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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

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All you need to do here is review the catalog below, which contains **238** games. Nearly all are new & unused. About half were recently published; the balance are popular but older titles. Then, send us an email or give us a phone call at the number above with the items you wish to order and how you wish to pay for them. We'll have them off to you immediately, and you'll see them shortly after.

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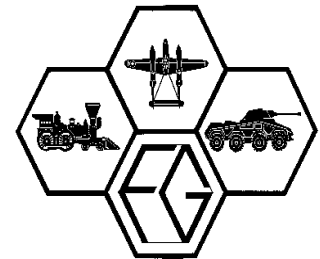
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### The Special Offer has a few terms & conditions:

1. **This offer currently has no expiration, but may be terminated at any time.**
2. **Normal ordering, payment, shipping, and customer care terms apply.** You get the same swift, top-notch service for this sale. And you may freely combine items from this special offer with items found in any of our other catalogs.
3. **This must be your very first purchase with us to be eligible for these prices.** Once we've shipped an order to you (or you cancel a prospective order), you're no longer eligible. **And you must quote the special price offered here.**
4. **Fine Games states all its pricing on a "cash-basis," that is, where we receive 100% of the proceeds.** If your payment involves any method of transmitting funds that does not provide 100% of the proceeds (such as all credit or debit card charges, and some PayPal payments, then you forego the cash-discount and pay 3.1% more in effect. See your Payment Options on our web site.
5. As is always the case, **all items are individually listed**, subject to immediate sale, and may be withdrawn from this offer without notice. While we generally have multiple copies of items listed, stock is limited, and subject to prior sale.
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We hope **Fine Games** can help you with your gaming hobby years into the future!

Part#	Game Title & Edition	Box	Out of	Our Normal	Special 1st Purchase
		Condn	Print ?	Cash-Basis Price	Cash Price (% off List Price)
<b>PC Software &amp; Hardware( Sftwr)</b>					
100899	<b>Heroes of Might &amp; Magic V [CD-ROM]</b>	BC	Excell	Y	\$8.00 <b>\$6.00</b>
4 CDs, manual in original box (w/ price stickers on cover). ■ Designed for Win2000/XP; relatively restrictive system requirements & copy protection. Sold AS-IS since we cannot provide tech support. 4 CDs, manual in box (w/ price stickers on cover). Graphically supercharged sequel to a popular game series with 3D graphics, new dynamic battles, 6 factions & much more. Build & lead an army in a quest for might & glory using magic & muscle. Ubisoft'06					
100338	<b>Pure Wargame [PC CD-ROM]</b>	SC	Excell	Y	\$3.00 <b>\$1.00</b>
CD & Jewel case only. ■ CD & Jewel case only. Designed in Win3.1 & DOS era. Sold AS-IS since we cannot provide tech support. Game focuses on tactical level airborne assaults in 8 scenarios. OOP'95					
100342	<b>Schizm, Mysterious Journey [CD-ROM]</b>	SB	Excell	Y	\$2.00 <b>\$1.00</b>
5 CDs in jewel case & sml box. Designed for Win9x/ME/XP. Sold AS-IS since we cannot provide tech support. Player explores a lost & mysteriously abandoned city from an advanced civilization to discover the secrets behind its former inhabitants & their disappearance, while trying also to remain alive. Adventure Company'03					
<b>Against the Odds Magazine(Agains)</b>		<a href="http://www.atomagazine.com">http://www.atomagazine.com</a>			
99541	<b>Toppling the Reich, Battles for Westwall</b>	HP	Mint	n	\$32.00 <b>\$26.00</b> 42%
ATO Annual 2006. Rgt/div level game of the various major pushes against Germany's Westwall in 1944-5 using a derivative of the Panzerkrieg game system. 5 scenarios that work along, and can be combined for a campaign game: Market-Garden, Patton in the Lorraine; Roer River & Lorraine; Bulge to Alsace; the Rhine. 480 counters, 1 map. J.Prados '06					
<b>AH Avalon Hill Game Co.(AH)</b>					
84067	<b>ASL: Boards PARTS #18</b>	n	Excell	Y	\$4.50 <b>\$2.00</b> 71%
#18 mounted board					
82785	<b>ASL: Boards PARTS #19 UNmounted</b>	n	NEW	Y	\$2.50 <b>\$2.00</b> 71%

Part#	Game Title & Edition	Box	Condtn	Out of Print ?	Our Normal Cash-Basis Price	Special 1st Purchase Cash Price	(% off List Price)
#19 UNmounted board							
82797	ASL: Boards PARTS #23 UNmounted	n	NEW	Y	<del>\$2.50</del>	<b>\$2.00</b>	71%
#23 UNmounted board							
82796	ASL: Boards PARTS #23 UNmounted	n	NEW	Y	<del>\$2.50</del>	<b>\$1.50</b>	79%
#23 UNmounted board							
82808	ASL: Boards PARTS #29 Unmounted	n	NEW	Y	<del>\$2.50</del>	<b>\$2.00</b>	71%
#29 UNmounted board							
82812	ASL: Boards PARTS #32 Unmounted	n	NEW	Y	<del>\$3.00</del>	<b>\$2.00</b>	71%
#32 UNmounted board							
88142	Civil War I'61]	FB	Good	Y	<del>\$19.00</del>	<b>\$12.00</b>	
	Complete. 4 corners & several seams repaired. Various spots, stains & discolorations primarily on rules but also on Examples of Play page & board. Top of one pawn broken off & lost. Box seams aging & flaking away. ■ Early, rare, simple game of the entire Am Civil War using pawns as army forces. C.Roberts'61						
104669	Luftwaffe	BC	VGood	Y	<del>\$12.00</del>	<b>\$10.00</b>	67%
	All units present but missing 1 counter (either a blank or a multi-unit marker); 5 units mauled to varying extents by cat, worst is single counter roughed up but no info lost. OoB charts, rules & campaign briefing worn, wrinkled, stained thru use. Map seams show wear (& repairs). Some minor stains on map. Box shows considerable wear. 2 seams completely torn & repaired, structurally intact. Otherws VGd. ■ Stylized air war over Germany, 43-45. Allied player plots bomb attacks each monthly turn with the goal of bombing every target in occupied Europe to win. L.Zocchi'70						
112144	Luftwaffe	BC	VGood	Y	<del>\$12.00</del>	<b>\$10.00</b>	67%
	Slipcased. Missing 14 blanks, otherws complete. US counters poorly printed on reverse side so that ~40% of aircraft illustration and all of move factor cutoff; info obvious & little impact on play. Otherws EX. ■ Stylized air war over Germany, 43-45. Allied player plots bomb attacks each monthly turn with the goal of bombing every target in occupied Europe to win. L.Zocchi'70						
86201	Moonstar	BC	Mint	Y	<del>\$10.00</del>	<b>\$8.00</b>	60%
	1-Minute timer & 7d6 dice missing & required for play. Tape on side panels. Otherws clean & unused. ■ Quick, simple multiplayer family game w/ multiple play variations in which players race to calculate the value of the roll & position of dice, making bids based on their sense of things. A.Randolph, A.Moon'81						
91378	Mustangs	LB	Excell	Y	<del>\$26.00</del>	<b>\$20.00</b>	20%
	Complete. Box cover has 2 corner creases, side panel scrape; box btm mildly dinged at 2 corners. ■ Simple gm of aerial combat between 15 late model WW2 planes from European & Pacific fronts. Colorful components & single 8.5x14 page of basic rules. Makes for good intro game; adv rules add requisite spice for old hands. C.Taylor'92						
108526	Richthofens War	BC	Good	Y	<del>\$12.00</del>	<b>\$5.00</b>	80%
	A well-used copy; still servicable & substantially complete but not esp. pretty. All rules seams worn, with many repairs. Only 2 aircraft sheets provided; you must make photocopies. Outer box sleeve lost & not included. Inner box sleeve worn with 3 corners repaired. Some counters written on face & more often on blank backside. 1" tear on 1 board seam. ■ Simpler game of WW1 air-air combat w/ 7 scenarios & campaign game. R.Reed'72						
109033	SL: Squad Leader Board PARTS # 1 UNmntd	n	Mint	Y	<del>\$2.50</del>	<b>\$1.50</b>	70%
	# 1 UNmounted map board.						
93067	SL: Squad Leader Board PARTS # 2	n	Good	Y	<del>\$2.00</del>	<b>\$1.00</b>	86%
	Board has a paper version of #2 map glued over half of the map plus sml remanent on far edge. Functional but a bit funky. ■ # 2 Mounted board.						
109036	SL: Squad Leader Board PARTS # 3 UNmntd	n	Mint	Y	<del>\$2.25</del>	<b>\$1.50</b>	70%
	#3 Unmounted map board.						
84022	SL: Squad Leader Board PARTS # 4	n	VGood	Y	<del>\$4.00</del>	<b>\$2.00</b>	71%
	Scuffed & some sun fading. ■ # 4 mounted board.						
109037	SL: Squad Leader Board PARTS # 4 UNmntd	n	Mint	Y	<del>\$2.25</del>	<b>\$1.50</b>	70%
	# 4 Unmounted map board.						
83381	SL: Squad Leader Board PARTS # 7 UNmntd	n	NEW	Y	<del>\$2.50</del>	<b>\$2.00</b>	60%
	# 7 Unmounted map board.						
83392	SL: Squad Leader Board PARTS #11 UNmntd	n	NEW	Y	<del>\$2.50</del>	<b>\$2.00</b>	60%
	#11 Unmounted map board.						
83395	SL: Squad Leader Board PARTS #12 UNmntd	n	NEW	Y	<del>\$2.50</del>	<b>\$2.00</b>	60%
	#12 Unmounted map board.						
80264	Stock Market	BC	VGood	Y	<del>\$12.00</del>	<b>\$7.00</b>	65%
	Price written on cover. Masking tap residue on 4 box sides & btm. Some isolated spots on individ components. Otherws EX. ■ Exciting yet v.simple game of stock trading w/ several levels of completly for 2-6 players w/ solitaire, classroom & 1929 versions. '70						
96396	Stonewall in the Valley	BC	Excell	Y	<del>\$49.00</del>	<b>\$35.00</b>	
	No counter tray. 2 maps edges trimmed to mate. Pin holes in corners of maps. Otherwise clean & EX. ■ Rgt/div lvl gm of campaign in Shenandoah Valley, Mar-Jun 1862. 4th in GBACW series. '95						
<b>AH 3M Reprints(AH-3M)</b>							
88107	Image 2nd	BC	Excell	Y	<del>\$10.00</del>	<b>\$5.00</b>	
	Simple family gm for 2-6 in which players think of people who match characteristics of various cards played by everyone that indicate time, place, activity, alive/dead, etc. Score more points the greater the number of qualifying cards.						
<b>AH Avalon Hill GENERAL Ma(AH Gen)</b>							
94069	General Magazine 17/4	n	VGood	Y	<del>\$8.00</del>	<b>\$2.00</b>	
	No insert, otherws EX. ■ 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						
35928	General Magazine 17/4	n	Excell	Y	<del>\$11.00</del>	<b>\$3.00</b>	

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Part#	Game Title & Edition	Box	Out of Condt n	Print ?	Our Normal Cash-Basis Price	Special 1st Purchase Cash Price	(% off List Price)
	No inserts. 1x3 Inventory label on cover. ■ 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	Excell	Y	\$9.00	\$3.00	
67053	<b>General Magazine 18/4</b>						
	1x3 Inventory label on cover. ■ ARTICLES ON: Gladiator overview, analysis, maneuver 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	Excell	Y	\$8.00	\$3.00	
84742	<b>General Magazine 18/6</b>						
	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	Good	Y	\$5.00	\$1.00	67%
48045	<b>General Magazine 18/6</b>						
	Mag missing cover page (first & last two pages). 1x3 Inventory label on cover. ■ 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	VGood	Y	\$8.00	\$2.00	33%
94052	<b>General Magazine 20/5</b>						
	No insert, otherws EX. ■ 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	Excell	Y	\$9.00	\$3.00	
99276	<b>General Magazine 20/5</b>						
	w/insert. ■ 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	Good	Y	\$5.00	\$1.00	67%
65617	<b>General Magazine 21/4</b>						
	4pgs torn from mag affecting 3pg ASL scenario & 1st page of an article; Photocopies of repl pages included. 1x3 Inventory label on cover. ■ 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 scnario 2000; Soviet play in Third Reich; common Axis errors in Stalingrad. '85	n	VGood	Y	\$5.00	\$2.00	33%
94036	<b>General Magazine 22/1</b>						
	No inserts; Gunslinger insert & 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 Tirreme 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	Excell	Y	\$7.00	\$2.00	33%
79253	<b>General Magazine 26/5</b>						
	No insert, otherws EX. ■ ARTICLES ON: design-your-own scenarios for Up Front; Up Front campaign game rules; Up Front Desert War replay; 3-player Up Front rules; Ambush personal reflections; Wrasslin' analysis; random appear opposing fighters for Air Force scenarios; 4 new, hypothetical scenarios for Flat Top emphasizing balance & uncertainty; YB-40 variant for B-17; covert SE Asia missions in Firepower; Notes on Red Devil division for ASL. '90	n	Excell	Y	\$6.00	\$3.00	
79265	<b>General Magazine 29/1</b>						
	w/insert. ■ 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	Excell	Y	\$6.00	\$2.00	33%
66984	<b>General Magazine 29/2</b>						
	1x3 Inventory label on cover. ■ 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 toumry rules. '94	n	VGood	Y	\$5.00	\$1.00	67%
79266	<b>General Magazine 29/2</b>						
	Missing insert pgs 31-34 w/ ASL scenarios. ■ 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 toumry rules. '94	n	Excell	Y	\$6.00	\$2.00	60%
96732	<b>General Magazine 29/4</b>						
	w/inserts. ■ 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	VGood	Y	\$4.00	\$2.00	60%
94160	<b>General Magazine 29/5</b>						
	No inserts, otherws EX. ■ 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	Y	\$5.00	\$2.00	60%
71780	<b>General Magazine 29/6</b>						
	w/insert. 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	Excell	Y	\$4.50	\$2.00	60%
79274	<b>General Magazine 30/2</b>						
	Insert & pgs 31-34 (w/ ASL scenarios) removed, otherws EX. ■ 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	Excell	Y	\$5.00	\$3.00	40%
79276	<b>General Magazine 30/4</b>						
	w/inserts. Pgs 31-34 (w/ ASL scenarios) removed. Otherws EX. ■ 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	Excell	Y	\$5.00	\$3.00	40%
79282	<b>General Magazine 31/5</b>						

