

This provides a detailed description of the specific condition and editorial content of 83 magazine-onlys and game variants & kits offered at liquidation prices averaging \$1.09. All items offered on a first-come, first-served basis at the quantities shown.

Shipping additional, basically \$8 via uninsured first class for up to 1#, \$9 for one item via priority mail, \$11 for as many unboxed item as will fit a priority envelope, \$17 for as much as will fit a flat rate box if needed, and quoted beyond that.

Contact us with the PART#, TITLE and PRICE to order via phone at [541-756-4711](tel:541-756-4711) (10am-9pm) or by email M.Dean@FineGames.com.

<u>SKU#</u>	<u>Title</u>	<u>Boxed</u>	<u>Conditn</u>	<u>Liqd Prc\$</u>	<u>Qty Avail</u>
Against the Odds Magazine					
90356	Morgan's a'Comin'! ■ FREE with any order. Small, promotional game on a postcard. Depicts Confed cavalry raider Morgan's foray into Ohio & the US midwest in the summer of 1863 & the US attempt to end his career. '09	n	NEW	\$FREE !	38
132712	Rattenkreig, Assault on Tractor Factory ■ FREE with any order. Intro game on a post card. Area move game of the assault on the Tractor Factory in Stalingrad, late 1942. '10	n	NEW	\$FREE !	24
86462	Showtime Hanoi ■ FREE with any order. Intro game printed on a post cart. Tiny, simpler game of air-air & air-ground combat between US & northern Vietnamese forces. '08	n	NEW	\$FREE !	37
86475	Some Poles Apart ■ FREE with any order. Game on a postcard of a simple, impulse driven game of combat between Germans & Poles, presumably for Warsaw tho the subject is never explained. P.Rohrbaugh'07	n	NEW	\$FREE !	37
AH Avalon Hill Game Co.					
150298	Bismarck ['78]: Graf Spee Variant COPY 2 color photocopied maps including counters, plus photocopied rules from General 16/2 ■ 2 color copied maps including counters, plus photocopied rules from General. Search for Graf Spee in S. Atlantic, '39 using Bismarck search & combat system.	n	EXC	\$1.00	3
92055	Empires in Arms, 2nd: 1792 SCENARIO COPY ■ Photocopy of scenario & 15 original leader counters published in Gen 25/4 (counters in 25/2). Adds a scenario for the period 1792-1802. Also includes Waterloo 1815 scenario.	n	EXC	\$0.25	2
87206	Empires in Arms, 2nd: ADV NAVAL RULESCPY Original pages from General, trimmed to just more than the size of the articles on page. ■ Photocopy of 4pg article from the General Magazine 26/6 providing more sophisticated naval rules.	n	EXC	\$0.25	1
150282	Frederick the Great, 2nd: Silesian Wars Photocopy of rules w/ color photocopy of counters from General. ■ Copied article providing addtl rules, paper counters & 6 scenarios for the 2 Silesian Wars, 1740-5. Counters are color photocopied copies.	n	EXC	\$0.25	9
151496	Frederick the Great, 2nd: Silesian Wars Photocopy of rules w/ die cut counters from the General. ■ Copied article providing addtl rules, paper counters & 6 scenarios for the 2 Silesian Wars, 1740-5. Counters are color photocopied copies.	n	Mnt	\$2.00	9
149754	SL: Squad Leader Board # 4 UNMntd MUST SHIPPED ROLLED or be folded in middle. ■ # 4 Unmounted map board.	n	Mnt	\$0.25	1
147674	SL: Squad Leader Board #1-4 Set Set of mounted boards #1-4. Some scuffs & signs of wear to all boards. Map #2 partially torn at fold; repaired w/ magic tape on face of map & masking tape on rear side. Otherws EX. ■ Set of Squald Leader boards #1-4, mounted, originally published in Squad Leader game.	n	VGd	\$1.00	1
AH 3M Reprints					
88107	Image 2nd ■ 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.	BC	EXC	\$1.00	1

