7th Fleet, Cannae 216BC, GDW Team Yankee; WWW announces west coast "SPI". '88	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$5.00</del> <b>\$3.00</b>	<b>\$1.00</b>
147693	<b>Wargamer (Decision Games) v2 #10 (Mag Only)</b> ■ ARTICLES ON: Assault on Hoth review & strategy; PANTHERS' Fire Brigade review; PacRim's 48th Panzer Corp history; ASL Partisan's 1st review; Pegasus Bridge strategy; Abensberg strategy; ASL scenario WG3-6; PC software reviews. '89	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$5.00</del> <b>\$3.00</b>	<b>\$1.00</b>
84414	<b>Wargamer (Decision Games) v2 #14 (Mag Only)</b> ■ ARTICLES ON: WWW Desert Steel review; CofA Lee Invades the North review & errata; Far Seas analysis; WWW Duel in the Desert 3-turn replay, tactics, errata; WWW Beirut replay & Sandbag '82-84 3-player variant; reviews of TSR La Grande Armees, PSS Annals of Rome PC & Risk PC; Decisive Btts of Am Civil War PC pt 2. '89	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$5.00</del> <b>\$3.00</b>	<b>\$1.00</b>
<b>Decision Games S&amp;T Games (DecS T)</b>		<a href="http://www.decisiongames.com">http://www.decisiongames.com</a>					
89580	<b>Strategy &amp; Tactics (DecGm) #237 (Mag Only)</b> Magazine-only; no rules or other game components. ■ Magazine only, Rules not included. ARTICLES ON: the Desert War in WWI, Allenby & Armageddon; Hoover, Dragoners & the Boxer Rebellion; Union Indian Regiment in the Civil War; Lawrence of Arabia & the Arab Revolt.	n	Excel	Out-of-Print	0.5 Mag Only	<del>\$5.00</del> <b>\$4.00</b>	<b>\$2.00</b>
141247	<b>Strategy &amp; Tactics (DecGm) #276 (Mag Only)</b> ■ Mag only. 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	Mint	Out-of-Print	0.5 Mag Only	<del>\$5.00</del> <b>\$4.00</b>	<b>\$2.00</b>
131469	<b>Strategy &amp; Tactics (DecGm) #303 (Mag Only)</b> ■ Mag only. ARTICLES ON: War Returns to Yugoslavia, 1991; Battle of Fort Stevens, 1864; Battle of Culloden, Aug 1745; Julian's Persian Campaign of 363AD; Fauconberg's Attack on London; Saga of Captain Molly; Pale Rider of Gettysburg; Strange Case of Takur Ghar; Brazilian Expeditionary Force in WWII.	n	Mint	Out-of-Print	0.6 Mag Only	<del>\$5.00</del> <b>\$5.00</b>	<b>\$2.00</b>
<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> ■ 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	n	New	Out-of-Print	0.9 Mag Only	<del>\$14.99</del> <b>\$12.00</b>	<b>\$8.00</b>
147791	<b>Strategy &amp; Tactics Quarterly # 6, D-Day (Mag Only)</b> ■ Quarterly magazine dedicated to a single historical topic of military history. This issue is focused on all aspects of the D-Day invasion of Franch, 6 June 1944, and its follow-on campaign thru the breakout in August. '19	n	New		0.9 Mag Only	<del>\$14.99</del> <b>\$11.00</b>	<b>\$10.00</b>
147633	<b>Strategy &amp; Tactics Quarterly #10 Kursk (Mag Only)</b> ■ Quarterly magazine dedicated to a single, broad historical topic of military history. This issue is focused on all aspects of the epic Summer 1943 battles around Kursk on the eastern Front during World War II on thru the fall of Berlin in May 1945. '20	n	New		0.9 Mag Only	<del>\$15.99</del> <b>\$12.50</b>	<b>\$11.00</b>
149208	<b>Strategy &amp; Tactics Quarterly #11 30YrWar (Mag Only)</b> ■ Quarterly magazine dedicated to a single, broad historical topic of military history. This issue is focused on all aspects of the Thirty Years War. '20	n	New		0.9 Mag Only	<del>\$15.99</del> <b>\$12.00</b>	<b>\$11.00</b>
147327	<b>Strategy &amp; Tactics Quarterly #15 AlexGrt (Mag Only)</b> ■ Quarterly magazine dedicated to a single, broad historical topic of military history. This issue is focused on all aspects of Alexander the Great's rise & conquest of much of the civilized world in the 5th century BC. '21	n	New		0.8 Mag Only	<del>\$15.99</del> <b>\$12.00</b>	<b>\$11.00</b>
<b>Decision Gms World at War (DecWaW)</b>		<a href="http://www.decisiongames.com">http://www.decisiongames.com</a>					
140342	<b>World at War Magazine # 1 (Mag Only)</b> Mag only; no rules. Last copy. ■ Mag only; no rules. Articles cover: Barbarossa, the Russo-German War of WW2; Market-Garden; Lufwaffe's plans for Long Range Bombing of the US; the invasion of Biak, May 1944 in the Pacific. '08	n	Mint	Out-of-Print	0.4 Mag Only	<del>\$4.00</del> <b>\$4.00</b>	<b>\$2.00</b>
141608	<b>Their Greatest Day Article #5 (Mag Only)</b> Orig article cut from mag. ■ Historical article on how the US forces at Omaha Beach on D-Day turned a near defeat into a victory. Full article including color illustrations, as printed in World at War #5 p25-40.	n	Excel	Out-of-Print	0.2 Mag Only	<del>\$2.00</del> <b>\$2.00</b>	<b>\$0.50</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
141301	<b>World at War Magazine #22 (Mag Only)</b> No rules. ■ ARTICLES ON: 1944 Battle for Minsk & the destruction of Army Group Center; Operational Analysis of the US Army in Tunisia 1943; Battle of Savo Island Reconsidered; Hitler's Military Conferences; Nazis in Hollywood movies; Utah & Omaha Beaches on D-Day; Soviet Mechanized Corps in 1941; US Gen. Geo Kenney; British WW2 research on creating a tsunami as a weapon. '12	n	Mint	Out-of-Print	0.5 Mag Only	<del>\$4.00</del>	<b>\$4.00</b>	<b>\$2.00</b>
141200	<b>World at War Magazine #49 (Mag Only)</b> Scuffs & an area of abrasion on mag cover, otherws EX. ■ ARTICLES ON: Turkey in WWII; Luftwaffe's Airlift Capacity 1939-45; Campaign in southern Philippines in WWII; the Siege of Leningrad, 1941-2; Animals of Leningrad; the Travels & Travails of Fey von Hassel in the last year of WWII; Excercise Tiger, Prelude to D-Day; Small Vessels for Transport in the Pacific early in WWII; Italian Manned Torpedos.	n	VeryGd	Out-of-Print	0.5 Mag Only	<del>\$4.00</del>	<b>\$4.00</b>	<b>\$2.00</b>
141201	<b>World at War Magazine #50 (Mag Only)</b> Sml area of minor scratches on mag cover, otherws EX. ■ ARTICLES ON: Zhukov's War, from Stalingrad to Kursk on the Eastern Front; Japanese Zeros versus American Heavy Bombers; Slovak Uprising against Germany, 1944; the U-Boat War in 1943; Airpower Theories, Proven & Disproven; Japanese AA in the Pacific War; German Early War Eneginer & Amphibious vehicles; US 34th Nation Guard Div in WWII.	n	VeryGd	Out-of-Print	0.5 Mag Only	<del>\$4.00</del>	<b>\$4.00</b>	<b>\$2.00</b>
141204	<b>World at War Magazine #55 (Mag Only)</b> No rules. V.sml fingerprint mar on cover. ■ ARTICLES ON: British Commandos in NW Europe, 1940-45; Defense of Java, 1942; Story of the 30th U-Boat Flotilla; LVTs in NW Europe in WWII; Washington-London Naval Treaties; the Japanese Oscar Fighter, Nakajima Ki-43; Kiwis at War; Poland's 10th Motorized Calvalry Brigade in France 1940.	n	Excel	Out-of-Print	0.5 Mag Only	<del>\$4.00</del>	<b>\$4.00</b>	<b>\$2.00</b>
141206	<b>World at War Magazine #57 (Mag Only)</b> No rules. Sml fingerprint mar on cover. ■ 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	Excel	Out-of-Print	0.5 Mag Only	<del>\$4.00</del>	<b>\$4.00</b>	<b>\$2.00</b>
141207	<b>World at War Magazine #58 (Mag Only)</b> No rules. ■ 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	Mint	Out-of-Print	0.5 Mag Only	<del>\$4.00</del>	<b>\$4.00</b>	<b>\$2.00</b>
141209	<b>World at War Magazine #60 (Mag Only)</b> No rules. ■ ARTICLES ON: Midway Solo #54 variant that extends the game and adds a few added units; Eisenhower's War, Ike as Strategist; Aleutians Campaign in Alaska in WWII; Neutralizing the French Fleet in 1940; Debrecen, the Last Hungarian Victory; Shanghai Under Japanese Occupation 1937-45; USS Silversides (Sugmarine); Trophy Panzers, Soviet's Captured German Tanks; Battle of Midway.	n	Mint	Out-of-Print	0.5 Mag Only	<del>\$4.00</del>	<b>\$4.00</b>	<b>\$2.00</b>
141210	<b>World at War Magazine #61 (Mag Only)</b> No rules. ■ 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	Mint	Out-of-Print	0.5 Mag Only	<del>\$4.00</del>	<b>\$4.00</b>	<b>\$2.00</b>
141211	<b>World at War Magazine #62 (Mag Only)</b> No rules. A 1" divit torn from mag cover margin, otherws EX. ■ ARTICLE ON: Battles of Belchite & Teruel, Tipping Point of the Spanish Civil War; Allied Lend-Lease to the Soviet Union during WWII; Operation C3, Italian Plans to Invade Malta; Operation Causeway, US Formosa-Amoy Invasion Plans During WWII; Planned Swedish Invasion of Denmark by Den Danske Brigade in 1945; Could the US have Won the Battle of Wake Island, Dec 1941?; the USSR Polikarpov I-16 fighter.	n	VeryGd	Out-of-Print	0.5 Mag Only	<del>\$4.00</del>	<b>\$4.00</b>	<b>\$2.00</b>
141212	<b>World at War Magazine #63 (Mag Only)</b> No rules. ■ ARTICLES ON: the Central Pacific Campaign 1943-4; Russian Liberation & Free Germany Movements of World War II; US 3rd Cav at Berg-Sur-Moselle, Nov 1944; U-852 & USS Wahoo, Massacres at Sea; Christmas Island Duty; Addolphus Andrews & the early US U-Boat response; Brownings .50 Calibre Maching Gun; Counterattack at Arras, May 1940.	n	Mint	Out-of-Print	0.5 Mag Only	<del>\$4.00</del>	<b>\$4.00</b>	<b>\$2.00</b>
<b>FGA Board Game JournalMag (FGA BJ)</b>								