Part#	Game Title & Edition	Box	Out of	Our Normal	Special 1st Purchase	
				Condtn	Print ?	
	w/ inserts. 2pgs with 2 ASL scenarios removed. Otherws EX. ■ 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					
<b>109040</b>	<b>SL: Squad Leader, SCENARIO BUNDLE</b>	n	Excell	Y	<del>\$1.00</del>	<b>\$0.25</b>
	7 SL scenarios from the General. Includes Scenario L,M,N and Tournament 1-4. ■ 10 SL scenarios from the General. Includes E-I,P, Tourney #1-4.					
<b>AH Victory Games(AH-VG)</b>						
<b>88399</b>	<b>Gulf Strike 1st</b>	BC	VGood	Y	<del>\$30.00</del>	<b>\$19.00</b> 53%
	Packaged in a Football Strategy box with worn edges & sun faded side panel; (original box discarded). No counter tray. Otherws complete & clean & Vgd overall. ■ Complex, detailed game of air-land-sea warfare around the Middle-East & critical Persian Gulf shping areas in multiple scenarios. Includes 910 counters, 3 maps; 2days/turn, 28km/operational hex; btn/brig/ level. Orig rules have 5 scenarios, later 2nd ed added new units/values, scenarios & errata bringing game up to '88; 3rd ed added OoB & set of scenarios for Desert Shield play (1991). M.Herman'81					
<b>88400</b>	<b>Gulf Strike 1st</b>	BC	Excell	Y	<del>\$39.00</del>	<b>\$25.00</b> 38%
	No counter tray. Otherws complete, 1st edition copy. ■ Complex, detailed game of air-land-sea warfare around the Middle-East & critical Persian Gulf shping areas in multiple scenarios. Includes 910 counters, 3 maps; 2days/turn, 28km/operational hex; btn/brig/ level. Orig rules have 5 scenarios, later 2nd ed added new units/values, scenarios & errata bringing game up to '88; 3rd ed added OoB & set of scenarios for Desert Shield play (1991). M.Herman'81					
<b>Asgard Inc.(Asgard)</b>		<a href="http://www.racetobepresident.com">http://www.racetobepresident.com</a>				
<b>76835</b>	<b>Miniature: Germanic Axe Warrior</b>	LB	Excell	Y	<del>\$5.00</del>	<b>\$1.00</b>
	6" lead mini of a Germanic or Nordic axe-wielding warrior. Assy reqd. Weighs 4.8lbs.					
<b>Avalanche Press, Ltd.(Avalan)</b>		<a href="http://www.AvalanchePress.com">http://www.AvalanchePress.com</a>				
<b>83507</b>	<b>Alsace 1945</b>	SC	NEW	Y	<del>\$21.00</del>	<b>\$14.00</b> 44%
	Stand-alone game that mates with earlier America Triumphant. Covers the Allied attacks into Germany proper after the Battle of the Bulge wound down. 4 scenarios, 4km/hex, btn/rgt/brig level, 140 countrs. '05					
<b>86237</b>	<b>Granada, Fall of Moslem Spain</b>	BC	NEW	Y	<del>\$35.00</del>	<b>\$20.00</b> 56%
	Small game of the last 10 years of the Reconquista of Spain which forced the Moors out of Iberia. Point-to-point movement with 120 colorful but simple counters, 1 mounted map, 8pgs of rules. R.Markham'03					
<b>110376</b>	<b>Panzer Grenadiers: Alaska's War Kit</b>	Bk		Y	<del>\$8.00</del>	<b>\$5.00</b> 55%
	Has a vertical scuff mark on cover that obscures a few text characters; otherws new. ■ Kit providing materials needed to cover various scenarios set on the contested Aleutian Islands of Alaska in 1943. 10 scenarios. M.Benninghof'07					
<b>108043</b>	<b>Panzer Grenadiers: Divisione CorazzataKT</b>	Bk	NEW	Y	<del>\$8.00</del>	<b>\$7.00</b> 30%
	Scenario booklet including 10 scenarios with "advanced" Italian tanks. '11					
<b>102696</b>	<b>Panzer Grenadiers: Iron Curtain Kit</b>	Bk	NEW	Y	<del>\$19.00</del>	<b>\$18.00</b> 28%
	Kit adding 154 counters & 20 scenarios for combat between the US & USSR in the immediate post-WW2 environment. Features a bevy of superheavy tanks & potent infantry weapons developed at the end of the war and (fortunately) never used. Req Road to Berlin, Btl Bulge, Eastern Front, Airborne, Red Warriors & Edelweiss games to paly all scenarios. '07					
<b>94891</b>	<b>Panzer Grenadiers: Polish Steel</b>	Bk	NEW	Y	<del>\$18.00</del>	<b>\$12.00</b> 52%
	Scenario booklet focused on the what-if cold war tensions had led to war in the late 1940s, and the Polish I & II corps fought their way back to their homeland. Includes 77 counters. Req ownership of 9 games & supplements to play all 10 scenarios. '10					
<b>89695</b>	<b>Panzer Grenadiers: Sinister Forces</b>	Bk	NEW	Y	<del>\$22.00</del>	<b>\$19.00</b> 37%
	Add-on kit focused on the elite forces of the German Waffen SS and Soviet NKVD. Includes 165 die-cut counters & 40 scenarios. '06					
<b>80175</b>	<b>Tears of the Dragon</b>	HC	NEW	Y	<del>\$15.00</del>	<b>\$10.00</b> 50%
	2 player game of warlords seeking to discover the key to release a cursed princess in a dragon's body. Using soldiers & wizards, players battle to be the first to transform the dragon back to a princess. Fought on a small mounted map of a medieval land, w/ 60 counters & very simple rules. Possibly a good Beginner's game. '03					
<b>Bandai America Inc.(BandAm)</b>		<a href="http://www.Bandai.com">http://www.Bandai.com</a>				
<b>86600</b>	<b>Miracle Five</b>	LB	NEW	Y	<del>\$15.00</del>	<b>\$5.00</b> 80%
	Simple, fast playing game that elaborates on tick-tac-toe. Players maneuver their 12 pieces around a 9x10 grid seeking to be the first to get 5 pieces in a row. '08					
<b>Bill Cobb Productions Inc(Cobb)</b>						
<b>81980</b>	<b>Berzerkerbirdz Extreme Sports Arena Game</b>	GB	NEW	Y	<del>\$18.00</del>	<b>\$10.00</b> 75%
	Large, simpler game in which 2-6 players are contestants in an extreme sports contest played on rocket powered space boards for control of planets. Board game that includes cards. '07					
<b>BSO Games(BSO)</b>		<a href="http://richardhberg.tripod.com/bs.html">http://richardhberg.tripod.com/bs.html</a>				
<b>80144</b>	<b>Blackshirt, Italian Invasion of Egypt</b>	Fo	NEW	Y	<del>\$20.00</del>	<b>\$17.00</b> 23%
	Simpler game using BSO's Bitter Victory system to cover Italy's abortive invasion of Egypt, 1940, and their disastorous rout from the frontier. Minimal rules, and a small deck of card for each player that provides special abilities or cancels opponent's abilities. 135 Counters must be mounted and cut apart. R.Berg'07					
<b>Cadeco(Cadeco)</b>						
<b>86851</b>	<b>USA Bicentennial Game</b>	LB	VGood	Y	<del>\$7.50</del>	<b>\$1.00</b>
	Box has a couple of repaired panel splits. ■ Simple, 2-4 player game of gaining points for answering trivia questions about American history including presidents, famous people, states, wars, facts & events. '75					
<b>Cardinal Industries(Cardin)</b>						
<b>111768</b>	<b>Sex &amp; the City Trivia Game</b>	FB	Excell	Y	<del>\$10.00</del>	<b>\$5.00</b>
	Metal container's cover has a couple of minor deformities. Plastic insert that holds card has cracked at several places. Component's clean & overall is EX. ■ Party game for 2+ players of 1000 trivia questions drawn from the popular Sex & the City HBO TV series. Packaged in a metal box.					
<b>Centurion Military Hobbvs(Centur)</b>						



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Part#	Game Title & Edition	Box	Out of Condt'n	Print ?	Our Normal Cash-Basis Price	Special 1st Purchase Cash Price	(% off List Price)
91924	<b>Alien Armada</b>	BC	VGood	Y	<del>\$20.00</del>	<b>\$15.00</b>	17%
Missing 2 red units, ID unknown. 3 corners repaired w/ strapping tape. Largely strip punched and otherws VGd. ■ Strategic & tactical level game of human defense against an alien empire for 1-4 players. Includes solitaire, 2 player & multiplayer scenarios. 300 counters. '83							
<b>Chaosium(Chaos)</b>		<a href="http://www.chaosium.com">http://www.chaosium.com</a>					
83316	<b>Mythos CCG Parts</b>	n	Mint	Y	<del>\$0.25</del>	<b>\$0.10</b>	
3 individual cards from this series: Lovecraft, Portophobia, Boston&Maine Train Station. Lovecraft card wrinkled. ■ 3 individual cards from this series: Lovecraft, Portophobia, Boston&Maine Train Station. Lovecraft card wrinkled.							
<b>Clash of Arms(CofA)</b>		<a href="http://www.clashofarms.com">http://www.clashofarms.com</a>					
91758	<b>Clash of Armor: Rommel's Battles</b>	Fo	NEW	G	<del>\$15.00</del>	<b>\$10.00</b>	50%
6 scenarios for miniatures battles in which Rommel was involved, all at 1:100yds. Designed as a scenario book for Clash of Armors rules set, but can be applied to other miniatures rules systems. '96							
<b>CRITICAL HIT Magazine(CRImag)</b>		<a href="http://www.criticalhit.com">http://www.criticalhit.com</a>					
74313	<b>Critical Hit Special Ed 2000 REPRINT</b>	Fo	NEW	Y	<del>\$10.00</del>	<b>\$8.00</b>	50%
Beta Fomm map NOT included. ■ Mag + Game. Reprint of this 2000 magazine focused on Operation Compass & the Beda Fomm campaign in N.Africa 1940 w/ 27 scenarios (& originally with historical map; reprint does not include that). '02							
<b>Critical Hit(Cri)</b>		<a href="http://www.criticalhit.com">http://www.criticalhit.com</a>					
91406	<b>ATS: Berlin, Fuhrer's Bunker GAME</b>	zl		Y	<del>\$55.00</del>	<b>\$45.00</b>	44%
19 counters loose from tree. Includes only 1 of 2 identical AFV countersheets. Otherws new, unpunched & unused, & complete ■ Complete ATS GAME with 2 new maps that links to B,RV and focuses on Hitler's bunker. Lots of intense, urban close quarters combat between well armed survivors. 15 scenarios, 280 marker counters. '09							
91536	<b>ATS: Berlin-Red Victory: Fuhrer's Bunkr</b>	zl	NEW	Y	<del>\$36.00</del>	<b>\$29.00</b>	42%
ATS kit with 2 new maps that links to B,RV and focuses on Hitler's bunker. Lots of intense, urban close quarters combat between well armed survivors. 15 scenarios, 280 marker counters. '09							
98130	<b>ATS: Tobruk Exp. 4,Blunted Sword 2nd</b>	zl	NEW	Y	<del>\$15.00</del>	<b>\$12.00</b>	40%
Reprinted. ■ Reprinted. Blunted Sword. Expansion kit for Tobruk including 12 scenarios & 30 AFV counters for battles of 1942-3 in the war in Tunisia. Includes the first appearance of the Tiger tank. '03							
<b>Dan Verssen Games(Versse)</b>							
103211	<b>Stalingrad, Battle for...</b>	BC	NEW	n	<del>\$27.50</del>	<b>\$25.00</b>	37%
2-player card game of the bitter battle for Stalingrad, July 1942-Feb 1943. German forces attempt to capture the city by fighting for one rubble-strewn city block after another in the face of mounting resistance & casualties. A key dynamic is that as the city is destroyed, your supplies dwindle reducing your ability to move & fight. Includes 168 cards. Fast playing, simple. D.Verssen'14							
<b>DecGms WARGAMER v2 Mag(Dec WG)</b>		<a href="http://www.decisiongames.com">http://www.decisiongames.com</a>					
90367	<b>Wargamer (Decision Games) v2 #10</b>	n	Excell	Y	<del>\$3.00</del>	<b>\$2.00</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							
72606	<b>Wargamer (Decision Games) v2 #16</b>	n	Excell	Y	<del>\$2.00</del>	<b>\$1.00</b>	
1x3 Inventory label on cover. ■ ARTICLES ON: SDI First Blood review; GDW Test of arms review; COA La B Albuera-Espagnol analysis; VG Civil War Southern strategy; WWW Africa Orientale playthru; WWW Rush for Glory playthru; EMS Rise & Fall review; TSR Sniper Bug Hunt review; Collecting wargames; SSI Stellar Crusade PC; Microprose Pirates! PC; SC Strategic Conquest PC. '89							
<b>Decipher Games(DEG)</b>		<a href="http://www.decipher.com">http://www.decipher.com</a>					
65354	<b>.Hack//Enemy Promo Card Set</b>	n	NEW	Y	<del>\$0.25</del>	<b>\$0.01</b>	
Set of 30 Angolmore cards available exclusively as a promo item. ■ Set of 30 Angolmore cards available exclusively as a promo item.							
<b>Decision Games S&amp;T Games(DecS T)</b>		<a href="http://www.decisiongames.com">http://www.decisiongames.com</a>					
70450	<b>Asia Crossroads, Great Game #216</b>	n	NEW	Y	<del>\$26.00</del>	<b>\$22.00</b>	
Mag & Game. British & Russian empires compete for economic dominance or military control of central Asia, from the Mediterranean Sea to Siberia in the mid-1800s in several scenarios. J.Miranda'03 / ARTICLES ON: the Red River Campaign 1863; Short History of Biological Warfare; Sparta's Defeat of Athens; Evolution of Ventral Defenses for Bombers; Weaponization of Plaque; Barbarian Army Sizes; 19th Century Cold War in Asia.							
97665	<b>Blood on the Tigris #176</b>	n	Mint	Y	<del>\$24.00</del>	<b>\$19.00</b>	
Cherry. ■ Mag & Game. Covers the Allied drive on Baghdad up the Tigris-Eurphates delta beginning early in the war thru the time of its historical capture in April 1917. Brig level with an emphasis on logistics & command. Campaign & a short scenario. 220 counters, 6mi/hex, 1mo/turn. P.Moore'96 / ARTICLES ON: Mesopotamian Campaign in WWI; War on the Plains, Prelude to Little Bighorn; Dennis Mahan, Warfare as Art & Science; Strategy in the Great War [WWI]; the Siege of Rhodes 305BC; German Troops in the Am Revolutionary War; Confederate Propaganda; Destruction of the Iraqi Navy.							
91680	<b>Croprey Bridge, A Fleeting Victory #148</b>	n	Mint	Y	<del>\$14.00</del>	<b>\$8.00</b>	42%
Rules separated. ■ Mag & Game. Tactical battle between Rooyalists & Parliamentarians a week before the decisive battle of Marston Moor, 1644. 100yd/hex, 20min/turn, 50men/strength pt. 299 counters, 2 historical & 1 hypothetical scenario. M.Grace'92 / ARTICLES ON: Battle of Croprey Bridge, 1644; Remembering Pearl Harbor & the Japanese strategy in the Pacific; Soviet 1991 Coup forces, the last gasp of the Hardliners; Soviet Organization & Tactics in Afghanistan; Homer Lea, Forgotten Grand Strategist; Indian forces in Confederate Service; British Munitions Production during WWI; Battleship Casualties in the USN, 1898-1989; Ivan the Terrible's Reign in Russia, 1533-84; contemporary reorganization of the British Army; Trajan references for article in #145.							