<u>SKU#</u>	<u>Title</u>	<u>Boxed</u>	<u>Conditn</u>	<u>Liqd Prc\$</u>	<u>Qty Avail</u>
90187	Air Force, 2nd: Dauntless: VARIANT Original article & aircraft charts from General providing 3 addtl Japanese late war fighters. ■ Original article & aircraft charts from General providing 3 addtl Japanese late war fighters.	n	EXC	\$0.25	1
74064	General Magazine 2/3 PHOTOCOPY made in the early 70s of entire mag. Clean, but nature of early photocopies is less than clear & sharp. Clean. 1x: Inventory label on cover. ■ Very early issue of the General, with some good strategy articles but overall of interest only to serious collectors. Very rare.	n	VGd	\$0.25	1
74065	General Magazine 2/4 PHOTOCOPY made in the early 70s of entire mag. Clean, but nature of early photocopies is less than clear & sharp. Clean. 1x: Inventory label on cover. ■ Very early issue of the General, with some good strategy articles but overall of interest only to serious collectors. Very rare.	n	VGd	\$0.25	1
65759	General Magazine 14/6 No insert. 1x3 Inventory label on cover. ■ ARTICLES ON: D-Day optional rules & game evolution anaylsis; Victory in the Pacific replay; Panzer Leader DYO scenario unit values; addtl scenarios for Caesar's Legions; Operation Crusade scenario for Tobruk. '78	n	VGd	\$1.00	2
106907	General Magazine 14/6 ■ ARTICLES ON: D-Day optional rules & game evolution anaylsis; Victory in the Pacific replay; Panzer Leader DYO scenario unit values; addtl scenarios for Caesar's Legions; Operation Crusade scenario for Tobruk. '78	n	EXC	\$1.50	2
75350	General Magazine 18/4 1x3 Inventory label on cover, otherws New. Last copy. ■ ARTICLES ON: Gladiator overview, analysis, manuever variant, Gladiator v Beast variant (w/ insert); probability analysis of Gladiator; SL survey; tactical combat variant for Luftwaffe; War & Peace 1812 scenario replay; SL wire clinic; Alan Moon interview; Air Assault on Crete analysis & strategy, & PBM system; changes for On to Berlin scenario in Fortress Europa; Allied strategy in War at Sea; basic German alternatives in Afrika Korps. '81	n	<Nw	\$1.50	2
84741	General Magazine 18/4 Excell condition. ■ ARTICLES ON: Gladiator overview, analysis, manuever variant, Gladiator v Beast variant (w/ insert); probability analysis of Gladiator; SL survey; tactical combat variant for Luftwaffe; War & Peace 1812 scenario replay; SL wire clinic; Alan Moon interview; Air Assault on Crete analysis & strategy, & PBM system; changes for On to Berlin scenario in Fortress Europa; Allied strategy in War at Sea; basic German alternatives in Afrika Korps. '81	n	EXC	\$1.00	2
57029	General Magazine 19/2 1x3 Inventory label on cover. Last copy. ■ ARTICLES ON: design notes for Btl of the Bulge'81, w/ 2 addtl scenarios; German opening moves in Bulge'81; Bulge'81 2nd ed rules changes w/ revised CRT insert; Longest Day overview pt2; blind Squad Leader variant; Storm Over Arnhem replay pt2; Longest Day errata. '82	n	Mnt	\$1.00	2
99268	General Magazine 20/1 Includes insert. Last copy. ■ Insert. Articles include: SL: GI Anvil Victory preview & analysis, scenario analysis, design debate. errata; Victory in the Pacific replay. '83	n	EXC	\$1.00	1
64565	General Magazine 21/6 No insert. Some wear to the edges of mag. 1x3 Inventory label on cover. Does not contain Victory magazine. Last copy. ■ Inset including Arab-Israeli Lebanon & Firepower variants. ARTICLES ON: infantry in Firepower; Firepower campaign rules; Firepower scenario 3 replay; scenario analysis in Arab-Israeli Wars; Blitzkrieg '85 tourney rules; Tactics II amphibious variant; Arab-Israeli Wars Lebanon scenarios (5); SL clinic. '85	n	VGd	\$1.00	1
67070	General Magazine 23/3 1x3 Inventory label on cover. ■ Insert w/ 1 ASL scenario bound into mag. ARTICLES ON: Adding little ships to Submarine (w/ counters); British in Submarine including 10 scenarios; SL clinic on reserves; variant scenario for Hitler's War; weapons of mass destruction in Blitzkrieg; ASL Beyond Valor scenario 8 replay; revisions to Battle of the Bulge '81. '86	n	EXC	\$1.00	1
34390	General Magazine 23/5 1x3 Inventory label on cover, otherw new. Last copy. ■ Inset including ASL scen F & G bound in mag. ARTICLES ON: Knights of Air design, addtl scenarios; Waterloo revision with new CRT, morale, OoB, etc; Allied options in Third Reich; More city targets for B-17; Manuevers for Richthofen's War; strategy in Victory in the Pacific; SL clinic on killing Tiger tanks. '87	n	<Nw	\$1.00	1
41139	General Magazine 24/3 w/insert. 1x3 Inventory label on cover. ■ Inset including 2 ASL Scenar G4-5 bound into mag. ARTICLES ON: Diplomacy PBM replay among players who don't know one another; Diplomacy & history; strategies in PBM Diplomacy; ASL scenarios G5 & G6 First turn strategy in Hitler's War 2nd; player nots for Empires in Arms; Hiter's War rule revisions; strategy in Dark Emperor; strategy in Pacific War. '88	n	EXC	\$1.00	2
67018	General Magazine 24/3	n	EXC	\$1.00	2