3594	<b>Boardgame Journal (FGA) # 1 (Mag Only)</b> Cherry. ■ ARTICLES ON: Intro to the BGJ; Why the Germans Quit in 1918; Ships of the Pacific War, pt.1, the Japanese; Preview of Eagle & the Sun Game; Fictional Novel of WWII Airborne Operations; Brown Water Navy in Vietnam, interview with NC1 James Smith; Transcripts of Jane Fonda's Vietnamese Broadcasts. '91	n	Mint	Out-of-Print	0.4 Mag Only	<del>\$5.00</del>	<b>\$4.00</b>	<b>\$2.00</b>
<b>Game Designers Workshon (GDW)</b>								
122888	<b>Challenge Magazine # 34 (Mag Only)</b> ■ GDW's mag of adventure & sci-fi gaming. '88	n	Excel	Out-of-Print	0.5 Mag Only	<del>\$3.25</del>	<b>\$3.00</b>	<b>\$1.00</b>
122889	<b>Challenge Magazine # 35 (Mag Only)</b> ■ GDW's mag of adventure & sci-fi gaming. '88	n	Excel	Out-of-Print	0.5 Mag Only	<del>\$3.25</del>	<b>\$3.00</b>	<b>\$1.00</b>
122891	<b>Challenge Magazine # 37 (Mag Only)</b> ■ GDW's mag of adventure & sci-fi gaming. '89	n	Excel	Out-of-Print	0.5 Mag Only	<del>\$3.25</del>	<b>\$3.00</b>	<b>\$1.00</b>
<b>Gamers OPERATIONS Mag (Gam On)</b> <a href="http://www.multimanpublishing.com">http://www.multimanpublishing.com</a>								
115334	<b>Operations Magazine # 1 (Mag Only)</b> ■ ARTICLES ON: Allied armor-Inf coordination at Normandy, 1944; Barren Victory designers preview; Civil War Brig Series design theory; Bloody Lane scenario for In Their Quiet Fields; Omaha designer's preview; line entry command system ariant for the Tactical Combat System; Q&A for Civil War & Tac Combat series; errata for In Their Quiet Fields 2nd, Thunder at the crossroads, August Fury, Bloody 110th, Obj Schmidt, Force Eagles War. '91	n	Mint		0.3 Mag Only	<del>\$5.00</del>	<b>\$2.50</b>	<b>\$1.00</b>
115335	<b>Operations Magazine # 2 (Mag Only)</b> ■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Myth of the Blitzkrieg; The Status Rule, Fact or Fiction?; Use of Breastworks; Extended Movement; Technique of the Tank Platoon as the Point in an Exploitation; Umpired Bloody 110th Game Rules; Omaha Playtest; First Peek at Operational Combat Series; Background Colors & Contour Lines; Q&A/Errata for CWS & TCS. '91	n	Mint		0.3 Mag Only	<del>\$8.00</del>	<b>\$2.50</b>	<b>\$1.00</b>





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Part#	Game Title & Edition	Box	General Condtm	Out of Print ?	Weight (lbs)	List Our Normal		Individual Liquidtm Price	
						Price	Cash Price		
115337	<b>Operations Magazine # 4 (Mag Only)</b> ■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: 101st Airborne Air Assault Operations during Desert Storm/Desert Shield pt.2; Abstraction Due to Lack of Design Focus on Scale; Limited Foretell; Bloody Roads South Preview; Defensive Orders for Barren Victory; Barren Victory Solitaire; Artillery in the CWB System; Tactical Combat System tables; German Strategy in Bloody 110; Stalingrad Pocket Preview; Q&A & Errata for Civil War Brigade & Tactical Combat series games. '92	n	Mint		0.3	Mag Only	\$8.00	<del>\$2.50</del>	\$1.00
115338	<b>Operations Magazine # 5 (Mag Only)</b> ■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Cons & Pros of CWB's Forest Treatment; Civil War Infantry Tactics; Bloody 110 Update; Replay of Barren Victory; Soviet Set-up Strategy for Guderian's Blitzkrieg; CWB & Tactical series Errata & Q&A. '92	n	Mint	Out-of-Print	0.3	Mag Only	\$8.00	<del>\$2.50</del>	\$1.00
115341	<b>Operations Magazine # 8 (Mag Only)</b> ■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Gamers's Hobby Game Assessment for 1992; Saving Origins from Infidels; Game Industry in 1992; Solitaire plays of Force Eagles War & Sands of War; Maneuver Warfare, pt.4, Bulldozerkrieg; Optional Rules for CWB & Operational games; Strategy in Omaha; Painful Birth Process for Guderian's Blitzkrieg; CRT Results in Stocket Pocket; Revised Stalingrad Pocket Victory Conditions; Status report on Afrika; Q&A & Errata for CWB, Tactical, Standard & operational games. '93	n	Mint		0.3	Mag Only	\$8.00	<del>\$2.50</del>	\$1.00
115342	<b>Operations Magazine # 9 (Mag Only)</b> ■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Hobby Game Industry in 90s, pt.2; Burnside's Bridge scenario for In Their Quiet Fields; Assaulting with Success, pt.2; Playability, Detail & Realism; Making Playtest Counters; Review of key rules changes for Stalingrad Pocket; Stalingrad Pocket Victory Matrix; Soviet Strategy in Guderian's Blitzkrieg; Additional Rules for Operational Combat System games; Strategy in Guderian's Blitzkrieg, with Soviet Setup; Q&A & Errata. '93	n	Mint	Out-of-Print	0.3	Mag Only	\$5.00	<del>\$2.50</del>	\$1.00
115343	<b>Operations Magazine #10 (Mag Only)</b> ■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Origins 93 Report; European Gaming; Civil War Leaders; Effective Use of Firepower in the CWB series; Civil War v Napoleonic series; Strategy in Afrika; Panzer Rgt Composition in North Africa; Italian Gambit in Afrika; Afrika Scenarios; Playtester's Lament, pt.3; Errata & Q&A. '93	n	Mint	Out-of-Print	0.3	Mag Only	\$5.00	<del>\$2.50</del>	\$1.00
115344	<b>Operations Magazine #11 (Mag Only)</b> ■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Refereed CWB Play; Incremental Combat in CWB; Leadership structures in CWB; Enemy at the Gates Preview; Preview of TCS 3rd Ed; Key Aspects of OCS; Italian & British Strategy in Afrika; Option & Variants for Afrika; Soviet Armies in Stalingrad Pocket; Errata. '93	n	Mint	Out-of-Print	0.3	Mag Only	\$5.00	<del>\$2.50</del>	\$1.00
115345	<b>Operations Magazine #12 (Mag Only)</b> ■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Review of Gamers' & Game Industry Performance in '93; Origins Awards; Seizing the Initiative; Changes to the OCS as of Enemy at the Gates; Extension to Scenarios 7 & 8 in Guderian's Blitzkrieg; Soviet Strategy in Guderian's Blitzkrieg; History of the Defeat of the Italian Army in 1940-1; Errata. '94	n	Mint	Out-of-Print	0.3	Mag Only	\$5.00	<del>\$2.50</del>	\$1.00
115346	<b>Operations Magazine #13 (Mag Only)</b> ■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Profile of Murfreesboro; Scenarios for Bloody Roads South; CWB Random Events; Unlearning Bad Habits in the New OCS Games; Variants for Guderian's Blitzkrieg; Revised GD'40 Air Table; Omaha 3rd edition changes; Strategy in Ardennes; German Strategy in Stalingrad Pocket; Variant Rules for Stalingrad Pocket; Errata. '94	n	Mint	Out-of-Print	0.3	Mag Only	\$5.00	<del>\$2.50</del>	\$1.00
115347	<b>Operations Magazine #14 (Mag Only)</b> ■ ARTICLES ON: Organize rather than bemoan the death of the hobby; Thunder at the Crossroads after action report; the Soviet counter-offensive in Guderian's Blitzkrieg; Operational notes for Enemy at the Gates; Ardennes profile & after-action report; ERRATA for all games to date. '94	n	Mint		0.3	Mag Only	\$8.00	<del>\$2.50</del>	\$1.00
115349	<b>Operations Magazine #16 (Mag Only)</b> ■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Gamers Sales Analysis for 1994; New Products; Yom Kippur Preview; Union Strategy in Bloody Roads South; Command Changes to CWB, Napoleonic & La Bataille Game Systems; TCS 3.1 Rules Changes; Mastering the OCS system; Battle Groups in TCS games; OCS House Rules; Article Index for Operations thru #16; Errata. '95	n	Mint	Out-of-Print	0.3	Mag Only	\$8.00	<del>\$2.50</del>	\$1.00
115350	<b>Operations Magazine #17 (Mag Only)</b> ■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Ed Wimble & Dean Essig on the Hobby Game Sales in 1995; Suggested Revisions to Afrika; CWB Headquarters, Another Look; Fog of Battle Etc; Hunters from the Sky Historical Setup, West Map Scenario, Variable Greek Option, and a replay; Prepared Defenses for TCS; Preview of Tunisia; Errata. '95	n	Mint	Out-of-Print	0.3	Mag Only	\$5.00	<del>\$2.50</del>	\$1.00
115351	<b>Operations Magazine #18 (Mag Only)</b> ■ ARTICLES ON: Origins 95 report; Basing military observation on 'common sense' derived from wargames; No Better Place to Die replay; Operational Combat Series rules v2.0i with optional rules; Locating the Center of Gravity in Tactical Combat Series; Soviet strategy in Black Wednesday; Weapons of Yom Kippur, pt 1: Armor, Inf & Recon units; Changes in retailing. '95	n	Mint	Out-of-Print	0.3	Mag Only	\$5.00	<del>\$2.50</del>	\$1.00
115352	<b>Operations Magazine #19 (Mag Only)</b> ■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Gamers '95 Retreat; Army HQs for CWB series; Larger Reserve Variant for Enemy at the Gates; Maneuver in TCS, Learning the Tools of the Trade; Weapons of the Yom Kippur War of 1973, pt.2, Artillery & Engineers; Yom Kippur Variants; Errata. '95	n	Mint	Out-of-Print	0.3	Mag Only	\$5.00	<del>\$2.50</del>	\$1.00
115355	<b>Operations Magazine #22 (Mag Only)</b> ■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Origins '96 Report; Can a Gamers Fan Club Exist?; CWB discussion; Napoleon & the Art of War; Running an OCS Air Campaign; Strategy in Stalingrad Pocket II. '96	n	Mint	Out-of-Print	0.3	Mag Only	\$8.00	<del>\$2.50</del>	\$1.00
<b>GMT C3i Magazine (GMTC3i)</b>		<a href="http://www.gmtgames.com">http://www.gmtgames.com</a>							