Part#	Game Title & Edition	Box	Condn	Out of Print ?	Our Normal	Special 1st Purchase	
					Cash-Basis Price	Cash Price	(% off List Price)
91077	<b>Italian Campaign, Sicily #146</b>	n	Mint	Y	\$24.00	\$15.00	
	Mag & Game. 1st game in a 3-game + Addendum series of moderately complex games covering all of Italian theater. This first game covers the invasion of Sicily & toe of Italy. Later games include revised rules that smooth the rough edges of this game with extensive errata. Uses the West War game system uses in Winter Storm, Last Victory & Edelweiss. 200 counters, nice map, 5mi/hex, btl/rgt scale, 1-2days/turn. Schettler'91 / ARTICLES ON: the Invasion of Sicily 1943; Pugache's Rebellion, Russia 1773-4; Am Civil War Navies, a summary; Increase in the firepower of a Russian Division, 1914-68; German Naval Mines in WWII; Science of War in the Early Roman Empire, 27BC-235AD; ERRATA for Red Beach One, Tarawa #142, Rio Grande #143.						
91074	<b>Objective, Tunis #140</b>	n	Mint	Y	\$13.00	\$8.00	47%
	Mag & Game. Game of the initial & confused brawl for control of Tunisia immediately after the Allied Torch landings to the distant west, Nov 42. The Vichy French posture is a key variable; can be a wild game. Uses Battles of N Afrika system. 3 scenarios. co/btl/lvl, 2mi/hex, 200 counters. V.Van Borries'91 / ARTICLES ON: the Battle for Tunisia 1942; 20th Centur Mercenarios, 1899-1914; Biochemical warfare in ancient times; Railroad movement of troops during the American Civil War; Battle of Lissa, 1866.						
45086	<b>Objective, Tunis #140</b>	n	NEW	Y	\$15.00	\$10.00	33%
	Mag & Game. Game of the initial & confused brawl for control of Tunisia immediately after the Allied Torch landings to the distant west, Nov 42. The Vichy French posture is a key variable; can be a wild game. Uses Battles of N Afrika system. 3 scenarios. co/btl/lvl, 2mi/hex, 200 counters. V.Van Borries'91 / ARTICLES ON: the Battle for Tunisia 1942; 20th Centur Mercenarios, 1899-1914; Biochemical warfare in ancient times; Railroad movement of troops during the American Civil War; Battle of Lissa, 1866.						
97474	<b>Objective, Tunis #140</b>	n	Mint	Y	\$14.00	\$10.00	33%
	Cherry. ■ Mag & Game. Game of the initial & confused brawl for control of Tunisia immediately after the Allied Torch landings to the distant west, Nov 42. The Vichy French posture is a key variable; can be a wild game. Uses Battles of N Afrika system. 3 scenarios. co/btl/lvl, 2mi/hex, 200 counters. V.Van Borries'91 / ARTICLES ON: the Battle for Tunisia 1942; 20th Centur Mercenarios, 1899-1914; Biochemical warfare in ancient times; Railroad movement of troops during the American Civil War; Battle of Lissa, 1866.						
97017	<b>Over the Top: Mons &amp; the Marne 1914 #186</b>	n	Mint	Y	\$42.00	\$35.00	
	Unpunched, but missing 21 markers (only); Counters printed askew such that unit IDs (only) on most counters partially cut off; all unit values are OK; color photocopy of countersheet included. Several sml, 1/4" abrasions on map mostly in margin areas. ■ Mag & Game. Pair of brigade lvl games of the opening campaign in the west, WWI. 2 scenarios: Mons, Aug. 1914, and the Marne, Spt 1914. Brig level, 12hrs/turn, 280 counters. J.Miranda'97 / ARTICLES ON: Battles of Mons & the Marne, 1914; the Eastern Operation, the Japanese Plan to Conquer Hawaii; Cooperation between Germany & the USSR 1920-33; the German Scharnhorst & Gneisenau; Italian Tanks of WWII; Byzantium #183 & First Arab-Israeli #185 Errata; 1848, Europe in Revolution; Evolution of the British Inf Battalion during the World Wars.						
79616	<b>Spanish Civil War Battles, v2 #219</b>	n		Y	\$20.00	\$14.00	36%
	Mag mildly dog-eared; 5 counters loose from tree; otherws new. ■ Mag & Game. 2 more battles from the Spanish Civil War to complement those in the first set. Includes Guadalajara, March 1937, and the last Republican offensive at Penarroya, Jan.1939. 280 counters, 1mi/hex, 1day/turn, btl/rgt/brg/div level. P.Moore'03 / ARTICLES ON: the Spanish Civil War 1936-39; Stalingrad & the End of German Invincibility; Kaiser's Africa Airship; Sydney Reily, Ace of Spies; War Chariot in China; First Sih War, 1845-6.						
91073	<b>Zeppelin, First Btl Over Britain #159</b>	n	Mint	Y	\$25.00	\$10.00	38%
	Two mag pages trimmed of excess paper due to printing error. ■ Mag & Game. Operational/Strategic lvl game covering German air bombing & combat over England, 1916-8, via zeppelins. 9 scenarios based on various points in time. Victory comes thru point accumulation for accomplishing various tasks (such as successful bombing, shooting down a zeppelin, or rescuing downed crew). 1-2players, 240 counters. M.McVeigh'93 / ARTICLES ON: Zeppelin, the First Btl Over Britain, 1914-8; Upton's Report on European & Asian Armies, 1876; Tactics of the Roman Civil War; Why Iraq Failed in Desert Storm; errata for Roman Civil War #157, Franco-Prussian War #149 & Russo-Turkish War #154.						
<b>Decision Games(DecGms)</b>		<a href="http://www.decisiongames.com">http://www.decisiongames.com</a>					
101123	<b>Loos 1915, the Big Push</b>	Fo	NEW	n	\$15.00	\$12.50	37%
	Folio game using the Fire & Movement game system. Covers the British diversionary attack near Loos late in 1915. Artillery must be used to generate breakthrough which can only be exploited by specially designated reserves; the Brits must move fast. 100 counters. '13						
<b>Decision Gms Modern War M(Dec MW)</b>		<a href="http://www.decisiongames.com">http://www.decisiongames.com</a>					
105819	<b>Somali Pirates # 3</b>	n	NEW	n	\$22.50	\$17.50	42%
	Mag & game. Hypothetical, near-future Allied Coalition seeks to destroy the bases used by Somali pirates to raid shipping in the vital shipping lanes of the Arabian Sea and elsewhere - and of course control Somalia itself. Players seek to maximize their public support affected by mobilizing reserves, securing areas, destroying enemy forces, etc. Map covers Somalia & a portion of Ethiopia; includes 176 counters representing pirates, warlords, Al Qaeda, militias & Coalition forces. Presumes the pirate forces grew stronger recently in recent months (they haven't). Brig/Task Force level. J.Miranda'12 / ARTICLES ON: Somali Pirates; What if the US invaded northern Vietnam in April 1967?; the US Marines at Nasiriyah, Iraq, March 2003; the War in Space & the X-15; Steal aircraft technology from WWII on; the Piranha, unmanned surface vessel.						
<b>Decision Gms World at War(DecWaW)</b>		<a href="http://www.decisiongames.com">http://www.decisiongames.com</a>					
103959	<b>Hinge of Fate, Poland &amp; France 1939 # 30</b>	n	NEW	n	\$22.50	\$19.00	37%
	Mag & game. Includes errata/variant counters for South Seas Campaign (40), Afrika Korps (29), Sedan 1940 (17), Partisans (30) & Patton's First Victory (8). Game is a simpler, 2-4 player contest based on the situation in Sept. 1939 as Germany invades Poland. One version covers just that historical conflict on one map. But the bigger game includes the western, Rhineland front and the possibility that France would have lived up to its word to launch a major offensive upon the invasion of Poland. Allows for the Soviets to intervene on either side. 3days/turn, 8mi/hex in the west, 16mi/hex in the east, army/corp level. T.Bomba'13 / ARTICLES ON: Hinge of Fate: Poland 1939; Battle of Tarawa 1943; the P-38 Lightning fighter in Europe; Luftwaffe Field Divisions; first Allied bombers over Japan in WWII; HMS Furious-class carriers; Franz Oppenhof, Werewolf of Aachen.						
95408	<b>Leningrad '41 #17</b>	n	NEW	n	\$22.50	\$20.00	33%
	Mag & Game. New game of AG North's drive on Leningrad from July-Aug 1941 uses the Manila'45 system. Assumes that von Manstein didn't pause before charging for the city. 3days/turn, 0.5km/hex, btl/rgt/brig level. Special rules for command control, leaders, naval & air support, & a possible German airborne assault. J.Miranda'11 / ARTICLES ON: Leningrad 1941, Manstein's Lost Victory; Operation Anvil-Dragoon, August 1944; US Navy's Yangtze River Patrol, 1937-41; Britain's Special Operations Executive; Karl May, Hitler's Favorite Author; Liberation of Vichy Madagascar; US v Japanese Pilot Selection in WW2; Chinese Collaborationist Forces in WW2.						
102837	<b>Pacific Battles, Nomonhan, 1939 # 32</b>	n	NEW	n	\$22.50	\$20.00	33%
	Mag & game. Game uses the Pacific Battles system to cover the 1939 border clash in Mongolia between Japan & the USSR that made Japan keenly respectful of its otherwise vulnerable neighbor. Covers the entire campaign from May to Sept. 1939. 228 counters, rgt level, 2mi/hex. '13 / ARTICLES ON: the Battle of Nomonhan 1939; Analysis of Lend Lease to the USSR; Army Group Courland & the Breakout Strategy, 1944; Command in the Desert: Auchinleck v Montgomery; Op Whiteshot & the Churchill NA75 Tank; Death of the French Fleet, Toulon 1942.						
94443	<b>Soft Underbelly, Southern Italy 1943 #15</b>	n		n	\$21.00	\$19.00	37%
	Mag rear cover has a couple of vertical creases, and entire mag, map have a mild wave (non-creased fold) due to poor storage. Otherws new, unpunched, clean. ■ Mag & Game. w/48 variant counters for Great East Asian War. Game of the battle for the southern half of Italy in 1943. Modest complexity, 11mi/hex, 2-15days/turn, div level. Includes many what-if possibilities, as well as key elements of the campaign such as secondary invasions, paratroops, airpower, etc. T.Bomba'10 / ARTICLES ON: Allied & German strategy in Italy, 1943 including designers notes; double cross, the war between British MI-5 & German Abwehr Intelligence Services; btl of Sangshak (near Imphal), India, 1944; Analysis of the Polish Military in 1939; US Advance to Linz, Austria, May 1945; Radar bombing in WW2; Golden Age of WW2 Humor on TV. '10						