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79258	General Magazine 27/4	n	EXC	\$1.00	1
	w/ Insert. Last copy. ■ ARTICLES ON: Republic of Rome analysis, PBEM rules, PBEM replay; Rep of Rome design notes; learning guide for Adv Civililization; 1991 Coup variant for Kremlin; Empire in Arms strategy, pt 2; Diplomacy master replay pt 1. '91				
79259	General Magazine 27/5	n	EXC	\$1.00	1
	No insert, otherws EX. Last copy. ■ ARTICLES ON: overview of Btl Bulge '91; German & Allied strategy for Bulge '91; endgame scenarios for Bulge '91; 3rd edition changes to Bulge '81 rules; Reference notes for ASL; Diplomacy master replay, pt 2; Tac Air game system; 1991 March Madness teams; Republic of Rome replay pt 2; D-Day'77 strategy. '91				
71629	General Magazine 28/2	n	<Nw	\$1.00	1
	1x3 Inventory label on cover, otherws new. Last copy. ■ ARTICLES ON: US Marines in ASL; Origins ASL Tourney scenarios pt2; Scenario briefing for ASL scenarios A25; Avaloncon II ; Advanced Civilization variant; Republic of Rome strategy; Flashpoint, Golan strategy & addtl 1992 scenario; B-17 tourney scenario; Statis Pro Football variant. '92				
75372	General Magazine 29/1	n	<Nw	\$1.00	1
	1x3 Inventory label on cover. ■ Insert. ARTICLES ON: Avaloncon '93; History of the World scoring sheet & variant; History of th 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				
71675	General Magazine 29/2	n	<Nw	\$1.00	15
	1x3 Inventory label on cover, otherws new. ■ Inserts. ARTICLES ON: We the People strategy & replay; history of Lafayette; Acquire variants; We the People design notes; Kingmaker PC preview; ASL scenario briefing analysis of To the Last Man (from 24/1); Break Normandy preview; Up Front tourny rules. '94				
71707	General Magazine 29/3	n	<Nw	\$1.00	1
	1x3 Inventory label on cover. Last copy. ■ Inserts. ARTICLES ON: German defense in Breakout, Normandy; Allied options in Breakout Normandy; Guerilla preview; effecive assassinations in Assassin; 7-player History of the World; Adv Civilization variant; Operation Crusader PC tactics; ASL scenario G19 Tough Nut to Crack analysis; Operation Crusader review; Breakout Normandy replay pt 1. '94				
71727	General Magazine 29/4	n	<Nw	\$1.00	1
	1x3 Inventory label on cover, otherws new. Last copy. ■ 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 Btls of Am Civil War series via a worksheet; Road Kill review; revised combined rules for Stonewall Jackson's Way & Here Come the Rebels, including Roads to Antietam Alexandria variant map; Stalingrad PC designer notes; Maharaja analysis; optional rules for Gettysburg'88; Breakout Normandy Replay, pt2; 5th Fleet PC preview. '94				
71735	General Magazine 29/5	n	<Nw	\$1.00	14
	1x3 Inventory label on cover. ■ Inserts. w/ ARTICLES ON: native policy in New World; non-player nations in New World; use of cavalry in the Great Campaigns of Am Civil War series; Stonewall Jackson's Way by mail; Turkish options in Empires in Arms; Myths of Pearl Harbor; Avaloncon '94; Operation Crusade PC (Hell Fire Pass) replay; opening German moves in Battle of the Bulge '92; Colonial Diplomacy designer notes; Flight Commander 2 preview. '94				
71767	General Magazine 29/6	n	<Nw	\$0.50	3
	1x3 Inventory label on cover, otherws New. ■ 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				
71783	General Magazine 30/1	n	<Nw	\$1.00	4
	1x3 Inventory label on cover, otherws new. ■ ARTICLES ON: Peloponnesian War strategy; analysis of leaders in Civil War; errata & advanced rules for Tokyo Express; March Madness '95 NCAA BBall Final Four teams; programmed ASL; 1830 PC preview; strategy in New World; Adv Civ PC preview; Fifth Fleet PC replay; Across 5 Aprils analysis of 1st Bull Run scenario; Flight Commander 2 PC scenarios & strategy; scenarios for Flash Point, Golan; tactics in ASL; tactics in Stalingrad PC. '95				
71804	General Magazine 30/2	n	<Nw	\$1.00	6
	1x3 Inventory label on cover. ■ ARTICLES ON: Blue, Green, Yellow & Purple strategy in Maharaja; Ireland add-on map variant for Britannia; Brit commandos in ASL; tactics for 1830 PC; fleet variant for Enemy in Sight; Maharaja reply; Knights of the Air scenarios & variants; tactics in Stalingrad PC, pt2; Maharaja errata. '95				
71843	General Magazine 30/4	n	<Nw	\$2.00	1
	1x3 Inventory label on cover. Last copy. ■ 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				