49681	<b>C3i # 5 (w/ Mag)</b> ■ 50pg color mag covering GMT's games. Includes Down in Flames Winter War inserts (4), GBoH tactics, SPQR Castulo 211BC scenario, Alex in Italy hypothetical scenarios. ARTICLES ON: SPQR tactics, Rise of Luftwaffe tutorial, Silver Bayonet strategy, BtIs of Waterloo scenario, errata for Alex Deluxe, BtIs Waterloo, Britain Stands Alone, Op Mercury variant (counters were in #4). '95	n	New	Out-of-Print	0.5	Mag Only		<del>\$18.00</del>	\$12.00





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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
51753	C3i # 6 (w/ Mag) ■ w/SPQR modules for Btl of Telamon, 225BC, Mago in Celt-Iberia, 207BC, & Btl at the Po River, 203BC; ARTICLES ON: Schweinfurt Raids scenario for 8th Air Force. Variants for Rise Luftwaffe, Britain Stands Alone, 3Days Gettysburg. Errata for Brit Stands Alone, 3Days Gettysburg, 8th AF, Diadochi. '96	n	New	Out-of-Print	0.5 Mag Only	<del>\$12.50</del>	\$9.00
53660	C3i # 8 (w/ Mag) ■ Mag & inserts. Magazine supporting GMT's extensive line of boardgames. ARTICLES ON: Errata for Btl for N.Africa, Crisis:Sinai. Play aid inserts for Btl for N.Africa, Samurai, Norway. Simplified std rules for Great Btl of History. Scenarios for Btl N.Africa, SPQR, Typhoon. '97	n	New	Out-of-Print	0.5 Mag Only	<del>\$39.00</del>	\$30.00
50994	C3i # 9 (w/ Mag) ■ w/ 40 variant counters for Typhoon, Inv Norway & Alex Deluxe. Mag articles on new SPQR & Alex scenarios; Saratoga designers notes; Inv Sicily designers notes, strategy & errata; Typhoon strategy, plus retrofitting the game w/ Barbarossa rules; Waterloo variant, solitaire Glory. '99	n	New	Out-of-Print	0.5 Mag Only	<del>\$28.00</del>	\$20.00
53239	C3i #12 (w/ Mag) ■ w/ 140 counters (BtIs N.Africa(12), June 6 (12), River Death (80), 3Days (12), DiF Zero (8), War Galley (6), & others). Also card inserts for DiF (3), War Galley scenarios (2) and AGN (2). ARTICLES ON: War Galley scenarios, DiF Israeli War of Independence campaign, Tigers in the Mist analysis & replay, Justinian game v. history, multi-player War Galley rules, Barbarossa Army Group North alternative bombardment rules, Saratoga/Brandywine combat techniques, Companion units in Successor (AH), J.Caesar Thapsus strategy & Rubicon analysis. Mag increased in size to 50pgs, but price nearly doubled. '00	n	New	Out-of-Print	0.8 Mag Only	<del>\$55.00</del>	\$40.00
58532	C3i #14 (w/ Mag) ■ Excellent mag supporting GMT's games. Includes scenarios for SPQR, War Galley, Caesar, variants for Battle Line & Hornet Leader, a Triumph & Glory add-on kit including a map & 140 counters., ARTICLES ON: Zero campaign covering the Neatherlands East Indies 1942 (w/ 3 cards), 6 June Brit 1st airborne variant, 2 8th AF target cards, Barb AGS replay, Paths of Glory strategy, and errata for Zero, Wildneress War, Simple GBOH. 52pgs. '02	n	New	Out-of-Print	1.0 Mag Only	<del>\$45.00</del>	\$39.00
63942	C3i #15 (w/ Mag) ■ w/140 err/variant counters (Kasserine (40), SQPR (74), Ukraine'43 (10), For the People (16). Excellent mag supporting GMT's games. ARTICLES ON: historical notes & addtl rules for Risorgimento, strategy for Paths of Glory, strategy & variants for Barbarossa to Berlin, strategy for Clash of Giants, Kasserine pass variant w/ 40 counters & map, 4 GBoH modules with counters, plus Daylight'45 campaign scenario for Down in Flames. RECOMMENDED. '04	n	New	Out-of-Print	0.8 Mag Only	<del>\$20.00</del>	\$12.50
70953	C3i #16 (w/ Mag) ■ With Churubusco variant for Gringo! w/ new rules & 136 counters (+ 4 errata counters for World at War); also includes 4 sheets of cards & scenarios for Down in Flame Aleutian '42 campaign. 48pg mag with ARTICLES ON & scenarios for GMT games: SPQR scenario for Agrigentum & Adys; strategy for Reds!, Rise of Roman Republic, and Von Manstein's Backhand Blow; Down in Flames campaigns for Aleutians (w/ cards) & Bismarck Seas 1943 (both for Zero & Coarsiers/Hellcats); and Ruin of the Reich 1944 scenario for Europe Engulfed designed for 2 players (ala Btl for Germany); and June 6 strategy. '05	n	New	Out-of-Print	0.8 Mag Only	<del>\$30.00</del>	\$15.00
74157	C3i #17 (w/ Mag) ■ 48pg mag w/ articles & scenarios for GMT games: w/ (18) counters for Downtown; (1) 30 Years War; (5) Borodino; (1) Barb to Berlin; (2) 3Days Gettysburg; (25) Rise of Roman Republic; (10) Empire of Rising Sun; (80) counters + rules & map for Cheriton variant for This Accursed Civil War; 5 cards for a Dunkirk'1940 Down in Flames campaign. ARTICLES ON: Siege of Alesia basic tactics; M.Herman's Card Driven Game Design; Sicilian Campaign of 2nd Punic War for War Galley & SPQR; c3i Mag index 1-16; intro to Manifest Destiny; Downtown Linebacker III scenario; Cheriton 1644 scenario for This Accursed Civil War; Sweden Fights On analysis; Combat Commander prototype description; Empire of the Sun strategy. '06	n	New	Out-of-Print	0.8 Mag Only	<del>\$42.00</del>	\$30.00
103730	C3i Magazine #20 (w/ Mag) ■ Includes professional version of DRIVE ON METZ intro game w/ 28 counters & map, suitable for beginners. Also includes variant/errata counters for SPQR Herdonia & Syphax scenario2 (44); Pax Romana (30), Asia Engulfed (4), Combat Command (1), Empire of the Sun (6), 1914, Twilight in East (20). ARITICLES ON: Combat Commander Mediterranean scenario 14 playthru; SPQR battles of Herdonia, 212 & 210BC, and Syphax, 213 & 212BC; Empire of Sun optional rules; Great War in Europe events glossary; Command & Colors scenarios; Flying Colors Trafalgar campaign module; Japanese opening moves in Asia Engulfed; Greco-Persian War (570-300BC) scenario for Pax Romana; Down in Flames Zero early years dogfight scenarios; designer's notes for Stalin's War; GMT's top 20 games. '08	n	New	Out-of-Print	0.7 Mag Only	<del>\$72.00</del>	\$54.00
88598	C3i Magazine #21 (w/ Mag) ■ A meaty issue w/ variant counters for Pax Romana (14), Clash of Monarchs (6); SPQR (14); Caesar, Conquest of Gaul SPARTACUS scenario & counters (40); Barbarians (24); For the People II (6). Combat Commander map insert, 26 counters; Commands & Colors addtl scenario inserts (2); Twilight Struggle card inserts (2); pack of Empire of the Sun cards; Combat Commander Europe variant rules, new scenarios, etc. ARTICLES ON: Empire of the Sun strategy; SPQR Grumentum scenario; Manoeuvre strategy & design notes; Flying Colors Trafalgar scenarios; Pax Romana scenario; Successors strategy; Down in Flames Zero & Corsairs campaign; For the People variant rules; SPQR & War Galley 2nd Punic War campaign game rules. '09	n	New	Out-of-Print	0.7 Mag Only	<del>\$99.00</del>	\$75.00
95348	C3i Magazine #23 (w/ Mag) ■ Mag & Game. Inserts include 140 counters for Jena 20 game (40), Chandragupta (18), Barbarossa Kiev to Rostov (2), 1914 Twilight in the East (3), Ship of the Line (10), Elusive Victory (10), SPQR (4), Dead of Winter (18), PQ-17 (2), For the People II (18), Pursuit of Glory (2), 9 others.;Complete Jena 20 game; Chandragupta variant; PQ-9/10 scenario; SPQR Elephant Victory scenario; For the People Naval Card Variant Effects; FAB Bulge Set-up Aid & Asset Capabilities Mix; Combat Commander Scenario 103 & 110 scenarios; Commands & Colors Epic Ancients scenario card. ARTICLES ON: For the People 10th anniversary variant rules; Hellenes developer's notes & strategy; Pursuit of Glory analysis; SPQR Elephant Victory scenario, 277BC; PQ-17 strategy & tactics; Combat Commander Stalingrad scenario 35 analysis; Kutuzov survival strategy; Paths of Glory & the Low Countries; Coromandel Campaign 1758-9 for Flying Col	n	New	Out-of-Print	1.0 Mag Only	<del>\$49.00</del>	\$40.00
95018	C3i Magazine #24 (w/ Mag) ■ W/ 140 counters (Btl Normandy (66), SPQR War Elephant (4), Chariots of Fire (3), SPQR Crotona (3), SPQR (6), Serpents of Sea (12), Hellenes (14), Ship of Line (2), Elusive Victory (18), Washington's War (14)); 4 insert cards for Hellenes; Scheldt campaign insert for Combat Commander; C&C Camulodunum & Mona Insulis scenario insert; SPQR player aid card insert; 4 Btl for Normandy play aid inserts; 2 Washington's War inserts; Jena 20 play aid insert. ARTICLES ON: Asymmetrical strategy in Washington's War; Optional rules & scenario variants for Btl for Normandy; Hellenes campaign game strategy & play hints; Combat Commander index to C3i articles; 6 New aircraft for Elusive Victory w/ 3 scenarios; designers' notes for P500 games; Asia Engulfed analysis & strategy; SPQR Crotona scenario; Caucasus Campaign strategy. '10	n	New	Out-of-Print	0.9 Mag Only	<del>\$65.00</del>	\$45.00

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150162	<b>Europa MAGAZINE # 32 (Mag Only)</b> ■ ARTICLES ON: Special Units in Europe: 5th Ski Btlm & Scots Guards; the Brandenburgers (German special forces) w/ OoB; Second Front report; Battle for Kiev, late 1943, as history & as a battle scenario; Soviet Tactical Doctrine in 1943; Origins '93 report; Greek forces in 1940-41; rules court; Exchange. '93	n	Mint	Out-of-Print	0.4 Mag Only	<del>\$7.00</del> <b>\$4.00</b>	<b>\$2.00</b>