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Part#	Game Title & Edition	Box	Condtn	Out of Print ?	Our Normal Cash-Basis Price	Special 1st Purchase Cash Price	(% off List Price)
101722	<b>Disk Wars: Sampler</b>	zl	Mint	Y	\$2.00	<b>\$0.25</b>	
	Set containing the revised ed. rules, and flats #16 & 18; this is NOT a complete DW set but rather a sampler that allows play given another set is available.						
69637	<b>Thrones, Game of... CCG Demo Rules</b>	Fo	NEW	Y	<del>\$0.50</del>	<b>\$0.10</b>	
	Valyrian edition folder containing complete rules, and a large play mat, plus large poster & complete Valyrian card list.						
69639	<b>Thrones, Game of... CCG Demo Rules</b>	Fo	NEW	Y	<del>\$0.50</del>		
	Valyrian edition folder containing complete rules, and a large play mat, plus large poster & complete Valyrian card list.						
<b>FASA Corp.(FASA)</b>							
85779	<b>Whirlwind</b>	BC	Excell	Y	<del>\$10.00</del>	<b>\$7.50</b>	38%
	Simpler, 2-6 player game based on James Clavell's novel of the final, turbulent days of the Shah of Iran & the Iranian Revolution that finally deposed him in 1979. Players are pilots in a British helicopter company seeking to leave Iran with as much loot as possible (situation normal). '86						
<b>Fire Fight Games(FireFi)</b>							
81931	<b>Cossack Revenge, Denekin's Abyss 1920</b>	n	NEW	Y	<del>\$16.00</del>	<b>\$13.00</b>	24%
	Fierce battle for Novorossisk, March 1920, as Denikin attempts to evacuate his 25000 strong White Army in the face of a Red offensive. Included are armor, air, foreign troops, naval bombardment, Cossacks, etc. 1 map, 280 counters that must be mounted & cut apart. 1mi/hex, co/btln level, 12hrs/turn. Up to Moore's usual standard for proof reading. P.Moore'07						
87640	<b>Deep Into the Bekaa, June 1982</b>	Fo	NEW	Y	<del>\$16.00</del>	<b>\$12.50</b>	26%
	Last copy. ■ Game of the tank battles between T-72 & Merkava tanks in the last hours of the Israeli offensive into Lebanon, 1982 as the Israelis attempt to grab territory prior to a ceasefire taking effect. Israeli advanced elements run into fresh Syrian units of the 3rd Armored div. Counters represent individ AFVs, aircraft or inf AT teams. 324yd/hex, 5min/turn, 280 counters that must be mounted & cut apart. P.Moore'08						
83116	<b>Heroic Frenzy, Stamping Out the RedVirus</b>	Fo	NEW	Y	<del>\$16.00</del>	<b>\$13.00</b>	24%
	Operational level game of the White's Northwestern Army's assault on the Red-held Petrograd at the high tide of the White Army's success, late 1919 during the Russian Civil War. In a near-run battle, the Reds turned the White army back. w/ 280 counters that must be mounted & cut apart, 11x17 map. P.Moore'07						
80973	<b>Kahovka, Wrangel's Kursk Oct. 14 1920</b>	zl	NEW	Y	<del>\$16.00</del>	<b>\$13.00</b>	24%
	Grand tactical game of the final, climactic battle of the Russian Civil War as Wrangel assaults a fortified town of Kohovka with massed tanks supported by bombers. 800yd/hex, hourly turns, co/btln level. Counters must be mounted & cut apart. P.Moore'07						
85085	<b>Pare Los Facists! [Stop the Facists]</b>	n	NEW	Y	<del>\$16.00</del>	<b>\$14.00</b>	18%
	Tactical level game of a key battle in the Spanish Civil War. German armor meets Russian T26B tanks on the road to Corruna, Jan.1937 in a battle that foiled the Nationalist offensive and its drive on Madrid. 280 counters that must be mounted & cut apart. P.Moore'08						
<b>Game Publicatns GAME FIX(GPGGFx)</b>							
91069	<b>Among Nations #9</b>	n	Mint	Y	<del>\$8.00</del>	<b>\$4.00</b>	42%
	Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dorn's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene.						
22929	<b>Among Nations #9</b>	n	NEW	Y	<del>\$9.00</del>	<b>\$5.00</b>	28%
	Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dorn's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene.						
22905	<b>Crisis 2000, Insurrection in the US #2</b>	n	NEW	Y	<del>\$9.00</del>	<b>\$6.00</b>	14%
	1x2.5" inventory label on mag cover. ■ Mag & game. Area-based, sml game of a survivalist-minded rebellion in the US in the 21st century. Played on an area map of the US with 100 die-cut counters. Goal is to win the hearts & minds of the American populace thru military, political & social means (including use of the internet). J.Miranda'94 / ARTICLES ON: the balance of power in 21st century US & the battle for cyberspace; reviews of MIH Ring of Fire & GMT's BtIs of Waterloo.						
<b>Gamers (% MMP)(Gamers)</b>				<a href="http://www.multimanpublishing.com">http://www.multimanpublishing.com</a>			
109891	<b>Objective Schmidt</b>	BC	Good	Y	<del>\$55.00</del>	<b>\$45.00</b>	
	Missing ALL (~300) markers & 'Miller Artil Tables' (supplanted by later ed rules); ONLY unit counters present, you will need to make your own marker set. Game otherws VGood. v3.1 & 4.0 series rules proved as clean color laser printed copies. Exclusive rules have a slight discoloration on cover. Counters neatly clipped. German morale chart annotated to add 3 formations. Box side panels mildly sun faded. ■ Early & rare, detailed & colorful 9 scenario gm of the difficult & ultimately unsuccessful attack by US 28th Inf into Hurtgen Forest, Nov'44. 1 map, 840 counters. Tac Combat Series game #2. D.Powell'90						
<b>GMT Games(GMT)</b>				<a href="http://www.gmtgames.com">http://www.gmtgames.com</a>			
99552	<b>Winds of Plunder</b>	BC	Mint	Y	<del>\$25.00</del>	<b>\$19.00</b>	58%
	Cherry. ■ Euro-style, 3-5 player board game of the golden age of Piracy in the Caribbean. Players vote with their limited supply of wind cubes to determine wind direction, then spend resources to perform actions aimed at securing the greatest amount of plunder at game's end. Rules in English, French, German & Italian; cards in English. A.Newman'07						
<b>Hero Games(HeroGm)</b>							
76373	<b>Hero Champions RPG 2nd: Champions II</b>	Bk	Excell	Y	<del>\$4.00</del>	<b>\$2.50</b>	
	Supplemental rules set for an early edition of Champions. '82						
76376	<b>Hero Champions RPG 2nd: Champions III</b>	Bk	Excell	Y	<del>\$4.00</del>	<b>\$2.50</b>	
	Supplemental rules set for an early edition of Champions. '84						
<b>Inner City Games Design(InnerC)</b>							
86002	<b>Space War!</b>	zl	NEW	Y	<del>\$5.00</del>	<b>\$2.50</b>	58%

<b>Part#</b>	<b>Game Title &amp; Edition</b>	<b>Box</b>	<b>Out of</b>	<b>Condtn</b>	<b>Print ?</b>	Our Normal Cash-Basis Price	<b>Special 1st Purchase</b> <b>Cash Price (% off List Price)</b>
Fast playing board & minis game of getting around the city of Los Angeles. Compete against 6 million other cars for the one available parking space, and avoid the ravages of road rage. '02							
<b>Iron Crown Enterprises(ICE)</b>		<a href="http://www.ironcrown.com">http://www.ironcrown.com</a>					
<b>101723</b>	<b>Middle Earth: Wizards &amp; Dragons BUNDLE</b>	FB	Excell	Y		<del>\$50.00</del>	<b>\$25.00</b>
Box of approx 10" of cards apparently from 4+ Wizards Unltd & 4+ Dragons boosters. Packaged in a nicely organized box sorted by card type. Includes ~50 clear card sleeves for play + downloaded card inventory/rarity summary. ■ Superset of this collectable card game depicting Tolkien's Middle Earth universe in a CCG format.							
<b>John N. Hansen Co., Inc.(Hansen)</b>		<a href="http://www.johnhansenco.com">http://www.johnhansenco.com</a>					
<b>83953</b>	<b>Time, the Game</b>	BC	Excell	Y		<del>\$5.00</del>	<b>\$1.00</b>
Trivia game emphasizing Time magazine theme w/ people, places, events, sports, arts & the world from the 1920s-80s. W/ 8000 questions. '83							
<b>Judges Guild(Judges)</b>							
<b>75804</b>	<b>RuneQuest RPG: Duck Pond</b>	Bk	Excell	Y		<del>\$4.00</del>	<b>\$2.00</b>
Campaign adventure for Dungeons & Dragons. Requires Cults of Prax to play. '80							
<b>Khepera Games(Kheper)</b>							
<b>111770</b>	<b>1000 Drinking Games</b>	SB	Excell	Y		<del>\$10.00</del>	<b>\$5.00</b>
Party & drinking game for 2-11 players. Play starts with one simple drinking game, then play & the rules are altered thru card play as well as a spinner. Mindless fun.							
<b>111769</b>	<b>What the F*ck?, Skanky Verson</b>	SB	Excell	Y		<del>\$12.50</del>	<b>\$5.00</b> 50%
2010 edition. Simple party game that can be played with any number of players, and allows people to join or leave the game at will. Players must predict another players response to truly ridiculous & absurd questions; failure requires drinking! Skanky version provides hundreds of gross but ridiculous questions: they are more adolescent humor than bawdy. Includes 2 booklets of questions, 3 dice, 12 A/B coins (use quarters if you have more than 12 people). '10							
<b>Looney Lab(Loo)</b>		<a href="http://www.looneylabs.com">http://www.looneylabs.com</a>					
<b>110493</b>	<b>Batman Fluxx</b>	SC		n		<del>\$12.00</del>	<b>\$9.00</b> 55%
Demo copy, with circular label on box. Sml part of shrinkwrap torn away. New. ■ Version of fluxx based on the Batman motif. Lots of classic villains team up against Batman & Robin. Goal is to clean up Gotham City, and the game includes all new mechanatics to help. '15							
<b>104014</b>	<b>Mammoth Fun Pack</b>		n	NEW	Y	<del>\$1.00</del>	<b>\$0.25</b> 88%
Promotional kit containing 1 add-on card for each of 4 Looney games (4 cards total): Chronoouts (Live Wooly Mammoth artifact); Fluxx Board Game (Scramble Colors); Fluxx (Angry Mob); Choose One (Fluxx or Pyramids). '13							
<b>Majestic 12 Games(Maj12G)</b>							
<b>85402</b>	<b>Powersled Circuit</b>	Fo		Y		<del>\$15.00</del>	<b>\$9.00</b> 74%
Folio dust jacket has many wrinkles & a 1" seam tear at its spine due to tight packaging. Otherwise new. ■ Fast playing, simpler game of sci-fi racing using a card-based system. Includes 3 tracks. For 2-6 players. '03							
<b>Mantic Entertainment Ltd.(MGE)</b>							
<b>95747</b>	<b>Kings of War: Undead Ghouls Promo Kit</b>		n	NEW	Y	<del>\$2.00</del>	<b>\$0.50</b>
2 sprues of plastic ghouls as a promo for this game of fantasy minis combat. 2pcs loose. ■ 2 sprues of plastic ghouls as a promo for this game of fantasy minis combat. 2pcs loose.							
<b>Mayfair Games(Mayfr)</b>		<a href="http://www.coolgames.com">http://www.coolgames.com</a>					
<b>96079</b>	<b>Test of Fire, First Bull Run 1861</b>	FB	NEW	Y		<del>\$18.00</del>	<b>\$16.50</b> 45%
Simpler, fast playing card game in which the poor command control & ill-trained troops that met in July 1861 are emphasized. The Union forces must seize Manassas Jct or rout the Confed army, while the South must rout the North or seize Centerville. M.Wallace'11							
<b>Medallion Games(Medall)</b>							
<b>98693</b>	<b>Echelons of Fire BUNDLE</b>		n	Excell	Y	<del>\$15.00</del>	<b>\$10.00</b>
BUNDLE of 3 card decks with 2 sets of rules. ■ Card game of modern tactical warfare on a individual scale. Nice graphics. V.similar system to Echelons of Fury, the WW2 version of the game. '95							
<b>98694</b>	<b>Echelons of Fury BUNDLE</b>		n	Excell	Y	<del>\$15.00</del>	<b>\$10.00</b>
BUNDLE of 3 card decks with 2 sets of rules. ■ Card game of modern tactical warfare on a individual scale during World War II. Nice graphics. V.similar system to Echelons of Fire, the contemporary era version of the game. '98							
<b>Milton-Bradlev(Milton)</b>							
<b>97615</b>	<b>Clue, Simpsons 2nd</b>	LB	Mint	Y		<del>\$15.00</del>	<b>\$10.00</b> 71%
3 character figures removed from bag; otherws mint & clean. ■ 3 character figures removed from bag; otherws mint & clean. 2nd ed has pre-painted minis of the Simpsons. The classic Clue game Simpsonized into the world of the popular TV show, with each Simpson being a murder suspect. Did Bart kill the wealthy man with the poisoned donut at the Kwik-E-Mart? '03							
<b>74460</b>	<b>Password 22nd</b>	SB	VGood	Y		<del>\$2.50</del>	<b>\$0.50</b>
Missing scoring dial, scorepad and 1min timer; all are easily replaced. ■ Simple fun family or party game modeled after the long running TV quiz show. Players try to score the most points guessing the correct password in response to clues from the other team. Lightning rounds allow one team to try to guess as many words as they can in 1min. '82							
<b>Miscellaneous MAG Publsr(MiscMg)</b>							
<b>84514</b>	<b>Civil War Times Illustrated (Oct'76)</b>		n	Excell	Y	<del>\$1.00</del>	<b>\$0.25</b> 92%
52pg historical magazine focused on the history of the American Civil War.							
<b>88561</b>	<b>Conan the Barbarian COMIC BOOK # 98</b>		n	Excell	Y	<del>\$1.00</del>	<b>\$0.25</b>
Minor dogear on rear cover, otherws clean. ■ Comic book, v1 #98 (May '79) edition.							
<b>89674</b>	<b>World War II Magazine Nov'94</b>		n	Excell	Y	<del>\$3.00</del>	<b>\$0.25</b>
92pg mag of popular (read: lite duty) history relating to WWII. ARTICLES ON: the Malmedy Massacre; Jewish 51st Commando unit; the M4 Sherman; Gen. Patton; Germany's Bridge Too Far, the Battle of the Bulge; Desperate Drive for the Danube 1945; Contrasting Styles of Adms Spruance & Halsey in the Pacific; Survival of a Member of Schindler's List; Battle of Tarawa. '94							