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71850	General Magazine 30/5 1x3 Inventory label on cover, otherws new. ■ Insert. ARTICLES ON: Mustang review w/ additional scenarios & variant rules; Exhaustive aircraft characteristics for all nations for Mustangs; Machiavelli 3rd replay; Londons Burning review w/ play aids; March Madness dream teams w/ insert cards; History of the World variant to prevent a a fixed-order last turn; interview w/ Bill Levay; weapon breakdowns in ASL. '96	n	<Nw	\$2.00	1
79278	General Magazine 30/6 No insert, otherws EX. Last copy. ■ ARTICLES ON: strategy in Geronimo, random events variant & errata; history of the 2nd Punic War; Air Baron design history, playing tips, replay; interview w/ Ben Knight; 8 player campaign game variant for Empire in Arms; analysis of nations of Civilization. (Note that subscriber issues included a countersheet; this was not included in distribution copies & is not included here.) '96	n	EXC	\$1.00	1
71864	General Magazine 31/2 w/Inserts. 1x3 Inventory label on cover. Last copy. ■ Inserts. ARTICLES ON: Basic strategy, British Defense, & micro scenarios for London's Burning; Cavewars strategy; sniper abatement in ASL; Avaloncon 1996; Hannibal replay; Maharaja Ntl Arrival Tables insert; ASL scenarios G35-6; Age of Renaissance sample game; winning Acquire; historical conquest in War & Peace; 1953 Intrigue variant for Kremlin w/ 5 card insert. '97	n	<Nw	\$2.00	1
43835	General Magazine 31/5 1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: Age of Renaissance analysis & strategy; ZOC game feedback analysis; reviews of COA Jena; winning strategy in tourney play of Britannia, Colonial Dip; strategy in a tourney ASL scenario on Poland; strategy in History of the World; PC History of the World intro; Stonewall's Last Battle replay; review of DG Krieg, GAMERS GD'41; Survival of the Witless game system analysis; Age of Renaissance errata, analysis & variant w/ insert; Master of Orion II PC review; Princess Ryan's Star Marines preview; 1pg history of the war in Italy, 1943-4 using Anzio. '97	n	<Nw	\$1.00	3