150163	<b>Europa MAGAZINE # 33 (Mag Only)</b> ■ ARTICLES ON: preview of War in the Desert; East Front pt.6 Soviet Border Armies; GENie Victory Discussion; Invasion of Syria 1941 battle scenario with history; Proposed victory point schedule for Barbarossa; Rules Court; Kiev 1943 scenario errata; Exchange; tour of Aberdeen Proving Grounds. '93	n	Mint	Out-of-Print	0.4 Mag Only	<del>\$8.00</del> <b>\$4.00</b>	<b>\$2.00</b>
150164	<b>Europa MAGAZINE # 48 (Mag Only)</b> Last copy. ■ ARTICLES ON: Second Front Q&A; Defending the Mediterranean in Second Front; 82nd Airborne History; Naval Forces in Operation Husky; the Fleets Off Sicily; Invasion of Sicily, Operation Husky July 1943, Scenario for Second Front w/ Designer's Notes & replay; the Generals & Plans Involved in Husky; Second Front Errata Supplement. '96	n	Mint	Out-of-Print	0.4 Mag Only	<del>\$8.00</del> <b>\$4.00</b>	<b>\$2.00</b>
<b>Heat of Battle: Recon Mag (HOBRec)</b>							
147712	<b>ASL Recon by Fire Magazine #3 (Mag Only)</b> Minor signs of wear & use on mag cover including scuffs & creases. Otherws clean. ■ Special edition focused on Axis minor nations, w/ 20 scenarios. Includes articles on Bulgarian armor of 1944; a review of Armies of Oblivion; Romania's involvement in WW2; Hungary; & strategy in the issue's scenarios. '06	n	VeryGd	Out-of-Print	0.5 Mag Only	<del>\$42.00</del> <b>\$22.00</b>	<b>\$15.00</b>
<b>Intl Chess Ent (Ultra Mag (IntlCh))</b>							
106552	<b>Ultra Magazine (1995 Summer) (Mag Only)</b> ■ Quarterly newsletter focused on AH's Adv Third Reich & Empire of the Rising Sun. ARTICLES ON: the Ultra organization & members; an Intro to Empire of the Rising Sun; Rising Sun Japanese Economic Strategy. '95	n	Mint	Out-of-Print	0.3 Mag Only	<del>\$6.00</del> <b>\$1.00</b>	<b>\$0.50</b>
106549	<b>Ultra Magazine (1993 Summer-Fall) (Mag Only)</b> ■ Magazine focused on Advanced Third Reich (& later, Empire of the Rising Sun). ARTICLES ON: Suggest rules changes; Strategy for the German invasion of Britain; After a British Surrender, What then?; Fall 1941 Staff Conference (puzzle). '93	n	Mint	Out-of-Print	0.4 Mag Only	<del>\$3.00</del> <b>\$1.00</b>	<b>\$0.50</b>
106550	<b>Ultra Magazine (1993 Winter) (Mag Only)</b> ■ Magazine focused on Advanced Third Reich (& later, Empire of the Rising Sun). ARTICLES ON: Defense of Franch in 1939; Invasion of the Low Countries; Q&A thru 12/92; Allied Variant 3, French Pre-War Preparation; Staff Conference on how much should Britain contribute to France? '93	n	Mint	Out-of-Print	0.3 Mag Only	<del>\$3.00</del> <b>\$1.00</b>	<b>\$0.50</b>
<b>Miscellaneous MAG Publsr (MiscMg)</b>							
98708	<b>Game News Magazine # 3 (Mag Only)</b> ■ May 1985. Gaming mag that sought to cover it all in the 80s. ARTICLES ON: Q&A for Rommel in the Desert 2nd; reviews of VG Panzer Command, GDW Southern Front, TFG History of the Second World War, QTRDCK Royal Navy, AH Hitler's War 2nd, Sixtomania, Rush Hour, Constellation, GW Doctor Who; Scenario for Battledroids; Making & Marketing Your Game; Variant Rules for MAYFR Empire Builder & British Rails. '85	n	Excel	Out-of-Print	0.3 Mag Only	<del>\$2.00</del> <b>\$1.00</b>	<b>\$0.25</b>
128919	<b>Simulacrum, Jrnl Wargame Collecting v1#2 (Mag Only)</b> ■ V.1 #2. Quarterly Journal of Board Game Collecting. ARTICLES ON: Ace of Aces Reference Guide listing all variations of AofA including Wingleader & Jet Leader, with errata; How to Run a Successful Wargame Auction; More on Auctions; How to Determine What Games Are Available, Collectable and Worth; Review of SPI's Demon game; Analysis of SPI Campaign for North Africa as a collector's item; Civil Wargames, games on civil unrest, riots & rebellion. '98	n	Mint	Out-of-Print	0.3 Mag Only	<del>\$2.00</del> <b>\$1.00</b>	<b>\$0.50</b>
118355	<b>Variant, Gaming Aid Quatrly Nwsltr v1#4 (Mag Only)</b> ■ Small newsletter dedicated to game scenarios & variants in historical & role playing genres. '82	n	Excel	Out-of-Print	0.1 Mag Only	<del>\$1.00</del> <b>\$1.00</b>	<b>\$0.25</b>
117673	<b>Volunteers Newsletter # 1 (Mag Only)</b> ■ #1. Short newsletter aiming to file a perceived void in articles covering wargames of the American Civil War. Often detailed & often well written, articles cover strategy & analysis, set up and to a lesser extent history. '87	n	Mint	Out-of-Print	0.1 Mag Only	<del>\$4.50</del> <b>\$2.00</b>	<b>\$0.25</b>
95980	<b>Volunteers Newsletter # 4 (Mag Only)</b> 2pgs of mag misprinted; photocopies of those pages included. Otherws clean & mint. ■ #4 Short newsletter aiming to file a perceived void in articles covering wargames of the American Civil War. Often detailed & often well written, articles cover strategy & analysis, set up and to a lesser extent history. '87	n	Mint	Out-of-Print	0.1 Mag Only	<del>\$4.50</del> <b>\$1.00</b>	<b>\$0.25</b>
117647	<b>Games Magazine #23 (Mag Only)</b> Remainder hole drilled thru upper right corner of entire mag. Otherws mint. ■ Mag of general interest, simple games & puzzles.	n	Excel	Out-of-Print	0.6 Mag Only	<del>\$1.00</del> <b>\$1.00</b>	<b>\$0.25</b>
84514	<b>Civil War Times Illustrated (Oct'76) (Mag Only)</b> ■ 52pg historical magazine focused on the history of the American Civil War.	n	Excel	Out-of-Print	0.3 Mag Only	<del>\$3.00</del> <b>\$1.00</b>	<b>\$1.00</b>
<b>Multi-Man ASL JOURNAL (MMP J)</b> <a href="http://www.advancedsqadleader.com">http://www.advancedsqadleader.com</a>							
147697	<b>ASL: Journal # 2 (Mag Only)</b> Does NOT include map insert nor countersheet. Otherws EX and contains all scenarios. ■ Magazine-style successor to the former ASL Annual, filled w/ ASL articles & scenarios on the ASL lifestyle. Includes 2pg of errata. This issue also includes a full counter sheet, map & rules insert to accompany 5 scenarios on actions at Kakazu Ridge on Okinawa in 1945. '00	n	Excel	Out-of-Print	1.0 Mag Only	<del>\$35.00</del> <b>\$20.00</b>	<b>\$20.00</b>
147695	<b>ASL:Out of the Attic #2 (Mag Only)</b> Slight moisture warping to rear cover. ■ 48pg magazine that includes 16 ASL scenarios but focuses on reprinting more obscure but valuable ASL material from various other publications and newsletters. Scenarios are tournament themed. '10	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$24.00</del> <b>\$15.00</b>	<b>\$15.00</b>
<b>Pacific Rim GRENADIER Mag (PacRGr)</b> <a href="http://www.justplain.com">http://www.justplain.com</a>							

# Fine Games' Retirement Liquidation Sale #10 - Mag-Onlys & Game-Onlys



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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
115299	<b>Grenadier Magazine #17 (Mag Only)</b> ■ ARTICLES ON: a table to select optional rules for Case White; limited intelligence in Eurpa games; Railroads in Eurpa games; analysis of SIMCAN Napoleon's Last Triumph; Jack Radey 9:00; Fall Blau scenario for Drang Nach Osten, pt 1; What Makes a Good Solitaire Game?; strategy in YAQ French Foreign Legion; Slovakia on the east front in WW2; brief reviews of ATTACTIX Victory at Waterloo, MAYFR Jerusalem, Sandhurst Wargames, SIMCAN Seapower & the State; WWW Little Roundtop #20, TSR Rapid Deployment Force RDF #91, PEOPLE's Cossacks are Coming, META Helltank, WEG Kamakura. '83	n	Mint	Out-of-Print	0.3 Mag Only	\$4.00 <del>\$2.00</del>	<b>\$1.00</b>
<b>Panzerfaust/Campaign MAG (PanzrF)</b>							
123870	<b>Campaign / Panzerfaust Magazine # 71 (Mag Only)</b> ■ Small booklet format. ARTICLES ON: Pilgrimage to the Cathedrals of Wargaming; Replay of GAMA2 Napoleon 1st; review of RAND Rommel, War for North Africa; British strategy in the south in AH 1776; review of MARTIAL La Bataille de la Moskowa 1st; brief reviews of: BL Shenandoah, BL Wooden Ships & Iron Men, EXCAL Ancient Conquest, SDC Jerusalem, Hue, Khalkin-Gol, GAMMA2 Airline, AH Basketball Strategy, TAURUS Battle of the Atlantic & Raiders of the North & Undersea Warriors, BUMPUS Schutztruppe, TABLETOP MTB. '76	n	Mint	Out-of-Print	0.2 Mag Only	\$5.00 <del>\$4.00</del>	<b>\$2.00</b>
123872	<b>Campaign / Panzerfaust Magazine # 73 (Mag Only)</b> ■ Small booklet format. ARTICLES ON: the French War in Algeria; Strategy in 2 southern scenarios of AH 1776; analysis of GDW Drang Nach Osten; German strategy in JEDKO War at Sea; Tactics in CONFLICT Bar-Lev; Designer's notes for EXCAL Ancient Conquest; Game Design, more thoughts on CRTs; brief reviews of: Fight in the Skies 3rd, GDW 1815, STRIF Russo-Japanese War, TUDOR NFL Strategy. '76	n	Mint	Out-of-Print	0.2 Mag Only	\$5.00 <del>\$4.00</del>	<b>\$2.00</b>
123878	<b>Campaign / Panzerfaust Magazine # 79 (Mag Only)</b> ■ ARTICLES ON: Interview with James Dunnigan; Analysis of SPI Panzergruppe Guderian #57; King Arthur v the Saxons; review of GDW Avalanche; review of CONTROL East Front; In defense of SPI Oil War; Index to Panzerfaust & Campaign magazine #53-76 by subject; Game Design; brief reviews of: GDW Citadel, Galactic Conquest, AH Business Strategy, FBI Deathtrap Equalizer, Swordplay, BUMPUS Bay of Pigss, RAYMOND Fortress Rhodesia; the SDC Report. '77	n	Mint	Out-of-Print	0.3 Mag Only	\$5.00 <del>\$4.00</del>	<b>\$2.00</b>