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Part#	Game Title & Edition	Box	Out of Condtn	Print ?	Our Normal Cash-Basis Price	Special 1st Purchase Cash Price	(% off List Price)
<b>Miscellaneous Publishers(Misc)</b>							
89101	<b>Dice, d6 1" Oversized</b>	n	Mint	Y	\$0.75	<b>\$0.50</b>	
	SEVERAL AVAIL. ■ 1" d6 cube w/ rounded corners, white w/ black pips. Large size makes these unusual. Rounded corners avoids dice dings in your mapboards.						
79650	<b>Floquil 5/0 Precision Paint Brush/Liner</b>	n	Mint	Y	\$1.00	<b>\$0.25</b>	92%
	Unused painting brush designed for detail work. Floquil #688350 w/ long thin brush.						
<b>Multi-Man OPERATIONS MAG(MMP Op)</b>		<a href="http://www.advancedsqadleader.com">http://www.advancedsqadleader.com</a>					
109769	<b>Special Ops Wargaming Journal # 3</b>	n	Mint	Y	\$20.00	<b>\$15.00</b>	38%
	20 (all) variant/errata counters for Baltic Gap removed; all other counters included & unpunched, otherws mint. ■ Mag + Game. 36 page mag with A VICTORY COMPLETE game covering the 1914 Tannenberg campaign with 270 counters. Also includes ASL Scenarios O5,6; ASLSK scenarios S52,53. '12						
<b>New Infinity Games(NewInf)</b>							
74050	<b>Cyborg Commando: Op BiFrost Kit</b>	Bk	Mint	Y	\$6.00	<b>\$2.50</b>	75%
	Adventure scenario booklet for this RPG of the heroic defense of the Earth by half-human, half-machine cyborg commandos. '87						
74048	<b>Cyborg Commando: SanFranciso Knights Kit</b>	Bk	Mint	Y	\$5.00	<b>\$2.50</b>	75%
	Adventure scenario booklet for this RPG of the heroic defense of the Earth by half-human, half-machine cyborg commandos. '87						
<b>One Small Step(One)</b>		<a href="http://www.ossgames.com">http://www.ossgames.com</a> , <a href="http://www.OSSGamesCart.com">OSSGamesCart.com</a>					
82172	<b>Crossbones</b>	n	NEW	Y	\$11.00	<b>\$7.00</b>	46%
	Last copy. ■ Game of pirateering ship-ship combat & trading for 2+ players. M.Anderson'02						
<b>Out of the Box Publishing(OutBox)</b>		<a href="http://www.otb-games.com">http://www.otb-games.com</a>					
87025	<b>Cineplexity Sample Pack</b>	n	Mint	Y	\$0.25	<b>\$0.10</b>	
	Small sampler that demonstrates the basic play of this movie trivia game. Players must name moves that match qualities such as location or actor(ess) on two cards drawn. ■ Small sampler that demonstrates the basic play of this movie trivia game. Players must name moves that match qualities such as location or actor(ess) on two cards drawn.						
<b>Pacific Rim JustPlainWGms(PacRim)</b>		<a href="http://www.justplain.com">http://www.justplain.com</a>					
104655	<b>Demyansk Pocket</b>	n	NEW	n	\$15.00	<b>\$11.00</b>	27%
	Sml gm of Soviet Dec 41-Jan 42 offensive that failed to destroy pocketed Germans S of Leningrad. J Meldrum '91						
109780	<b>Troina '43</b>	n	Excell	n	\$12.50	<b>\$6.00</b>	60%
	Complete. Counters neatly clipped. ■ Reinforced US 1st Inf attempts to boot German 15th PG in NE Sicily, Aug'43, in one of the bloodiest btls in Sicily. A plain game w/ a good simple engine. B.Knipple'93						
<b>Parker Brothers(Parker)</b>							
111962	<b>Trivial Pursuit Lord of the Rings DVD Ed</b>	GB	Excell	Y	\$25.00	<b>\$20.00</b>	
	1 box corner split & repaired. Price written on box cover in grease pencil. Otherws EX. ■ Reqs DVD player & TV/PC to play. Colorful game of trivia based on the Lord of the Rings trilogy movie series of the early 2000s. Played with an abstracted board with 4 tall, painted LotR minis. Includes 2 DVD with a menu system of 20 games of increasing difficulty. You can play all 20 games and never encounter the same question posed in the same form. 2400 interactive questions posed in words, in music, in scenes or in fuzzed out images. For devotes. '04						
<b>Patch Games(Patch)</b>							
74456	<b>TriBond</b>	LB	Excell	Y	\$5.00	<b>\$1.00</b>	
	Some sun fading of side panel. ■ Party game for 2+ players or teams in which players must guess the commonality among 3 things named each round. '95						
74457	<b>TriBond Diamond Ed.</b>	LB	Excell	Y	\$5.00	<b>\$1.00</b>	
	Sun sun fading of side panel. ■ Revised edition of this party game for 2+ players or teams in which players must guess the commonality among 3 things named each round. Features tougher questions & more obscure associations. '98						
<b>Perry Moore(Moore)</b>		<a href="http://jps.net/~perrya">http://jps.net/~perrya</a>					
75044	<b>Breakthrough at Gemehalo, Feb. 1990</b>	Fo	NEW	Y	\$15.00	<b>\$12.00</b>	25%
	Our last copy. ■ Grand tactical level game of an assault by 10,000 Ethiopian troops against the Eritrean-held Mt Gemehalo fortress on 23 Feb'99. Success would break the Eritrean defenses; failure might break the Ethiopian will. 1hr/turn, 400yd/hex. 280 counters that must be cut apart. P.Moore'06						
74370	<b>Dvina River Offensive, August 1919</b>	Fo	NEW	Y	\$21.00	<b>\$17.50</b>	24%
	DTP game of the final, desultory British attack on Red Russian forces in Aug.1919 before they withdrew from the Russian Civil War. Includes operational level ground combat, naval action with monitors & gunboats, and air combat. Two shores of the Dvina river split the battle into two separate, un-supporting areas. Brits have powerful gunboats but a low river level limits their use. The Brits have bombers, but the Reds have a few good fighters. Ground forces are a mixed bag. 750yd/hex on one map, platoon level. 280 unit & 280 marker counters that must be mounted & cut apart; 2 11x17 maps. P.Moore'06						
82173	<b>Last Blitzkrieg, Peace for Galilee 1982</b>	Fo	NEW	Y	\$23.00	<b>\$21.00</b>	19%
	Operational level game of the Israeli invasion of Lebanon in 1982 spearheaded by its crack armored forces. 280 counters that must be mounted & cut apart, 3 11x17 maps. 1.5mi/hex, 12hr/turn. P.Moore'06						
86243	<b>SS Abvss, Hungary 1945 1st</b>	Fo	NEW	Y	\$17.50	<b>\$14.00</b>	26%
	Game of the final TWO German offensives in the east. First is the attempt by the remains of the 6th Panzer Army to relieve Budapest and then protect the Hungarian oil fields in Jan'45. A second German offensive in Spring'45 saw a refitted 6th SS Pzr Army (now with 80k troops & 300 tanks including lots of Pzr V & VI) attack alert & dug in Soviets. Includes 2 11x17 maps, 280 counters that must be mounted & cut apart. P.Moore'06						

**Phoenix Games(Phoenix)**

<b>Part#</b>	<b>Game Title &amp; Edition</b>	<b>Box</b>	<b>Out of</b>	<b>Condtn</b>	<b>Print ?</b>	<b>Our Normal</b> Cash-Basis Price	<b>Special 1st Purchase</b> <b>Cash Price</b>	<b>(% off List Price)</b>
103630	<b>Alien Contact</b>	FB			Y	<del>\$29.00</del>	<b>\$24.00</b>	40%
Game is new & shrinkwrapped, but 1 lengthwise btm side, & part of a shorter side, is concaved & creased. Couple of minor creases on box cover. ■ Modest complexity 2-6 player game of galactic expansion & diplomacy. Includes resource & economics. 352 counters, mounted map, modest complexity. Lombardy'83								
<b>Playroom Entertainment(Playro)</b>								
82109	<b>Killer Bunnies: Blue BOOSTER SAMPLE</b>	n	NEW		Y	<del>\$0.25</del>	<b>\$0.10</b>	
Sample card, "Bunnies of the Caribbean," #12. ■ Single Blue card, distributed as a promotional item.								
<b>POG Unlimited(POGUnl)</b>								
76660	<b>POG Booster Bundle (4)</b>	n	NEW		Y	<del>\$0.50</del>	<b>\$0.10</b>	
Bundle of 4 identical POG series 1 booster packs, each w/ 5 POGs, 1 slammer, 1 series card.								
<b>Prism Games (aka TimJim)(TimJim)</b>								
78695	<b>Suzerain</b>	HC	NEW		Y	<del>\$20.00</del>	<b>\$15.00</b>	40%
Card game of medieval empire building. Groom a royal heir by recruiting serfs, knights & nobles, expanding lands, attacking rivals, and intermarrying. Simple & fast card game for 2-6 players. '93								
<b>Schutze Games(Schutz)</b> <a href="http://sites.google.com/site/schutzegames">http://sites.google.com/site/schutzegames</a>								
107996	<b>Eureka Stockade</b>	HC	NEW		n	<del>\$21.00</del>	<b>\$19.00</b>	24%
A bit of Australian history: resentment against the colonial govt led to a miners' uprising in the Ballarat gold fields of Victoria. At dawn, 3 Dec 1854, 2 British regts & colonial police stormed the miners' stockade. This was the closest Australia has been to civil war. 3 scenarios from the most contained (historical) situation to larger gatherings of miners that might have been present, with optional rules. 88 counters, 60m/hex, 5min/turn. P.Schutz'08								
82590	<b>Hamel 1918</b>	n	NEW		Y	<del>\$12.00</del>	<b>\$10.00</b>	20%
Low level (co/btry) game of the shortest, successful offensive in WW1 as the Australians attack the Germans in July 1918. W/ small color map, 220 counters that must be mounted & cut apart, 190m/hex, 10min/turn. '01								
86189	<b>Illusionary Fortress, Singapore 1942</b>	Fo	NEW		Y	<del>\$19.00</del>	<b>\$12.50</b>	43%
DTP game of the Japanese assault on the fortress island of Singapore early in 1942. 3 exhausted Japanese divisions assault the island defended by battered UK forces. Covers Singapore exclusively. 308 counters that must be mounted & cut apart. P.Schutz'08								
86191	<b>Illusionary Fortress, Singapore 1942</b>	Fo	NEW		Y	<del>\$19.00</del>	<b>\$11.00</b>	50%
DTP game of the Japanese assault on the fortress island of Singapore early in 1942. 3 exhausted Japanese divisions assault the island defended by battered UK forces. Covers Singapore exclusively. 308 counters that must be mounted & cut apart. P.Schutz'08								
102761	<b>Pusan Perimeter, Fire on the Naktong 2nd</b>	HC	NEW		n	<del>\$26.00</del>	<b>\$22.00</b>	27%
Update of this relatively simple, rgt/brig level game of the N.Korean attack on a key portion of the Pusan Perimeter in Korea, Aug-Spt 1950. 7mi/hex, 3days/turn, 176 counter. Relatively simple. B.Train'13								
<b>Score Entertainment(Score)</b> <a href="http://www.ScoreEnt.com">http://www.ScoreEnt.com</a>								
70497	<b>Dragon Booster CCG Demo Deck</b>	n	NEW		Y	<del>\$0.25</del>	<b>\$0.10</b>	
FIVE avail; price EA. ■ Rules & 13 card demo deck for this collectable card game.								
<b>Simmons Games(Simmon)</b> <a href="http://www.Simmonsgames.com">http://www.Simmonsgames.com</a>								
81724	<b>Where's Osama?</b>	Bk	NEW		Y	<del>\$3.00</del>	<b>\$1.00</b>	90%
Set of quizzes & puzzles focused on Osama bin-Ladin. Just for fun. Includes a very simple 2-3 player tongue in cheek board game of hunting Osama in a cave complex.'02								
<b>Simulations Canada(SimCan)</b>								
91737	<b>West Front</b>	n	NEW		Y	<del>\$15.00</del>	<b>\$12.00</b>	
Med complexity, strat army lvl gm of the war in western Europe & Italy, '43-5. Mates w/ Lebensraum. S.Newberg'85								
<b>SJG Fire &amp; Movement Mag(SJG FM)</b>								
84688	<b>Fire &amp; Movement Magazine # 22</b>	n	Excell		Y	<del>\$5.00</del>	<b>\$2.00</b>	33%
ARTICLES & review ON: survey of games on the Ancient Era; INTL TEAM Iliad; AH Crescendo of Doom w/ designers notes; PHOENIX Streets of Stalingrad; YAQ Ironclads w/ play thru & designers notes; 3W Desert Rats w/ ERRATA & designers notes; brief reviews of SPI Bulge & Leningrad, YAQ Murfreesboro, CMD PERS Road to Washington, EXCAL Total War, SVENSK Poltava, BEARHUG Rorke's Drift, Isandhlwana, Ulundi, Naka; TFG Op Pegasus, ROSKOPF Stratick, SIMCAN Torpedo!. '80								
67594	<b>Fire &amp; Movement Magazine # 34</b>	n	Excell		Y	<del>\$3.00</del>	<b>\$1.50</b>	50%
1x3 Inventory label on cover. ■ ARTICLES ON: reviews of Attack in the Ardennes, Rockets Red Glare, Bonaparte in Italy (w/ errata); the Etiquette of Wargaming; WRG's War Game Minis Rules; brief reviews of Falklands or Malvinas, War in the Falklands, Rommel in the Desert 1st, Fight For the Sky, Fighter Command, Germany's Tank Attack 1918. '83								
52239	<b>Fire &amp; Movement Magazine # 36</b>	n	Excell		Y	<del>\$3.00</del>	<b>\$1.00</b>	67%
1x3 Inventory label on cover. ■ 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								
75268	<b>Fire &amp; Movement Magazine # 39</b>	n	Excell		Y	<del>\$4.00</del>	<b>\$1.00</b>	67%
1x3 Inventory label on cover. ■ ARTICLES ON: reviews of Kirovograd, VG Nato, Red Storm, Hell's Highway (w/ example of play & errata); Gaming in Japan photos; A Glance of Am Civil War Miniatures; brief reviews of: Strategic Combat, S&T Special #1, Napoleon's Italian, Russian & Peninsula Campaigns, Last Panzer Victory, Decision at Kasserine #23, Blue Max; Solution to the Fighter Cover for a Fleet problem in F&M38. '84								
67608	<b>Fire &amp; Movement Magazine # 50</b>	n	Excell		Y	<del>\$2.00</del>	<b>\$1.00</b>	67%
1x3 Inventory label on cover. ■ ARTICLES ON: HOBJAP Yamato; TSR World War II ETO 2nd w/ errata; SSG Europe Ablaze; Rommel in the Desert 1st & Rommel's War (w/ errata for the latter); War to End Wars; Rommel at Bay; Supremacy; GDW Operation Market-Garden; HOBJAP Bitter End 1st; Victory in Europe; Samurai Blades; Red Baron #48; Rules Writing by Mark Herman; Manning Hadrian's Wall puzzle; the Game Business, Tougher to Get into. '86								
66917	<b>Fire &amp; Movement Magazine # 52</b>	n	Excell		Y	<del>\$5.00</del>	<b>\$1.00</b>	67%
1x3 Inventory label on cover. ■ ARTICLES ON: Interview with Sid Meier (then of Microprose); review of Napoleon & the Archduke Charles #49, St. Lo, Air Cav, Air & Armor, AirLand Battle, Struggle for Stalingrad #47 w/ errata; brief reviews of: Hitler's Counterstroke in France, WWW Battle Cry, VG Korean War, Texas Revolution; New Games on Old Subjects; Gaming in Australia; solution to the Manning Hadrian's Wall puzzle from prior issue; WWW acquires S&T from TSR, Counterattack & Battleplan mags announced, '87								