123895	<b>Campaign / Panzerfaust Magazine # 96 (Mag Only)</b> ■ Mag printed with incorrect issue # (95) on cover. ARTICLES ON: review of Korsun from SPI's Army Group South Quad; review of Tank Charts minis series; FBI's Starweb play-by-mail game, pt4: Conflict & Correspondence; analysis of SPI Dresden (from Napoleon's Art of War); review of CHAOS Stomp; How to Organize a Wargaming Club; more from Judges Guild; brief reviews of: SSG Albuera and Vittoria, SPI Cityfight, AH Speed Circuit. '80	n	Mint	Out-of-Print	0.3 Mag Only	\$5.00 <del>\$4.00</del>	<b>\$2.00</b>
123897	<b>Campaign / Panzerfaust Magazine # 98 (Mag Only)</b> ■ ARTICLES ON: review of YAQ Panzer 1st; the Battle of Actium 31BC between Octavian & Mark Antony; review of SPI Bloody April; review of GDW Dark Nebula; review of CHAOS Panzer Pranks; analysis of Star Fleet Battles; review of CMDPERS SHarpsburg; Potshots at RPGs; brief reviews of WEG Imperium Romanum 1st, GDW Beda Fomm, SPI Robert at Bannockburn, STRIFE Napoleon's Russian Campaign. '80	n	Mint	Out-of-Print	0.3 Mag Only	\$5.00 <del>\$3.00</del>	<b>\$2.00</b>
123898	<b>Campaign / Panzerfaust Magazine # 99 (Mag Only)</b> ■ ARTICLES ON: three views on Origins '80; the British Army in the Boer War; Tank Charts miniatures rules designer notes; Terrain as a possible design feature; brief reviews of: YAQ Great Redoubt, GDW Bloodtree Rebellion, YAQ Swashbuckler, SPI Bulge, TSR Knights of Camelot; potshots at RPG games. '80	n	Mint	Out-of-Print	0.3 Mag Only	\$5.00 <del>\$4.00</del>	<b>\$2.00</b>
123901	<b>Campaign / Panzerfaust Magazine #102 (Mag Only)</b> ■ ARTICLES ON: Counterstroke at Inchon; A French Counter to AH Napoleon strategy in issue #100; Modern Armor Tactics; Strategy in SPI Chattanooga; Review of SPI Across Suez; Brief reviews of AH Longest Day; EON Quirks; SPI Austerlitz; OSG Legend of Robin Hood.; YAQ Fast Attack Boats, SIMCAN Dark Stars. '81	n	Mint	Out-of-Print	0.3 Mag Only	\$5.00 <del>\$4.00</del>	<b>\$2.00</b>
123902	<b>Campaign / Panzerfaust Magazine #103 (Mag Only)</b> ■ ARTICLES ON: review & analysis of AH Longest Day, w/ some clarifications; review of modern AFVs in GDW Tacforce mini rules; review CHAOS Engage & Destroy mini rules; a Rational Approach to Combat Resolution; FBI Starweb PBM game, pt5; brief reviews of: SPI Empire of the Middle Ages, AH War at Sea II kit, SSG Alaric the Goth; potshots at RPGs; '81	n	Mint	Out-of-Print	0.3 Mag Only	\$5.00 <del>\$4.00</del>	<b>\$2.00</b>
123903	<b>Campaign / Panzerfaust Magazine #104 (Mag Only)</b> ■ ARTICLES ON: Fixed Defensive Systems in Ancient & Modern Times; AH Fortress Europa analysis; A Modified AFV Kill System for Squad Leader; Rommel in SPI Cauldron; Review of GDW Red Star White Eagle; Simultaneous Play for Three Players; Brief reviews of AH Guns of August, AH Amoeba War, OSG Devil's Den, Schutztruppe. '81	n	Mint	Out-of-Print	0.3 Mag Only	\$5.00 <del>\$4.00</del>	<b>\$2.00</b>
<b>Paper Wars (PapWar)</b>							
106543	<b>Wargame Collector's Journal # 8 (Mag Only)</b> ■ Game review mag that evolved into Paper Wars magazine. Reviews of: GAM Guderian's Blitzkrieg 1st, OSG Bonaparte in Italy, CORMIER Trafalgar, RHINO Campaign to Stalingrad, SPI Patton's 3rd Army; Errata for NES Napoleon on the Danube plus optional rules; Errata for Campaign to Stalingrad. '92	n	Mint	Out-of-Print	0.2 Mag Only	\$3.00 <del>\$1.00</del>	<b>\$0.50</b>
<b>SJG Fire &amp; Movement Mag (SJG FM)</b>							
137310	<b>Fire &amp; Movement Magazine # 8 (Mag Only)</b> ■ ARTICLES & Reviews ON: GDW's Narvik 1st, review & strategy; BL Dauntless 1st; brief reviews of GDW Citadel, AH War at Sea, SOPAC Btl with the Graf Spee, SPI Outreach & After the Holocaust; BL Custer's Last Stand; GMSCI Star Fleet Battle Manual, GDW Pearl Harbor; close up comparison of AH's Arab-Israeli Wars & SPI's October War; Origin '77 report; Analysis of SPI's Wacht am Rhine w/ ERRATA. '77	n	Excel	Out-of-Print	0.4 Mag Only	\$4.00	<b>\$2.00</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
117497	<b>Fire &amp; Movement Magazine # 32 (Mag Only)</b> ■ ARTICLES ON: 1982 in Wargaming; review of Desert Fox #87, Their Finest Hour 1st & 2nd (including errata); short reviews of Divine Wind, Down with the King, Fire When Ready, Dawn Patrol, Kamakura, Iron Brigade. '83	n	Mint	Out-of-Print	0.4 Mag Only	<del>\$4.00</del>	<b>\$2.00</b>
75266	<b>Fire &amp; Movement Magazine # 33 (Mag Only)</b> 1x3 Inventory label on cover. ■ ARTICLES ON: review of SL GI Anvil of Victory (w/ errata), Seapower & the State; Rules Style Parody; review of Wings 1st; the Language of Wargaming; Miniatures for Wargamers; the Complete Brigadier mini rules set; brief reviews of Gettysburg High Tide of the Confederacy, Little Round Top, Remember the Alamo, Army Group North, Squad Leader. '83	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$4.00</del>	<b>\$2.00</b>
125090	<b>Fire &amp; Movement Magazine # 37 (Mag Only)</b> ■ ARTICLES ON: VG The Civil War review; Origins '83 report; Anzio Puzzle Solution (from #35); Black Sea Black Death review; Umpired Multi-Commander Flat Top, pt.2; Miniature product reviews; brief reviews of: Russia's War, Recon RPG, No Trumpets No Drums #22, Rapid Deployment Force #91. '37	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$3.00</del>	<b>\$2.50</b>
117505	<b>Fire &amp; Movement Magazine # 36 (Mag Only)</b> Last copy. ■ ARTICLES ON: review of Bomber; Survey of Modern Micro-Armor; review of Napoleon's Last Triumph (w/ errata); brief reviews of: VI Caesars, Commando Actions, Gunslinger, Command at Sea 1st, Red Star Falling, Two Ocean War Variant; Umpired Multi-Commander Flat Top. '83	n	Mint	Out-of-Print	0.4 Mag Only	<del>\$4.00</del>	<b>\$3.00</b>
98844	<b>Fire &amp; Movement Magazine # 41 (Mag Only)</b> ■ ARTICLES ON: Keith Poulter interview; Gazala 1942 review & errata;; Empires in Arms 1st review & example of play & designer notes; Up Front review & errata; HARRIS National Liberation Front; GDW Western Desert; IRON CROWN Manassas; TSR Nordkapp. '84	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$3.00</del>	<b>\$2.00</b>
<b><u>Sovereign Media (SovMed)</u></b>		<a href="http://WarfareHistoryNetwork.com">http://WarfareHistoryNetwork.com</a>					
141223	<b>WWII History Magazine Oct 2014 (Mag Only)</b> ■ Magazine of the history, personalities, weapons & results of World War II. Major articles on: First Day at Arracour 1944, Liberating Guam, Polish II Corp in Italy, Normandy's Little Victims; Death on the Volkhov. '14	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$2.00</del>	<b>\$1.00</b>
141222	<b>WWII History Magazine Dec 2014 (Mag Only)</b> 4" scuff mark near spine on cover. ■ Magazine of the history, personalities, weapons & results of World War II. Major articles on: Melee for Manhay-Grandmenil during the Bulge; Nazi War Machine; A Memory of Pearl Harbor; Fall of Beijing; Greeting the Liberators; the Weater War. '14	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$2.00</del>	<b>\$1.00</b>
141225	<b>WWII History Magazine Feb 2015 (Mag Only)</b> ■ Magazine of the history, personalities, weapons & results of World War II.--	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$2.00</del>	<b>\$1.00</b>
141224	<b>WWII History Magazine Apr 2015 (Mag Only)</b> ■ Magazine of the history, personalities, weapons & results of World War II.	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$2.00</del>	<b>\$1.00</b>
141219	<b>WWII History Magazine Jun 2015 (Mag Only)</b> ■ Magazine of the history, personalities, weapons & results of World War II.--	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$2.00</del>	<b>\$1.00</b>
141220	<b>WWII History Magazine Oct 2015 (Mag Only)</b> ■ Magazine of the history, personalities, weapons & results of World War II.--	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$2.00</del>	<b>\$1.00</b>
141221	<b>WWII History Magazine Dec 2015 (Mag Only)</b> Narrow scuff along spine of cover page. Others EX. ■ Magazine of the history, personalities, weapons & results of World War II.--	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$2.00</del>	<b>\$1.00</b>
141218	<b>WWII History Magazine Feb 2016 (Mag Only)</b> ■ Magazine of the history, personalities, weapons & results of World War II.--	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$2.00</del>	<b>\$1.00</b>
140447	<b>WWII History Magazine Oct 2016 (Mag Only)</b> ■ 78pg well-illustrated magazine of the history of World War II. Akin to earlier History of World War II mag. '16	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$2.00</del>	<b>\$1.00</b>
<b><u>Sparta (Sparta)</u></b>							
128911	<b>Excalibre Newsletter 'Zine 3/72 (Mag Only)</b> ■ Memeographed 'zine from the early '70s and Spartan Intl. Purely of historical interest as there are no articles on games themselves. '72	n	Mint	Out-of-Print	0.0 Mag Only	<del>\$1.00</del>	<b>\$0.50</b>
<b><u>SPI MOVES Magazine (SPIMov)</u></b>							
88682	<b>Moves Magazine (SPI) # 3 (Mag Only)</b> ■ ARTICLES ON: Leipzig game profile; Battle of Bicocca, 1522, using Renaissance of Infantry / Tac 14 map; Advanced Withdrawal in Napoleon at Waterloo; Compendium of Wargame Publications, a list of about 52 'zines active in the early 70s half of which we've never heard of...; Kursk '71 revision; Vocabulary of Tactical Unit Symbols; ERRATA for Strategy I; Groucy at Waterloo history & scenario for Nap at Waterloo; Nap at Waterloo's hidden bias toward the Allies. Jun'72	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$4.00</del>	<b>\$3.00</b>
106773	<b>Moves Magazine (SPI) # 6 (Mag Only)</b> Last copy. ■ ARTICLES ON: Normandy 2nd Profile & strategy; the Great Arrow War, debating ancient shortbow range; Chinese Classical Warfare; Wargames From & About China; Battle of Maida outside Naples, 1806 w/ two reduced maps; Definition of Blitzkrieg; World War 0, 1775-1783. Dec'72	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$4.00</del>	<b>\$3.00</b>
104251	<b>Moves Magazine (SPI) #11 (Mag Only)</b> ■ ARTICLES ON: Adding Realism, Simultaneity & Historicity to CA; Foxbat & Phantom designer notes; Franco-Prussian War profile; Footnotes (letters) including Suggested Rule Changes to Nap At Waterloo & Borodino; Wargame Review of in-print games as of 1973; ERRATA for Soldiers, Normandy. '73	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$6.00</del>	<b>\$3.00</b>
106779	<b>Moves Magazine (SPI) #11 (Mag Only)</b> ■ ARTICLES ON: Adding Realism, Simultaneity & Historicity to CA; Foxbat & Phantom designer notes; Franco-Prussian War profile; Footnotes (letters) including Suggested Rule Changes to Nap At Waterloo & Borodino; Wargame Review of in-print games as of 1973; ERRATA for Soldiers, Normandy. '73	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$6.00</del>	<b>\$3.00</b>





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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	
111461	<b>Moves Magazine (SPI) #18 (Mag Only)</b> ■ ARTICLES ON: Sniper profile; El Alamein analysis; American Revolution analysis; Combined Arms additional units & scenarios; Footnotes (minor variants & such); Wooden Ships 1st review; index to Moves Mag #1-18 by article. '75	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$4.00</del>		\$3.00
106791	<b>Moves Magazine (SPI) #23 (Mag Only)</b> Last copy. ■ ARTICLES ON: Profile of the Blue & Gray quad games Shiloh, Antietam, Cemetery Hill & Chickamauga; the design & development cycle for Battle for Germany; tactics of the advance; Footnotes (minor variants & such); from Grunt to Search & Destroy; ERRATA for Sniper; impressions of Origins I, Baltimore 1975. '75	n	Mint	Out-of-Print	0.4 Mag Only	<del>\$5.00</del>		\$3.00
75443	<b>Moves Magazine (SPI) #29 (Mag Only)</b> 1x3 Inventory label on cover. ■ Special 40pg issue. ARTICLES ON: Panzergruppe Guderian analysis; Terrible Swift Sword analysis; an SPI Game Library; Wagram analysis; glossary of German military terms; index to S&T Magazine #19-58, and Moves #1-28; Military Unit Symbols; Wargaming terminology; SPI Clan at Origins II; designing your own Mech War '77 and Panzer '44 scenarios; ERRATA for Terrible Swift Sword and Blue & Gray Quad I & II. '76	n	VeryGd	Out-of-Print	0.4 Mag Only	<del>\$3.00</del>		\$1.00
<b>SPI S&amp;T Magazine Games (SPIS T)</b>								
115433	<b>Strategy &amp; Tactics (SPI) BOOK IV (Mag Only)</b> ■ Includes Crete game components & rules within pages of mag. Compilation & reprint of complete contents of early issues of S&T (#16-18 in this issue). Includes preface by Christopher Wagner, original publisher of S&T, detailing the background story on this issues. 98pg+errata sheet. '70	n	Mint	Out-of-Print	0.6 Mag Only	<del>\$30.00</del>		\$25.00
131219	<b>Strategy &amp; Tactics (SPI) # 24 (Mag Only)</b> Cherry. ■ Original printing. Mag only; no rules. ARTICLES ON: Artillery on the Western Front in WWI; Flying Tigers, 1941-5; Diplomacy strategy; Writing Wargame Rules.	n	Mint	Out-of-Print	0.4 Mag Only	<del>\$17.00</del>		\$12.50
131221	<b>Strategy &amp; Tactics (SPI) # 26 (Mag Only)</b> Cherry. ■ Mag only; no rules. ARTICLES ON: Cohesion & Disintegration of American Forces in Vietnam; Waffen SS Forces; the Sea War, pt 4 of the North African Campaign Analysis.	n	Mint	Out-of-Print	0.3 Mag Only	<del>\$19.00</del>		\$12.50
107725	<b>Strategy &amp; Tactics (SPI) # 29 (Mag Only)</b> Original printing. ■ Mag only; no rules. ARTICLES ON: The blitzkrieg, an analysis including German armor & AT production; the War in the Pacific, 1941-43; review of Origins of WWII, War at Sea; Diplomacy strategy.	n	Mint	Out-of-Print	0.3 Mag Only	<del>\$20.00</del>		\$15.00
131225	<b>Strategy &amp; Tactics (SPI) # 31 (Mag Only)</b> Cherry. Last copy. ■ Mag only; no rules. ARTICLES ON: War in the Air 1915-18; Franco-Prussian War 1870-1; Military NATO Symbology; Diplomacy strategy.	n	Mint	Out-of-Print	0.4 Mag Only	<del>\$12.00</del>		\$12.50
107614	<b>Strategy &amp; Tactics (SPI) # 33 (Mag Only)</b> ■ Mag only; no rules. ARTICLES ON: History of Wargaming; the Winter War, Nov 1939-March 1940; Diplomacy Strategy.	n	Excel	Out-of-Print	0.3 Mag Only	<del>\$15.00</del>		\$12.50
131227	<b>Strategy &amp; Tactics (SPI) # 33 (Mag Only)</b> Cherry. ■ Mag only; no rules. ARTICLES ON: History of Wargaming; the Winter War, Nov 1939-March 1940; Diplomacy Strategy.	n	Mint	Out-of-Print	0.3 Mag Only	<del>\$18.00</del>		\$12.50
92243	<b>Strategy &amp; Tactics (SPI) # 34 (Mag Only)</b> ■ Mag only; no rules. ARTICLES ON: Armageddon, Genesis of Warfare 3000-500BC; American Revolution 1775-83; Diplomacy strategy.	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$10.00</del>		\$9.00
92942	<b>Strategy &amp; Tactics (SPI) # 34 (Mag Only)</b> ■ Mag only; no rules. ARTICLES ON: Armageddon, Genesis of Warfare 3000-500BC; American Revolution 1775-83; Diplomacy strategy.	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$11.00</del>		\$9.00
107731	<b>Strategy &amp; Tactics (SPI) # 35 (Mag Only)</b> Original printing. V.clean. ■ Mag only; no rules. ARTICLES ON: Year of the Rat, Vietnam 1972; 1812 Campaign, Napoleon in Russia.	n	Excel	Out-of-Print	0.3 Mag Only	<del>\$15.00</del>		\$9.00
131229	<b>Strategy &amp; Tactics (SPI) # 35 (Mag Only)</b> Some minor stains/marks on mag cover, others clean. ■ Mag only; no rules. ARTICLES ON: Year of the Rat, Vietnam 1972; 1812 Campaign, Napoleon in Russia.	n	Excel	Out-of-Print	0.3 Mag Only	<del>\$14.00</del>		\$9.00
107732	<b>Strategy &amp; Tactics (SPI) # 36 (Mag Only)</b> Some scuffs esp on 2 raised area on mag cover; others v.clean. ■ Mag only; no rules. ARTICLES ON: Destruction of Army Group Center, Soviet Summer Offensive 1944; Warsaw Pact & NATO Forces in the 1970s; SPI Annual Report.	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$15.00</del>		\$9.00
111859	<b>Strategy &amp; Tactics (SPI) # 37 (Mag Only)</b> Upper corner of mag cover & first/last 5pgs lightly water discolored over a 4" triangular area, others EX. ■ Mag only; no rules. ARTICLES ON: Ardennes Offensive, Battle of the Bulge Dec. 1944; Caporetto, Austro-German Offensive in Italy, Oct-Nov 1917.	n	VeryGd	Out-of-Print	0.4 Mag Only	<del>\$3.00</del>		\$5.00
107734	<b>Strategy &amp; Tactics (SPI) # 38 (Mag Only)</b> ■ Mag only; no rules. ARTICLES ON: Tactical Naval Warfare in the Pacific 1941-3; Gettysburg Campaign, June-July 1863.	n	Excel	Out-of-Print	0.3 Mag Only	<del>\$8.00</del>		\$5.00
113904	<b>Strategy &amp; Tactics (SPI) # 41 (Mag Only)</b> Cover scuffed, others EX. ■ Mag only; no rules. ARTICLES ON: Development of Mechanized Warfare, 1935-40; the War in the East, 1941-5.	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$8.00</del>		\$3.00
101417	<b>Strategy &amp; Tactics (SPI) # 41 (Mag Only)</b> ■ Mag only; no rules. ARTICLES ON: Development of Mechanized Warfare, 1935-40; the War in the East, 1941-5.	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$8.00</del>		\$4.00
107739	<b>Strategy &amp; Tactics (SPI) # 44 (Mag Only)</b> ■ Mag only; no rules. ARTICLES ON: Tank, a Weapons System Survey; Sea War in the Age of Sail, 1650-1830.	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$4.00</del>		\$2.00
122687	<b>Operation Olympic #45 (GameOnly)</b> Sml price tag remnant on rules cover, others mint & clean. ■ GameOnly. 1-2player game of invasion of Japan, '45. Good solitaire game. 1wk/turn, 6.5km/hex. J.Dunnigan'74	n	Mint	Out-of-Print	0.4 Game Only	<del>\$22.00</del>		\$17.00



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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
113907	<b>Strategy &amp; Tactics (SPI) # 45 (Mag Only)</b> ■ Mag only; no rules. ARTICLES ON: Operation Olympic, Invasion of Japan; Footnote Observations on the Transiberian RR, Simove system, Tank, Napoleon at Waterloo, the Long March, Kampfpanzer; Science Fiction Futures; Seelowe Player Notes.	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$7.00</del>	\$4.00
106939	<b>Combined Arms, Combat Ops 1935-70 #46 (GameOnly)</b> Game only. Complete. Top edge of 2 charts sun discolored. 1" abrasion in middle of map & also at margin. 20 hexes at margin numbered in ink. ■ GameOnly. Game is an attempt to show the application of combined arms tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btn level, 1hr/turn, 300m/hex. J.Dunnigan'74	n	VeryGd	Out-of-Print	0.8 Game Only	<del>\$12.00</del> <del>\$9.00</del>	\$5.00