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52258	<b>Fire &amp; Movement Magazine # 58</b>	n	Excell	Y	<del>\$4.50</del>	<b>\$1.00</b>	67%	
	1x3 Inventory label on cover. ■ ARTICLES ON: interview with Jon Southard; Atlanticon '88 Report; review of Fire Brigade PC game; reviews of AH Empire in Arms 2nd, w/ analysis of the 1805 Trafalgar situation; review of Tam Yankee; Simulating the Fog of War; review of Open Fire, Jet Ace; answers to Military Quotes puzzle in #57; games of Gettysburg review. '88							
<b>Slang Design(Slang)</b>								
98369	<b>Zombies of the World Field Guide</b>	Bk	NEW	Y	<del>\$13.00</del>	<b>\$11.00</b>	42%	
	Written as the definitive field guide to the undead. Describes 20 common zombie "species" with their habits & range, the US gov't's secret zombie research, theories of zombie evolution & more. '12							
<b>SPI Ares Mag Games(SPIAres)</b>								
88674	<b>Arena of Death #4</b>	n	Mint	Y	<del>\$13.00</del>	<b>\$6.00</b>	40%	
	Rules separated. ■ Mag & Game. Person-person combat w/might & magic for 2 or more using uses DragonQuest RPG system. DJ.Ritchie'80 / ARTICLES ON: Hillson (fantasy fiction); Science from Sci-Fi; Facts for Fantasy; Eve of the Goblin (fantasy fiction); Weapons of the Arena of Death; review of Chivalry, Sorcery & Adventures in Fantasy, YAQ Mythology.							
72591	<b>World Killer #1</b>	Game Only	n	Mint	Y	<del>\$8.00</del>	<b>\$5.00</b>	38%
	Game only. ■ Game only. Abstract game of planetary assault by alien beings in 3D space. Simonsen '80							
<b>SPI Games(SPI)</b>								
51276	<b>Counter Tray, SPI White Flat Tray</b>	WT	VGood	Y	<del>\$3.00</del>	<b>\$2.00</b>		
	White tray box assembly w/ cardboard inserts. ■ SPI's first boxed packaging format, a generic white cardboard foldover box housing a plastic counter tray (with 2 tray lid covers). May have a game label across the otherwise generic box cover.							
77286	<b>War in Europe / War in the World Addendum</b>	n	Excell	Y	<del>\$3.00</del>	<b>\$1.00</b>		
	Photocopies are imperfect, obscuring a line at top or side of a couple of pages; reflected in price. ■ Photocopy of W/E 2nd ed. Errata & 4 articles tinkering w/ WinEurope. Allows mating W-Europe w/ W-Pacific [for true masochists] for a War in the World game.							
77285	<b>War in Europe / War in the World Addendum</b>	n	Excell	Y	<del>\$3.00</del>	<b>\$1.00</b>		
	Copies are imperfect, obscuring a line at top or side of a couple of pages; reflected in price. ■ Photocopy of W/E 2nd ed. Errata & 4 articles tinkering w/ WinEurope. Allows mating W-Europe w/ W-Pacific [for true masochists] for a War in the World game.							
88842	<b>World Killer</b>	HC	Excell	Y	<del>\$10.00</del>	<b>\$4.00</b>	50%	
	One side panel split repaired, otherws punched & EX. ■ Gm of alien planetary attack on Earth using abstract 3D grid. Simonsen '80							
<b>SPI MOVES Magazine(SPIMov)</b>								
3742	<b>Moves Magazine (SPI) #29</b>	n	VGood	Y	<del>\$3.00</del>	<b>\$2.00</b>		
	Some signs of use & wear. 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							
67685	<b>Moves Magazine (SPI) #38</b>	n	Excell	Y	<del>\$8.00</del>	<b>\$3.00</b>		
	1x3 Inventory label on cover. ■ ARTICLES ON: Charlie Robert awards; Battleline in the Air: Air Force & Dauntless analysis; Objective Atlanta profile; Machiavelli 1st analysis; Mighty Fortress analysis & ERRATA; Red Sun Rising analysis; La B d'Auerstadt pan. '78							
<b>SPI S&amp;T Magazine Games(SPIS T)</b>								
99122	<b>Combined Arms, Combat Ops 1935-70 #46</b>	n	Mint	Y	<del>\$32.00</del>	<b>\$20.00</b>		
	Portions of scenario card & counters sun discolored (counters won't show when they are punched). Otherws mint. ■ Mag & Game. 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 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Players Notes & Strategy.							
104558	<b>Combined Arms, Combat Ops 1935-70 #46</b>	n	Excell	Y	<del>\$22.00</del>	<b>\$20.00</b>		
	Punched & complete. ■ Mag & Game. 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 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Players Notes & Strategy.							
106939	<b>Combined Arms, Combat Ops 1935-70 #46</b>	Game Only	n	VGood	Y	<del>\$11.00</del>	<b>\$8.00</b>	33%
	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							
104462	<b>East is Red #42</b>	n	VGood	Y	<del>\$22.00</del>	<b>\$15.00</b>		
	Missing 1 unit; ID & color copy of countersheet included; otherws EX. ■ Mag & game. Sml, div/corp level gm of a Soviet hasty or a prepared attack on the industrial heartland of China (Manchuria) in the 1970s (including the use of tactical nukes). 100 counters, 1wk/turn, 50km/hex. J.Dunnigan'74 / ARTICLES ON: Potential for Sino-Soviet Conflict; Napoleon At Waterloo, June 1815; SPI Annual Report.							
91885	<b>Kaiser's Battle #83</b>	n	VGood	Y	<del>\$9.00</del>	<b>\$5.00</b>	58%	
	Complete. Rules highlighted in pink, otherws EX. ■ Mag & Game. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80 / ARTICLES ON: Kaiser's Battle, German Offensive in March 1918; Laws of War; Soviet Tank Repair in WWII; Task Force, US & Soviet Naval Doctrine in 1980s.							
100461	<b>Kaiser's Battle #83</b>	Game Only	n	Mint	Y	<del>\$10.00</del>	<b>\$5.00</b>	58%
	GameOnly. Unpunched but Rules are a photocopy. Otherws clean & unused. ■ Game Only. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80							
106556	<b>Oil War #52</b>	Game Only	n	VGood	Y	<del>\$15.00</del>	<b>\$10.00</b>	17%

Part#	Game Title & Edition	Box	Out of	Condtn Print ?	Our Normal	Special 1st Purchase	
					Cash-Basis Price	Cash Price (% off List Price)	
	Game only. Complete. Left & top margin of rules booklet has abrasions showing white of paper; rules stapled at spine. All (4) blanks drawn on & made useless. Others complete & EX. ■ GameOnly. Hypothetical situations where the US intervenes in Persian Gulf in late 70s with its more mobile ground forces designed for just this purpose. Simpler game good for beginners. 100 counters, brig level, 2days/turn, 30km/hex. J.Dunnigan'75						
<b>106140</b>	<b>Operation Grenade #84</b>	n	Fair	Y	<del>\$10.00</del>	<b>\$4.00</b>	67%
	Counters (esp US) die cut poorly such that half of unit values cut off (in the middle of a #) w/ part being offset to next unit. Counterset useable only after some counter-by-counter annotations; others punched & EX. ■ Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805.						
<b>98162</b>	<b>Operation Grenade #84</b>	n	Excell	Y	<del>\$14.00</del>	<b>\$10.00</b>	17%
	Mag cover finger print marred. Missing 5 blanks, others complete. ■ Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805.						
<b>85844</b>	<b>Panzer Battles #73</b>	n	Mint	Y	<del>\$22.00</del>	<b>\$14.00</b>	
	Indentations on cover of mag from being used as a writing surface. Unpunched & others unused. ■ Mag & Game. Tactical armor combat at Aracourt,44; Gazala,42; Berlin,45. 200m/hex, 5min/turn, sqd/pltn level. T.Walczyk'79 / ARTICLES ON: Evolution of Mechanized Warfare 1939-71; British Army 1979; Armada 1st Errata; Cassino Errata; Small Arms in Modern Service; Mongols & the Impact on the Medieval West.						
<b>67882</b>	<b>Patton's 3rd Army #78</b>	n	Mint	Y	<del>\$30.00</del>	<b>\$20.00</b>	
	Rules separated. ■ Mag & Game. Patton's Nov'44 campaign in the Lorraine area around Metz, just prior to the Bulge. Rgt/btn level, using the Victory in the West system. Allies must attack quickly but carefully to keep the Germans off balance. Rgt level, 200 counters, 1day/turn. J.Balkoski'80 / ARTICLES ON: Patton's 3rd Army, Lorraine Campaign, Nov-Dec 1944; Soviet Artillery in Contemporary Era; Battle of Lepanto, Spain's Defense of Mediterranean Christendom in 16th Century.						
<b>91675</b>	<b>Scrimmage #37</b>	n	Excell	Y	<del>\$24.00</del>	<b>\$10.00</b>	17%
	Rules worn thru use, w/ some seam wear (repaired), inked errata annotations, mild wrinkling. Others EX. ■ Mag & Game. Workable, but never popular, gm of American football on a hex grid, essentially conceptualized as a tactical wargame as only this designer could do. 100 counters. J.Dunnigan'73 / ARTICLES ON: Ardennes Offensive, Battle of the Bulge Dec. 1944; Caporetto, Austro-German Offensive in Italy, Oct-Nov 1917.						
<b>91635</b>	<b>Strategy &amp; Tactics (SPI) # 38</b>	n	Excell	Y	<del>\$10.00</del>	<b>\$2.00</b>	50%
	Mag only; no rules. ARTICLES ON: Tactical Naval Warfare in the Pacific 1941-3; Gettysburg Campaign, June-July 1863.						
<b>65654</b>	<b>Strategy &amp; Tactics (SPI) # 43</b>	n	VGood	Y	<del>\$5.00</del>	<b>\$1.00</b>	
	Mag cover scuffed & wrinkled. 1x3 Inventory label on cover. ■ Mag only; no rules. ARTICLES ON: the American Civil War 1861-5; Soldier Kings 1550-1770.						
<b>68113</b>	<b>Strategy &amp; Tactics (SPI) # 44</b>	n	Excell	Y	<del>\$5.00</del>	<b>\$2.00</b>	
	1x3 Inventory label on cover. ■ Mag only; no rules. ARTICLES ON: Tank, a Weapons System Survey; Sea War in the Age of Sail, 1650-1830.						
<b>3778</b>	<b>Strategy &amp; Tactics (SPI) # 64</b>	n	VGood	Y	<del>\$3.00</del>	<b>\$1.00</b>	
	Fingerprint marring on cover. 1x3 Inventory label on cover. ■ Mag only, no rules. ARTICLES ON: Commando Operations in the 20th Century; Armored Reconnaissance Vehicles, US Experience; Canadian Civil War; brief reviews of: FUSILIER Wehrmacht, TSR African Campaign, S&G Koniggratz and Tannenburg, Conquest of Space, BL Dauntless, Der Fuhrer, SIMCAN Peoloponnesian War and Dieppe, GDW Traveller, EXCAL Cassino, AH Squad Leader 1st, CONFLICT Kasserine Pass and Yalu, AH Gettysburg '77; BL Flat Top and Alpha Omega and Atlanta and Fury in the West, GDW Raphia. '77						
<b>72701</b>	<b>Strategy &amp; Tactics (SPI) # 64</b>	n	VGood	Y	<del>\$4.00</del>	<b>\$1.00</b>	88%
	1x3 Inventory label on cover. ■ Mag only, no rules. ARTICLES ON: Commando Operations in the 20th Century; Armored Reconnaissance Vehicles, US Experience; Canadian Civil War; brief reviews of: FUSILIER Wehrmacht, TSR African Campaign, S&G Koniggratz and Tannenburg, Conquest of Space, BL Dauntless, Der Fuhrer, SIMCAN Peoloponnesian War and Dieppe, GDW Traveller, EXCAL Cassino, AH Squad Leader 1st, CONFLICT Kasserine Pass and Yalu, AH Gettysburg '77; BL Flat Top and Alpha Omega and Atlanta and Fury in the West, GDW Raphia. '77						
<b>105766</b>	<b>Tank! #44</b>	n	VGood	Y	<del>\$20.00</del>	<b>\$10.00</b>	
	Substantially complete: missing 2 counters, ID included. A few counters have writing on blank backsides. Includes photocopy of most (but not quite all) of Tank Expansion rules & charts. ■ Mag & game. Base Tank! game focusing on the basics of combat between individual AFVs, tanks and infantry fire teams. Includes specs for a good crosssection of AFVs from World War II. Base game includes 100 counters & rather basic rules. J.Dunnigan'74 / ARTICLES ON: Tank, a Weapon Systems Survey; Sea War in the Age of Sail, 1650-1830.						
<b>98159</b>	<b>Tannenberg I'78] #69</b>	n	Excell	Y	<del>\$19.00</del>	<b>\$15.00</b>	
	1x1/2" tear at btm corner of mag; torn away on cover & 2 pgs, sml tear on next 4pgs; others EX. Missing 1 blank, others complete. ■ Mag & Game. Div/corp lvl game of opening campaign in E.Prussia & Poland, Aug-Sept 1914 using Great War in East system. D.Isby'78 / ARTICLES ON: Tannenberg & the Opening Battles in the East, Aug-Nov 1914; the Neutron Bomb; Next War, Conflict in Europe in 1980s; Logistics in the Age of Marlborough.						
<b>64449</b>	<b>Tito &amp; His Partisan Army, Yugoslavia #81</b>	n	Mint	Y	<del>\$13.00</del>	<b>\$10.00</b>	17%
	Some page discoloration to a couple of mag pages. Last column of counters mildly sun discolored w/ very slight mildew evidence (no spots). Others unpunched, unplayed, mint. ■ Mag & Game. Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin'80 / ARTICLES ON: Tito & His Partisan Army in Yugoslavia, 1941-5; Chemical Warfare, Prospectives & Potential; Israeli Air Force & Order of Battle.						
<b>Steve Jackson Games(SJG)</b>		<a href="http://www.sjgames.com">http://www.sjgames.com</a>					
<b>110951</b>	<b>Car Wars Card Game 3rd</b>	SC	NEW	n	<del>\$17.00</del>	<b>\$17.00</b>	32%
	2-6 player card game version of the classic Mad-Max type duel between souped-up vehicles of all sizes & types, armed with machine guns, missiles, cannons, flamethrowers, oil slicks, etc etc. Includes 6 card cars plus 110 playing cards. Reprinted after many years out of print. C & S.Lambard'15						
<b>61219</b>	<b>GURPS Lite Beginner Rules Set</b>	Bk	NEW	Y		<b>\$0.00</b>	
	FREE with any order. ■ 32pg distillation of the basic GURPS rules, intended to introduce new players to the series. '03						
<b>Strategy Gaming Society(StratG)</b>							
<b>19760</b>	<b>Pimper's All the World's Wargames Addndm</b>	n	VGood	Y	<del>\$2.00</del>	<b>\$1.00</b>	67% <b>Below Our Cost !</b>
	Cover page roughed up with a 2" tear, a couple mild wrinkles & 1x3 inventory label on cover; other pages clean. Last copy. ■ Documents 100 games published between 1953-77 but overlooked or incorrectly listed in the first volume of the Pimper's series. G.Phillies'80						
<b>80112</b>	<b>Pimper's All the World's Wargames V. II</b>	n	VGood	Y	<del>\$1.00</del>	<b>\$0.50</b>	88%
	Many games' names highlighted; portion of rear page torn off & repaired. ■ Covers games published 1978-82. Exhaustive listing of games published in this period by companies big & tiny.						
<b>Task Force Games(TFG)</b>							
<b>97080</b>	<b>Star Fleet BtIs Mini: Romulan Sparrowhwk</b>	SC	NEW	Y	<del>\$5.00</del>	<b>\$2.00</b>	67%
	New in a somewhat worn blister. ■ One Romulan Sparrowhawk mini. NOTE Contains lead. Mfg# 7071.						