91638	<b>Strategy &amp; Tactics (SPI) # 46 (Mag Only)</b> ■ Mag only; no rules. ARTICLES ON: Combined Arms Combat Operations in the 20th Century; Modern Infantry Tactics, 1914-74; Players Notes for StarForce Alpha Centauri (w/strategy hints).	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$5.00</del>	\$2.50
107741	<b>Strategy &amp; Tactics (SPI) # 46 (Mag Only)</b> ■ Mag only; no rules. ARTICLES ON: Combined Arms Combat Operations in the 20th Century; Modern Infantry Tactics, 1914-74; Players Notes for StarForce Alpha Centauri (w/strategy hints).	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$7.00</del>	\$3.00
107742	<b>Strategy &amp; Tactics (SPI) # 47 (Mag Only)</b> ■ Mag only; no rules. ARTICLES ON: German Submarine Warfare in the Atlantic, 1939-43; World War III, the Potential for conflict in the 1970s; Main Article Index for S&Ts 19-47.	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$6.00</del>	\$4.00
114175	<b>Strategy &amp; Tactics (SPI) # 47 (Mag Only)</b> ■ Mag only; no rules. ARTICLES ON: German Submarine Warfare in the Atlantic, 1939-43; World War III, the Potential for conflict in the 1970s; Main Article Index for S&Ts 19-47.	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$6.00</del>	\$4.00
113911	<b>Strategy &amp; Tactics (SPI) # 49 (Mag Only)</b> Most of a 2" dog-ear corner on mag cover torn off. Others EX. ■ Mag only; no rules. ARTICLES ON: Frederick the Great, Campaigns of the Soldier King 1740-63; Blue & Gray Battles of Shiloh, Antietam, Gettysburg & chickamauga.	n	VeryGd	Out-of-Print	0.4 Mag Only	<del>\$4.00</del>	\$2.50
92251	<b>Strategy &amp; Tactics (SPI) # 52 (Mag Only)</b> ■ Mag only; no rules. ARTICLES ON: Oil War, American Intervention in the Persian Gulf; Island War, US Amphibious Offensive against Imperial Japan 1942-45.	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$4.00</del>	\$2.00
107747	<b>Strategy &amp; Tactics (SPI) # 52 (Mag Only)</b> ■ Mag only; no rules. ARTICLES ON: Oil War, American Intervention in the Persian Gulf; Island War, US Amphibious Offensive against Imperial Japan 1942-45.	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$5.00</del>	\$3.00
140940	<b>Strategy &amp; Tactics (SPI) # 58 (Mag Only)</b> Couple of smudges on mag cover. ■ Mag only; no rules. ARTICLES ON: Pizarro & the conquest of Peru, 1524-33; Nuclear submarine & anti-submarine warfare; ERRATA for Panzergruppe Guderian #57; the Rhodesian army; military spending worldwide.	n	VeryGd	Out-of-Print	0.4 Mag Only	<del>\$4.00</del>	\$3.00
115765	<b>South Africa, Vestige of Colonialism #62 (GameOnly)</b> Cherry mint; game-only. ■ GameOnly. Guerilla & conventional revolt in S.Afrika thru the '70s. Possible mass uprising against the apartheid regime in S.Africa in the late '70s, and how the regime might have responded. Focuses on the conventional and guerilla conflict, much less so to the political elements involved. 200 counters. I.Hardy'77	n	Mint	Out-of-Print	0.4 Game Only	<del>\$13.00</del>	\$6.00
92259	<b>Strategy &amp; Tactics (SPI) # 63 (Mag Only)</b> ■ Mag only; no rules. ARTICLES ON: US Invasion of Mexico, 1847; Historical Impact of Disease.	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$5.00</del>	\$3.00
107619	<b>Strategy &amp; Tactics (SPI) # 70 (Mag Only)</b> ■ Mag only; no rules. ARTICLES ON: the Crusades, Western Invasion of the Holy Land, 1097-1191; NATO Division Commander, C&C in the Modern Battlefield Environment; Horses in War; Index to Errata Published thru Aug'78 (typically in Moves Mag).	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$5.00</del>	\$3.00
35944	<b>Tito &amp; His Partisan Army, Yugoslavia #81 (GameOnly)</b> ■ GameOnly. Guerilla war in Yugo thruout war using area move. Never a popular game, an innovative & accurate system nonetheless. D.Rustin'80	n	Mint	Out-of-Print	0.4 Game Only	<del>\$12.00</del> <del>\$5.00</del>	\$3.00
96849	<b>Strategy &amp; Tactics (SPI) # 85 (Mag Only)</b> ■ Mag only; no rules. ARTICLES ON: Fighting Sail, Sea Combat in the Age of Canvas & Shot, 1775-1815; Singapore, Campaign for Malaya Dec 1941-Feb 1942; Brief reviews of: Assault on Tobruk, Campaigns of Napoleon, Dark Star.	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$5.00</del>	\$4.00
145003	<b>Strategy &amp; Tactics (SPI) # 87 (Mag Only)</b> No rules. ■ Mag only; no rules. ARTICLES ON: Rommel's Campaign for North Africa, Apr'1941-Dec'1942; the Swiss & the Age of Renaissance; Battles of Cross Keys & Port Republic, ACW.	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$5.00</del>	\$3.00
141236	<b>Strategy &amp; Tactics (SPI) # 87 (Mag Only)</b> No rules. ■ Mag only; no rules. ARTICLES ON: Rommel's Campaign for North Africa, Apr'1941-Dec'1942; the Swiss & the Age of Renaissance; Battles of Cross Keys & Port Republic, ACW.	n	VeryGd	Out-of-Print	0.4 Mag Only	<del>\$5.00</del>	\$3.00
46260	<b>Strategy &amp; Tactics (SPI) # 88 (Mag Only)</b> 1x3 Inventory label on cover. ■ Mag only; no rules. ARTICLES ON: BAOR, the Thin Red Line in the 1980s; Armies & Leaders in WWI; German Mobilization in WWII; Hundred Years War 1137-1453; Breif game reviews: Third Reich 3rd, 1941, Barbarian Prince, Apocalypse, Valley of Four Winds, Moonstar, Escape From New York, Dragonmaster.	n	Excel	Out-of-Print	0.4 Mag Only	<del>\$5.00</del>	\$4.00
96853	<b>Strategy &amp; Tactics (SPI) # 89 (Mag Only)</b> Center pages loose from staples. ■ Mag only; no rules. 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	VeryGd	Out-of-Print	0.4 Mag Only	<del>\$3.00</del>	\$2.00

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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
<b>3585</b>	<b>Battleflag Magazine #24 (Mag Only)</b> ■ Mag & game. Feb'73, w/ Gen Patton sketch cover. Final issue of this early 70s wargaming magazine out of the south. / ARTICLES ON: Old Contemptables, BEF in WWI; Review of Starlord, Interstellar Game of Future; survey of recent game releases; Breakout Designer's Notes; Phalangeal Tactics pt.2; Napoleonic Army Organization in Portugal; Wargaming's Decline.	n	Mint	Out-of-Print	0.3 Mag Only	<del>\$1.00</del>	<b>\$2.50</b>	<b>\$1.00</b>
<b>TSR S&amp;T Games (TSRS T)</b>								
<b>116479</b>	<b>Strategy &amp; Tactics (TSR) Sp#4 (Mag Only)</b> Last copy. ■ Special Issue # 4. ARTICLES ON: Volunteers in Military Service by Nation in 1983; German Mobilization in WWII, Unclassified Units; Texas Revolution at Sea; Wars of the Triple Alliance; Development of the Armored Division in WWII; Electronic Warfare in the 20th Century; US Military Aid to the French in Veitnam, 1950-4; the French Reistance 1940-44; Drive on Stalingrad variant removing the historical restrictions imposed by Hitler; Berg's Review of Games: Napoleon's Italian Campaign, 8th Army Operation Crusader, Operation Badr, Druid.	n	Mint	Out-of-Print	0.5 Mag Only	<del>\$6.00</del>	<b>\$4.00</b>	<b>\$2.00</b>
<b>96862</b>	<b>Strategy &amp; Tactics (TSR) # 99 (Mag Only)</b> Btm 1/4 of mag cover torn off entirely & restored/largely repaired with tape. Narrow gap remains at btm near spine. No rules. ■ Mag only; no rules. ARTICLES ON: POW Guard to Prisoner Ratios in WW2; Unluck US XI Corp in the Am Civil War; Resistance in Afghanistan; Napoleon's Fight for Empire, Btl of Luetzen 1813; the Armies of 1813; GenCon Minis award winners; Berg reviews: ADG Empires in Arms 1st, Napoleonic Wars trilogy, GDW Third World War series (Btl for Germany, Southern Front), WEG Killer Angels, QTRDCK Grant Moves South; ERRATA for Trail of the Fox #97.	n	VeryGd	Out-of-Print	0.4 Mag Only		<b>\$2.00</b>	<b>\$3.00</b>
<b>91168</b>	<b>Monty's D-Day #102 (GameOnly)</b> GameOnly. Stain on rear rules cover (charts). Unpunched. ■ GameOnly. Co/Btm level game of the battles on the first day along the British sector of the D-Day invasion. Emphasizes deployment formation as the key variable for movement or combat. 200 counters, 2 scenarios. Popular game. J.Prados'85	n	Mint	Out-of-Print	0.4 Game Only		<b>\$12.50</b>	<b>\$7.50</b>
<b>WWW Strategy &amp; Tactics (WWW S T)</b>								
<b>96874</b>	<b>Strategy &amp; Tactics (WWW) #114 (Mag Only)</b> Several finger prints on mag cover. No rules ■ Mag only; no rules. ARTICLES ON: Pancho Villa's Movie Deal; Ratios Among the Arms in 1914; Defoliants Against Japan 1944-5; Daumesnil, Napoleon's Guardian Angel; Active Military Forces 1987; Clash on the Danube, Apr 1809, pt 2: Eckmuhl; AirLand Battle Doctrine; ERRATA for Korea #111 & Abensburg #113.	n	Excel	Out-of-Print	0.4 Mag Only		<b>\$3.00</b>	<b>\$1.00</b>
<b>96882</b>	<b>Strategy &amp; Tactics (WWW) #126 (Mag Only)</b> ■ Mag only; no rules. ARTICLES ON: Nicaragua & the American Civil War; Argentine Perspective on the Falklands War; modern Spanish Legion awaits a mission; the Israeli Invasion of Lebanon, 1982; Low Intensity Conflict in the Modern World; US Special Forces KIAs on Grenada 1983; Role of Cuba's Forces in Angola; ERRATA for Fortress Stalingrad #124 & Campaigns in the Valley #123.	n	Excel	Out-of-Print	0.4 Mag Only		<b>\$3.00</b>	<b>\$2.00</b>
<b>98465</b>	<b>Strategy &amp; Tactics (WWW) #139 (Mag Only)</b> Mag including rules (only). Supplementary (paper) countersheet on p57-8 neatly separated from mag but uncut & included. Some staining of a few mag pages. Otherws EX. ■ Mag only; no rules. Last WWW S&T issue. Published with a page of unmounted, color additional counter images (November Mobilization). ARTICLES ON: the 1990 Crisis in the Persian Gulf; Reactions of Noncombatant Civilians in a Crisis Area; Where is the Iraqi Army?; What is Saudi Arabia?; What is Iraq?; Strategy in Arabian Nightmare.	n	Excel	Out-of-Print	0.5 Mag Only		<b>\$4.00</b>	<b>\$2.00</b>
<b>WWW Wargamer Magazine (WWWmag)</b>								
<b>66836</b>	<b>Napoleon at Lutzen #32 (GameOnly)</b> GameOnly. Last copy. ■ GameOnly. First of the major battles of 1813 in central Germany, Russian & Prussian forces attack the French flanks in May. Brigade level, 30min/turn, 0.25mi/hex, 200 counters. McWilliams'84 / ARTICLES ON: background on the battle of Lutzen, 1813; reviews of VG's Hell's Hiway & ACTACTIX's Arnhem Bridge; review of Rommel in the Desert; review of brigade level Am Civil War games; brief reviews of SPI's Blue & Gray' TSR's Nordkapp, Fantasy Lords, Slammers, TSR's Soldiers of the Queen, TSR's Firefight.	n	Mint	Out-of-Print	0.4 Game Only	<del>\$12.00</del>	<b>\$10.00</b>	<b>\$5.00</b>
<b>XTR: Command Magazine (XTRCmd)</b>								
<b>129712</b>	<b>Wave of Terror, Battle of the Bulge #41 (GameOnly)</b> Unpunched. Rules have several diagonal creases. Last game-only copy. ■ GameOnly. Large, simpler (in the XTR style), btlN-lvl game of the first two weeks of the Battle of the Bulge, Dec 1944. No ZOCs in this game! Maps cover a larger territory than most giving a strategic perspective. 2 maps, 840 counters, 1.5mi/hex. J.Desch'97	n	Mint	Out-of-Print	0.6 Game Only	<del>\$35.00</del>	<b>\$17.50</b>	<b>\$10.00</b>
<b>48932</b>	<b>End of the Empire #46 (GameOnly)</b> INCOMPLETE Game-only. Includes 2 copies of South map but missing North map and unplayable as is. Otherws new & unpunched. ■ GameOnly. 2 map, 560 counter game of the French & Indian War as well as the American Revolution from Nova Scotia to New Orleans. 9 scenarios including an intro, 1 covering the French & Indian War of 1759, and 7 yearly or campaign scenarios for the Am Rev. Mag includes Command index thru this issue. W.Marsh'97	n	New	Out-of-Print	0.5 Game Only	<del>\$35.00</del>	<b>\$2.00</b>	<b>\$1.00</b>
<b>48921</b>	<b>End of the Empire #46 (GameOnly)</b> INCOMPLETE Game-only. Includes 2 copies of south map but MISSING North map and so unplayable as is. Otherws new, unpunched ■ GameOnly. 2 map, 560 counter game of the French & Indian War as well as the American Revolution from Nova Scotia to New Orleans. 9 scenarios including an intro, 1 covering the French & Indian War of 1759, and 7 yearly or campaign scenarios for the Am Rev. Mag includes Command index thru this issue. W.Marsh'97	n	New	Out-of-Print	0.5 Game Only	<del>\$35.00</del>	<b>\$2.00</b>	<b>\$1.00</b>
<b>48923</b>	<b>End of the Empire #46 (GameOnly)</b> INCOMPLETE Game-only. Includes 2 copies of South map but missing North map and unplayable as is. Otherws new & unpunched. ■ GameOnly. 2 map, 560 counter game of the French & Indian War as well as the American Revolution from Nova Scotia to New Orleans. 9 scenarios including an intro, 1 covering the French & Indian War of 1759, and 7 yearly or campaign scenarios for the Am Rev. Mag includes Command index thru this issue. W.Marsh'97	n	New	Out-of-Print	0.5 Game Only	<del>\$35.00</del>	<b>\$2.00</b>	<b>\$1.00</b>
<b>48924</b>	<b>End of the Empire #46 (GameOnly)</b> INCOMPLETE Game-only. Includes 2 copies of South map but missing North map and unplayable as is. Otherws new & unpunched. ■ GameOnly. 2 map, 560 counter game of the French & Indian War as well as the American Revolution from Nova Scotia to New Orleans. 9 scenarios including an intro, 1 covering the French & Indian War of 1759, and 7 yearly or campaign scenarios for the Am Rev. Mag includes Command index thru this issue. W.Marsh'97	n	New	Out-of-Print	0.5 Game Only	<del>\$35.00</del>	<b>\$2.00</b>	<b>\$1.00</b>

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Part#	Game Title & Edition	<u>Box</u>	<u>General</u> <u>Condtn</u>	<u>Out of</u> <u>Print ?</u>	<u>Weight</u> <u>(lbs)</u>	<u>List Our Normal</u> <u>Price</u>	<u>Cash Price</u>	<u>Individual</u> <u>Liquidtn Price</u>
48925	<b>End of the Empire #46 (GameOnly)</b> INCOMPLETE Game-only. Includes 2 copies of South map but missing North map and unplayable as is. Otherws new & unpunched. ■ GameOnly. 2 map, 560 counter game of the French & Indian War as well as the American Revolution from Nova Scotia to New Orleans. 9 scenarios including an intro, 1 covering the French & Indian War of 1759, and 7 yearly or campaign scenarios for the Am Rev. Mag includes Command index thru this issue. W.Marsh'97	n	New	Out-of-Print	0.5 Game Only	<del>\$35.00</del>	<del>\$2.00</del>	<b>\$1.00</b>
48926	<b>End of the Empire #46 (GameOnly)</b> INCOMPLETE Game-only. Includes 2 copies of South map but missing North map and unplayable as is. Otherws new & unpunched. ■ GameOnly. 2 map, 560 counter game of the French & Indian War as well as the American Revolution from Nova Scotia to New Orleans. 9 scenarios including an intro, 1 covering the French & Indian War of 1759, and 7 yearly or campaign scenarios for the Am Rev. Mag includes Command index thru this issue. W.Marsh'97	n	New	Out-of-Print	0.5 Game Only	<del>\$35.00</del>	<del>\$2.00</del>	<b>\$1.00</b>
48935	<b>End of the Empire #46 (GameOnly)</b> INCOMPLETE Game-only. Includes 2 copies of South map but missing North map and unplayable as is. Otherws new & unpunched. ■ GameOnly. 2 map, 560 counter game of the French & Indian War as well as the American Revolution from Nova Scotia to New Orleans. 9 scenarios including an intro, 1 covering the French & Indian War of 1759, and 7 yearly or campaign scenarios for the Am Rev. Mag includes Command index thru this issue. W.Marsh'97	n	New	Out-of-Print	0.5 Game Only	<del>\$35.00</del>	<del>\$2.00</del>	<b>\$1.00</b>
48936	<b>End of the Empire #46 (GameOnly)</b> INCOMPLETE Game-only. Includes 2 copies of South map but missing North map and unplayable as is. Otherws new & unpunched. ■ GameOnly. 2 map, 560 counter game of the French & Indian War as well as the American Revolution from Nova Scotia to New Orleans. 9 scenarios including an intro, 1 covering the French & Indian War of 1759, and 7 yearly or campaign scenarios for the Am Rev. Mag includes Command index thru this issue. W.Marsh'97	n	New	Out-of-Print	0.5 Game Only	<del>\$35.00</del>	<del>\$2.00</del>	<b>\$1.00</b>
48937	<b>End of the Empire #46 (GameOnly)</b> INCOMPLETE Game-only. Includes 2 copies of South map but missing North map and unplayable as is. Otherws new & unpunched. ■ GameOnly. 2 map, 560 counter game of the French & Indian War as well as the American Revolution from Nova Scotia to New Orleans. 9 scenarios including an intro, 1 covering the French & Indian War of 1759, and 7 yearly or campaign scenarios for the Am Rev. Mag includes Command index thru this issue. W.Marsh'97	n	New	Out-of-Print	0.5 Game Only	<del>\$35.00</del>	<del>\$2.00</del>	<b>\$1.00</b>
48938	<b>End of the Empire #46 (GameOnly)</b> INCOMPLETE Game-only. Includes 2 copies of South map but missing North map and unplayable as is. Otherws new & unpunched. ■ GameOnly. 2 map, 560 counter game of the French & Indian War as well as the American Revolution from Nova Scotia to New Orleans. 9 scenarios including an intro, 1 covering the French & Indian War of 1759, and 7 yearly or campaign scenarios for the Am Rev. Mag includes Command index thru this issue. W.Marsh'97	n	New	Out-of-Print	0.5 Game Only	<del>\$35.00</del>	<del>\$2.00</del>	<b>\$1.00</b>
48939	<b>End of the Empire #46 (GameOnly)</b> INCOMPLETE Game-only. Includes 2 copies of South map but missing North map and unplayable as is. Otherws new & unpunched. ■ GameOnly. 2 map, 560 counter game of the French & Indian War as well as the American Revolution from Nova Scotia to New Orleans. 9 scenarios including an intro, 1 covering the French & Indian War of 1759, and 7 yearly or campaign scenarios for the Am Rev. Mag includes Command index thru this issue. W.Marsh'97	n	New	Out-of-Print	0.5 Game Only	<del>\$35.00</del>	<del>\$2.00</del>	<b>\$1.00</b>
55085	<b>Fire Next Time / WarMaster III #51 (GameOnly)</b> ■ GameOnly. A timely look at the possibility of renewed hot war between two fueding neighbors , India & Pakistan, in the Asian subcontent. Small div lvl game w/35mi hex, 2 day turns. T.Bomba'99 / Warmaster continues the series of chess variation (or continues to flog a dead horse). D.Elliott'99	n	New	Out-of-Print	0.5 Game Only	<del>\$20.00</del>	<del>\$5.00</del>	<b>\$4.00</b>

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