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Part#	Game Title & Edition	Box	Out of Condt'n	Print ?	Our Normal Cash-Basis Price	Special 1st Purchase Cash Price	(% off List Price)
<b>TCS Games(TCS)</b>		<a href="http://tcs.web1000.com/index.html">http://tcs.web1000.com/index.html</a>					
74394	<b>I Obev!</b>	Fo	NEW	Y	\$18.00	\$14.00	30%
Last copy. ■ Garibaldi's 1866 Bezzocca campaign thru the Alps against the Austrians while the Austrians are tied up fighting the Prussians elsewhere. DTP Game published in Italy w/200 unmounted, color counters & a map in 2 sections. R.Chiavini'01							
63603	<b>Innocence Lost</b>	Fo	NEW	Y	\$18.00	\$13.00	35%
Grand tactical game of the first Bull Run. Produced by an Italian company to Desk Top Publishing standards w/ 120 color, unmounted counters & a map in 2 sections. R.Chiavini'03							
<b>TSR Ares Games(TSRAre)</b>							
88679	<b>Universe: Mongoose &amp; Cobra Module #17</b>	n	Mint	Y	\$10.00	\$5.00	50%
Mag & game. Final issue of Ares magazine. Game is a stand-alone module for Universe, and compatible with other games of that series. Game-mastered adventure scenario best with 4-7 players. Galactic navy has disguised a frigate as a merchant ship to lure annoying pirates to attack and end their threat; many of the characters on board are unaware of the situation. J.Butterfield'81 / ARTICLES ON: Wreck-creation in Gamma World; Sordr in the Dirt & Game of Hoopoe fiction; Pancake Alley - driving fast & dangerously in SJG Car Wars; The Zamra, weapon of the Yazirians, a Star Frontiers variant; Enhanced Delta Vee starship rules; book reviews of Autoduel Champions, Car War Reference Screen, Travler Scouts Handbook, FASA Klingons Sourcebook; errata for Into the Void and Nightmare House (both #15).							
<b>TSR Games(TSR)</b>							
89748	<b>Onslaught, D-Day to the Rhine</b>	FB	Excell	Y	\$20.00	\$10.00	
Complete, 50% punched. Couple of paragraphs in rules highlighted. One corner repaired. Otherws EX. ■ Simpler game of the war in the west, 1944, designed for Beginners, but good for a quick game between experienced gamers. The limitation is the lack of scenarios that force a game too long for beginner's taste. '86							
<b>TSR S&amp;T Games(TSRs T)</b>							
87763	<b>Monmouth #90</b>	Game Only	n	Mint	Y	\$19.00	\$12.50
GameOnly. Battle of Monmouth, June 1778, the longest battle of the Am Revolution. Washington attacks the Brits as they retreat from Philadelphia, catching their rearguard under Clinton. Rgt level, 20min/turn, 100yd/hex. D.Martin, L.Millman, E.Smith'82							
66934	<b>Singapore, Fall of Malaya #96</b>	n	Mint	Y	\$40.00	\$25.00	
Rules separated. ■ Mag & Game. Game of the Japanese blitzkrieg down the Malayan Peninsula to Singapore and the latter's capture, Dec 1941-May 1942. Colorful map, 100 counters, yet a fairly wild game. 16mi/hex (3.4mi on Singapore map), 1wk/turn (56hrs on Singapore), rgt/brig level. C.Kamps'84 / ARTICLES ON: First Anglo-Argentine war, 1806; Return of the Battleship; Planning the Pacific War, to the Malay Barrier; Honing Gleam of Havoc, Analysis & Strategy w/ Commitment optional rules; Berg's Review of games: Operation Konrad, Lawrence of Arabia #24, PWG Gazala, Barbarian Kingdom Empire; errata for Nordkapp #94, Red Sun Rising; Creative porcess in game design; Nordkapp #94 variants, strategy, new rules & counter images.							
<b>Twilight Creations(Twilig)</b>							
80729	<b>Zombies!!!: School's Out Forever Kit</b>	SB	NEW	Y	\$9.00	\$5.00	67%
Our last copy. ■ Expansion kit providing 16 new map tiles of a school's interior, 32 event cards, and new rules including using guts in prior Zombie games. '06							
83635	<b>ZombieTown: Road Rage Kit</b>	SB	NEW	n	\$7.00	\$5.00	50%
Kit for this game of zombie mayhem. Adds elements related to cars with 12 car tokens, 12 key tokens, plus damage tokens, a new Task deck, plus additional rules. '08							
<b>VAE VICTUS Magazine(VaeVic)</b>		<a href="http://vaevictis.histoireetcollections.com/en/home.html">http://vaevictis.histoireetcollections.com/en/home.html</a>					
100516	<b>Le Matz 1918 #24</b>	n	NEW	Y	\$14.00	\$10.00	38%
Mag + Game. w/68pg mag. Rgt lvl game of a final offensive in west front, early June 1918. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at <a href="http://grogard.com/vaevict.html">http://grogard.com/vaevict.html</a> . '99							
<b>Vallev Games(Vallev)</b>							
91312	<b>Days of Steam</b>	DC	NEW	Y	\$30.00	\$27.00	46%
2-4 player, fast playing tile-based game of steam RR management. Players lay track to create a route among cities & deliver goods in the most profitable way. Rules in Canadian (English) & German. '10							
<b>Vento Nuovo Games(VenNuo)</b>		<a href="http://www.VentoNuovo.net">http://www.VentoNuovo.net</a>					
103815	<b>Blocks in the West, the Western Campaign</b>	GB		Y	\$95.00	\$85.00	29%
Box not shrinkwrapped, with 2 isolated sml nicks on box edge & 3" crease on another edge, otherwise new & unused. Direct from distributor. ■ Italian-produced block-style game of World War II on the western fronts, 1940-5, using 900 wood & plastic blocks played on a laminated 87x124cm board with 3 levels of complexity. Akin to a souped-up version of COL's West Front II. 1mo/turn, 53mi/hex, Corp level. multiple scenarios of up to 6 turns, plus grand campaign. Mates with (& is even bigger than) the earlier Blocks in the East. '13							
<b>West End Games (D6 Legnd)(WEG)</b>							
67923	<b>Paranoia: Gamemaster Screen</b>	Fo	Mint	Y	\$10.00	\$2.00	80%
Screen with useful tables & charts for the GM, plus a booklet with 3 new adventures. '86							
<b>Wizards of the Coast(Wizard)</b>		<a href="http://www.wizards.com">http://www.wizards.com</a>					
79714	<b>Magic, the Gathering 8th Demo the BestPC</b>	n	NEW	Y	\$0.25	\$0.10	
Demo software for Windows. ■ PC CD-ROM. Software designed to demo the MtG 8th edition game. Allows interactive play over the internet.							
<b>Worldwide Wargamer (3W)(WWW)</b>							
77324	<b>Hitler's Last Gamble ERRATA [6/90]</b>	n	Excell	Y	\$3.00	\$1.00	
6/90 version. 20pgs of extensive rules revisions & clarification by dedicated designer. Intended as draft for 2nd ed rules that 3W never bothered to publish. This version is very similar to earlier 3/90 version. '90 ■ 6/90 version. 20pgs of extensive rules revisions & clarification by dedicated designer. Intended as draft for 2nd ed rules that 3W never bothered to publish. This version is very similar to earlier 3/90 version. '90							

Part#	Game Title & Edition	Box	Condn	Out of Print ?	Our Normal	Special 1st Purchase		
					Cash-Basis Price	Cash Price (% off List Price)		
88577	<b>Modern Naval Battles III</b>	HC	Excell	Y	<del>\$15.00</del>	<b>\$10.00</b>	62%	
	Campaign expansion kit for MNB I. Adds additional cards of many types including 46 aircraft, 49 ships, 47 action cards. '90							
88579	<b>Royalists &amp; Roundheads III</b>	HC	Excell	n	<del>\$20.00</del>	<b>\$15.00</b>	58%	
	Map halves separated. Strip punched. ■ Modestly simple set of 4 more battles from English Civ War: Edgehill (Oct 1642), Fyvie (Oct'44), Auldearn (May'45), Alford (Jul'45). Includes R&RH I errata. R.Markham'92							
88588	<b>Tide of Fortune</b>	HC	Excell	Y	<del>\$22.00</del>	<b>\$16.00</b>	53%	
	Strip punched. ■ Covers Allied dilemma as they approach Dutch-German border, Spt'44. 2 scenarios: Btl for Antwerp (4 Spt) & Market-Garden (17 Spt). Uses WestWar system from Italian Campaign & Pas de Calais. J.Schettler'93							
<b>WWW Strategy &amp; Tactics(WWWS T)</b>								
105661	<b>Baton Rouge #133</b>	n	Excell	Y	<del>\$15.00</del>	<b>\$9.00</b>	25%	
	Rules separated. Unpunched, but map neatly separated into 2 sections along center seam; otherws mint. ■ Mag & Game. Game of the Confederate attempt to recapture Baton Rouge, Aug 1862, via urban fighting using GBACW system. The city is defended by a Union brigade, and the Confeds are supported by a gunboat. 100 counters, 110yd/hex, 45min/turn. R.Berg'90. / ARTICLES ON: Comparison of German & Soviet Infantry Units in WWII; Enlistment Obligations in Europe 1930; the Original Armageddon; the Diffusion of Seapower, 1895-1905; The Mississippi & Baton Rouge in the Summer of 1862; How Iran Lost & Iraq Won the Gulf War 1980-88; CSS Arkansas, Scourge of the Mississippi.							
91677	<b>Baton Rouge #133</b>	n	Mint	Y	<del>\$19.00</del>	<b>\$12.00</b>		
	Rules separated & stapled at spine. Unpunched. ■ Mag & Game. Game of the Confederate attempt to recapture Baton Rouge, Aug 1862, via urban fighting using GBACW system. The city is defended by a Union brigade, and the Confeds are supported by a gunboat. 100 counters, 110yd/hex, 45min/turn. R.Berg'90. / ARTICLES ON: Comparison of German & Soviet Infantry Units in WWII; Enlistment Obligations in Europe 1930; the Original Armageddon; the Diffusion of Seapower, 1895-1905; The Mississippi & Baton Rouge in the Summer of 1862; How Iran Lost & Iraq Won the Gulf War 1980-88; CSS Arkansas, Scourge of the Mississippi.							
96745	<b>Kanev, Parachutes Across the Dnepr #115</b>	n	Mint	Y	<del>\$25.00</del>	<b>\$25.00</b>		
	Sml dog ear to one mag cover corner; some minor clasp marris to back cover. Unpunched & unplayed. ■ Mag & Game. Game of the Soviet Sept. 1943 offensive seeking to break the Dnepr River before the Germans could solidify their defense. The offensive was backed by the largest Soviet airdrop of WW2. 200 counters, div/brig/rgt level, 1mi/hex, 8hrs/turn. J.Prados'87 / ARTICLES ON: Parachutes across the Dnepr; Tarleton's Quarter at the Waxhaws; German Naval Radar in WWII; France's dearth of draft-age males on the the eve of WWII; Kanev designers nots; extensive Abensberg & Echmuhl ERRATA; The 1862 Vicksburg Campaign.							
92721	<b>Patton Goes to War #112</b>	n	Excell	Y	<del>\$22.00</del>	<b>\$15.00</b>		
	Mag & Game. US offensive in s. Tunisia, Mar-Apr 43, led by Patton using the BtIs of NAfrica game system. Co/btln/rgt level, 2mi/hex, 12hrs/turn, 200 counters. V.von Borries'87 / ARTICLES ON: Interview with Rodger MacGowan, Keith Poulter & Alan Emrich; German Occupation Forces in WW2; Chinese Revolution 1945-9; Breakthru to the Coast, US II Corp at El Guettar & Maknassy, Tunisia, 1943; Austro-Hungarian Army in the 7 Years War; Berg reviews: VG Aegean Strike, Mare Nostrom, OMEGA AirLand Battle, MB Fortress America 1st; Additions & addtl scenario for Target Libya #107; ERRATA for Terrible Swift Swords 2nd (3pgs). '87							
<b>WWW Wargamer Magazine(WWWmag)</b>								
12342	<b>Clash of Steel #31</b>	n	NEW	Y	<del>\$12.00</del>	<b>\$8.00</b>	33%	
	Mag & Game. Corp/army-lvl game of the entire War in the East during WWII. Uses a double-blind game system played on 2 identical maps. Includes solitaire rules. A well-designed game by an East Frong guru, but the dbl-blind idea never took off. 200 counter, 1mo/turn. K.Poulter, L.Coatney'84 / ARTICLES ON: Clash of Steel analysis of the limit intelligence system w/ examples of play; Clash of Steel Strategic Options & variant scenarios; review of GDW's Assault 1st; review of TSR Gleam of Bayonets; brief reviews of SIMCAN Ortona, TSR Air War 2nd RPG Recon, Johnny Reb, Alert Force, MMM Charge to Glory.							
97485	<b>Fallen Eagle, Battle of Khe Sanh #62</b>	Game Only	n	Mint	Y	<del>\$24.00</del>	<b>\$20.00</b>	
	Game only. ■ Game only. Bitter battle for Khe Sahn, a forward firebase northern S.Vietnam, that proved to be a diversion preceeding attack on Hue, Jan-Mar 1968. Co/pltn level, 460yd/hex. P.Moore'87							
98823	<b>Fallen Eagle, Battle of Khe Sanh #62</b>	n	Mint	Y	<del>\$38.00</del>	<b>\$30.00</b>		
	Cherry. ■ Mag & Game. Last Wargamer V.1 (3W) issue. Bitter btl for Khe Sahn, a forward firebase northern S.Vietnam, that proved to be a diversion preceeding attack on Hue, Jan-Mar 1968. Co/pltn level, 460yd/hex. P.Moore'87 / ARTICLES ON: Khe Sanh, study in confusion; Russian Front variant; RSS's Carrier Battles review, errata & optional rules; tactics in WEG Tank Leader East Front.							
85135	<b>Fight on the Beaches #40</b>	n	Mint	Y	<del>\$17.00</del>	<b>\$12.50</b>		
	Cherry. ■ Mag & Game. Game of the possible German invasion of SE Britain in the fall of 1940 (Op Sealion). Operational, Btln/rgt lvl. Variable German victory objectives and variable invasion sites. 5mi/hex, 12hrs/turn, 200 counters. T.Sundell, J.Lamshead'85 / ARTICLES ON: Fight on the Beaches Designer's & Historical Notes; review of Boots & Saddles; Advanced CINCPAC variant rules for East Wind Rain 1st; extensive errata for China Incident #37, plus errata for Hell Hath No Fury #38; option rules for Unconditional Surrender #36; replay of the Holy Roman Empire #33 plus errata; brief reviews of Central Command, Overlord & Empire Builder.							
67912	<b>Glory Road #52</b>	n	Mint	Y	<del>\$10.00</del>	<b>\$6.00</b>	50%	
	Cherry. ■ Mag & Game. Regt level game of the battle of the First Bull Run, July'61. First in 3W's abortive North & South series. 1000ft/hex, 45min/turn, 200 counters. Not an especially well regarded game on a not very well regarded battle. 200 counters. K.Poulter'86 / ARTICLE ON: Short summary of the environment leading to war & 1st Bull Run; Review of ASL & Beyond Valor; review of WEG's Imperium Romanum II with a 36th sceanrio; review of TSR's Julius Caesar.							
90061	<b>Napoleon at Austerlitz #17</b>	n	Excell	Y	<del>\$20.00</del>	<b>\$10.00</b>	50%	
	Entirely strip punched. ■ Mag & Game. Napoleon's Dec 1805 victory over a combined Austrian & Russian force. 400yd/hex, 3 shorter scenarios + full battle. J.Hind, K.Poulter'81 / ARTICLES ON: review of WEG's Campaigns of Napoleon (not pretty); Prados on game tactics; survey of all games of Musket & Pike era (17th-18th century); musings of a would-be publisher, Jack Greene of Quarterdeck; review of Berlin '85 #79; elements of Command & Control; analysis of Assault on Leningrad #14; brief reviews of Fast Patrol Boats, Assault on Tobruk, Warlock, Crusable of War.							
92778	<b>Napoleon at Lutzen #32</b>	n	Excell	Y	<del>\$16.00</del>	<b>\$5.00</b>	58%	
	Mag & Game. 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 & ATTACTIX'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.							
66836	<b>Napoleon at Lutzen #32</b>	Game Only	n	Mint	Y	<del>\$15.00</del>	<b>\$9.00</b>	25%
	Game Only. ■ 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 & ATTACTIX'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.							
90096	<b>Race for Tunis #57</b>	n	Excell	Y	<del>\$10.00</del>	<b>\$5.00</b>	58%	
	Entirely strip punched. ■ Mag & game. Axis & Allied forces first meet in Tunisia, Nov-Dec'42, in a wild & uncertain environment. Co/btln level, 1day/turn, using the BtIs for N.Africa system. 3 scenarios & campaign. D.Bolt, G.Helmer'86 / ARTICLES ON: Operation Torch, the final act; review of WEG's RAF 1st; various short reviews.							

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Part#	Game Title & Edition	Box	Out of	Our Normal	Special 1st Purchase
		Condn	Print ?	Cash-Basis Price	Cash Price (% off List Price)
98805	<b>Race to the Meuse #26</b>	n	Mint	Y	<del>\$15.00</del> <b>\$10.00</b> 17%
	Cherry. ■ Mag & Game. Operational level game of the height of the Battle of the Bulge, 22-27 Dec 1944, as Pz Lehr, 116 Pzr & 2nd Panzer strive to breach the Meuse River near Dinant. Integrates movement & combat, and emphasizes German supply. 6hrs/turn, 1.25km/hex, btn level, 3 scenarios. B.McWilliams'83. / ARTICLES ON: Historical notes on the race to the Meuse; errata for Never Call Retreat; J.Dunnigan talks of the future of the industry & the collapse of SPI; review of AH's Up Front & VG's Ambush!; replay of Decision at Kasserine #23; brief reviews of VG's Gulf Strike, National Liberation Front, SIMCAN's Scourge of God, YAQ's Close Assault, VG's Hell's Hiway & Civil War.				
88961	<b>Red Baron #48</b>	n	Mint	Y	<del>\$13.00</del> <b>\$9.00</b> 25%
	Cherry. ■ Mag & Game. Elaboration on earlier Aces Hi system depicting air-air combat during all of World War I, 1914-8. Uses a simultaneous movement system. 48 aircraft represented. J.Hind'85 / ARTICLES ON: the early use of aircraft for military purposes; review of PANTHER's Trial of Strength.				
98399	<b>Rise of the House of Sa'ud #46</b>	Game Only	n	Excell	Y <del>\$5.00</del> <b>\$2.50</b> 80%
	GameOnly. Complete. Some minor spots on 1 rules page, otherwise EX. ■ GameOnly. 2 player game of the formation of Saudi Arabia in 1920s as multiple factions (primarily the Sa'uds & Hussains) duke it out for dominance on the Arabian Peninsula. Uses a variation of House Divided system, with an area-move map & 100 counters, and a focus on feudal leadership. R.Markham, M.Seaman'85				
12569	<b>Wellington v. Massena #43</b>	n	NEW	Y	<del>\$12.00</del> <b>\$9.00</b> 25%
	Mag & Game. Grand tactical game of the btl of Fuentes de Onoro, the French attempt to lift Wellington's siege of Almeida, Portugal, May 1811. 480m/hex, 1hr/turn, 100 counters. P.Dangel'85 / ARTICLES ON: Welling v Massena at Fuentes D'Onoro; Operation Battleaxe in Hellfire Pass #39; review of SIMCAN's Lebensraum; playing the Roman's in Hell Hath No Fury #38; brief reviews of Pax Britannica, Baltic 1985; one gamer's perspective on Origin awards; extensive Holy Roman Empire #33 errata.				
98808	<b>Wellington v. Massena #43</b>	n	Mint	Y	<del>\$10.00</del> <b>\$5.00</b> 58%
	Upper spine mildly dinged creating some minor ripples. CRT published as an afterthought on separate paper; it is folded & creased. Unpunched & unplayed. ■ Mag & Game. Grand tactical game of the btl of Fuentes de Onoro, the French attempt to lift Wellington's siege of Almeida, Portugal, May 1811. 480m/hex, 1hr/turn, 100 counters. P.Dangel'85 / ARTICLES ON: Welling v Massena at Fuentes D'Onoro; Operation Battleaxe in Hellfire Pass #39; review of SIMCAN's Lebensraum; playing the Roman's in Hell Hath No Fury #38; brief reviews of Pax Britannica, Baltic 1985; one gamer's perspective on Origin awards; extensive Holy Roman Empire #33 errata.				
85102	<b>West Wall #35</b>	n	Mint	Y	<del>\$13.00</del> <b>\$9.00</b> 25%
	Mag & Game. Small, double-blind game of the Allied drive into Germany until its defeat, Spt'44 - Apr'45. Covers the entire German frontier and central Germany. Corp level. Map is functional but drab. 1/2mo/turn. T Bomba'84 / ARTICLES ON: Breaching the Westwall historical article plus designer's notes; review of games on the battle of The Wilderness, 1864; new scenarios for QTRDCK's Royal Navy; Lutzen 1813 #32; strategy in Lawrence of Arabia #24; review of two GDW double blind games: Normandy Campaign & 8th Army; brief reviews of Rolling Thunder, Killer Angels; errata for Nap at Lutzen #32, Khyber Rifles #34 & critical errata for Lesnaja variant for Peter the Great #27.				
<b>XTR: Command Magazine(XTRCmd)</b>					
53041	<b>Czechoslovakia 1938 #24</b>	Game Only	n	NEW	Y <del>\$25.00</del> <b>\$14.00</b>
	GameOnly. What if Germany invaded Czech. in 1938? Good Game.				
48939	<b>End of the Empire #46</b>	Game Only	n	NEW	Y <del>\$15.00</del> <b>\$12.00</b> 66% <b>Below Our Cost !</b>
	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				
55097	<b>Fire Next Time / WarMaster III #51</b>	Game Only	n	NEW	Y <del>\$15.00</del> <b>\$10.00</b> 50%
	GameOnly. ■ GameOnly. A timely look at the possibility of renewed hot war between two feuding neighbors, India & Pakistan, in the Asian subcontinent. 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				
52583	<b>Hougoumont, Rock of Waterloo #11</b>	n	Excell	Y	<del>\$24.00</del> <b>\$22.50</b>
	Variant counter for Alexandros (1) removed and NOT included; otherwise EX. ■ Mag & Game. Variant counter for Alexandros (1) included. Game of the French diversionary attack becomes a morass on the final day of the 3 day battle of Waterloo. Game covers the first 2 hours of the battle. Tac lvl. 25yd/hex, 10min/turn, btn/brig level. R.Breaun, S.McEvoy'91 / ARTICLES ON: How Lessons of Malayan Emergency Were Ignored in Vietnam; Hougoumont, Rock of Waterloo; Typhus Fever & the Destruction of Napoleon's Grand Army in 1812; Japanese Attacks on the US Mainland During WWII; Hougoumont Strategy; Alexandros errata; Jutland variant with 7 scenarios; the Bozeman Trail Campaign, the Medicine Fight, 1866.				
53077	<b>Iron Dream, War in Russia 1941-2 #53</b>	n	NEW	Y	<del>\$22.00</del> <b>\$19.00</b> 5%
	Mag & game. Corp/army level game of bulk of the first 2 years the east, Oct'41 thru Nov'42, from Leningrad to Stalingrad/Rostov. A good, simpler game of tug of war, complete w/ a reasonable number of special rules for flavor. Players fight for possession of key terrain. 156 counters. T.Bomba'00 / Also includes Warmaster Chess 2000, which adds yet more variants for the game no one plays (tho it isn't a bad diversion). 20 counters. T.Bomba'00 / ARTICLES ON: the battle of Aln Jalut against the Mongol empire in the Middle East; battle of Bosworth Field 1485 during the War of the Roses; Big Bethel, the Am Civil War's First Battle; Analysis of the War in the East, 1941-5; Joan of Arc, maid of Orleans; naval camouflage in World War I; India-Pakistan Naval War of 1971.				
91177	<b>Warmaster Chess 2000 #49</b>	n	Mint	Y	<del>\$8.00</del> <b>\$3.00</b> 83%
	Mag cover moisture warped. Mailing label on cover. ■ Mag & Game. Chess board game, with counters & paper map, providing 4 variations on standard chess. Sml variant kit really, that assumes knowledge of chess itself. Includes XTR Game & Variant Index thru #48. T.Bomba'98 / ARTICLES ON: Mixed Loyalties in the Allied Forces during the 100 Days Campaign of 1815, & William, Prince of Orange, Wellington's Retreat to Waterloo (pts 1, 2 & 3); Finlan's Marshal Mannerheim; Ghazil, overview of Ottoman history; Ottoman Stalingrad, Siege of Malta 1565.				
30088	<b>When Tigers Fight #26</b>	n	NEW	Y	<del>\$24.00</del> <b>\$19.00</b>
	Mag & Game. Includes variant counters for Czech'38 (11), Back to Iraq 1st (6), When Eagles Fight Schlieffen East (18), Tiger of China variant (37). Larger but playable game of offensives in central China & the Burma-Indian front in 1944 as both side launch all-out offensives. 1mo/turn, 60km/hex, brig/div level, 352 counters. D.Webb'94 / ARTICLES ON: When Tigers Fight, War in Asia 1944; Fighting Nature, Insects, Disease & Japanese, the Chindit War in Burma; Killer Bs (Bombers) in China; Japan is Burning; Mysteries of Waterloo; Siege of Sevastopol 1854-5; Return to Teutoburger; Island of Death; What you Don't Know About WWII in Africa.				
<b>Zobmondo(ZOB)</b>					
111771	<b>Would You Rather...? Twistd,Sick &amp; Wrong</b>	SC	VGood	Y	<del>\$10.00</del> <b>\$5.00</b>
	Dry erase marker used in game, but not included. Otherwise EX. ■ Multi-player party game in which players must answer questions raising ethical, bizarre or mind-bending issues. The group must reach a consensus on each; each player must predict the consensus. This edition's questions field questions that are bizarre, disturbing and not politically correct. '04				
<b>Zvezda Games(Zvezda)</b>		<a href="http://www.zvezda.org.ru">http://www.zvezda.org.ru</a>			
106036	<b>Oil, Battle for: US M47 Dragon MiniSet</b>	n	NEW	Y	<del>\$2.50</del> <b>\$1.00</b>

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