Cavendish HIST 2nd WW MAG

131097	History of the Second World War # 71 ■ 2nd edition of a once common & popular magazine of the history of World War II around the world.	n	Mnt	\$1.00	1
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Clash of Arms ART of WAR

95958	Art of War Magazine #20 ■ #20 EX. Clash of Arms in-house newsletter w/new scenarios, variants & errata. Has scenario for Achtung Spitfire; rules for 30char messages between ships in Command at Sea, errata for Btl in Age of Reason series. '95	n	Mnt	\$1.00	1
95959	Art of War Magazine #22 ■ Clash of Arms in-house newsletter w/new scenarios, variants & errata.	n	NEW	\$1.00	1
95961	Art of War Magazine #25 ■ Clash of Arms in-house newsletter w/new scenarios, variants & errata. ARTICLES ON:	n	NEW	\$1.00	1

DecGms FIRE & MOVEMENTMag

151466	Fire & Movement (Dec Gms) # 88 Last copy. ■ ARTICLES ON: Review & analysis of Imperator & Ancients; Profile of AH Guadalcanal '92; Profile of XTR Victory in Normandy; Profile of ADG Fatal Alliances 1st; Profile of INTERPHASE Jubile, Dieppe 1942; Part 7 of the American Civil War Game Anthology: Early 1863 games; brief reveiws & analyses of: Roman Civil War #157; 3W Age of Chivalry; XTR Cortes #20; 3W Napoleon's Later Battles; AH Deluxe Diplomacy; White Eagle Eastward #156; AH Croix de Guerre; MOORE Op Seyavino 1942. '93	n	Mnt	\$1.00	1
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DecGms WARGAMER v2 Mag

151469	Wargamer (Decision Games) v2 # 6 Last copy. ■ ARTICLES ON: Pas De Calais analysis, designer's reply, 1943 v 1944 & Calais v Normandy; TSR Sniper Hetzer strategy & Sniper Special Forces review & scenario; WWW North German Plain analysis; WWW Horse Soldiers Tupelo analysis & replay & key errata; Halls of Montezuma PC & To the Rhine PC & Blitzkrieg at the Ardennes PC; reviews of TSR Moscow 1941, VG 7th Fleet, Cannae 216BC, GDW Team Yankee; WWW announces west coast "SPI". '88	n	EXC	\$1.00	1
125106	Wargamer (Decision Games) v2 #14 ■ ARTICLES ON: WWW Desert Steel review; CofA Lee Invades the North review & errata; Far Seas analysis; WWW Duel in the Desert 3-turn replay, tactics, errata; WWW Beirut replay & Sandbag '82-84 3-player variant; reviews of TSR La Grande Armee, PSS Annals of Rome PC & Risk PC; Decisive Btls of Am Civil War PC pt 2. '89	n	EXC	\$1.00	1

FGA Board Game JournalMag

<u>SKU#</u>	<u>Title</u>	<u>Boxed</u>	<u>Conditn</u>	<u>Liqd Prc\$</u>	<u>Qty Avail</u>
151464	Boardgame Journal (FGA) # 1 Last copy. A couple of very sml, minor abrasions & signs of wear on mag cover. Inside pages clean. ■ ARTICLES ON: Intro to the BGJ; Why the Germans Quit in 1918; Ships of the Pacific War, pt.1, the Japanese; Preview of Eagle & the Sun Game; Fictional Novel of WWII Airborne Operations; Brown Water Navy in Vietnam, interview with NC1 James Smith; Transcripts of Jane Fonda's Vietnamese Broadcasts. '91	n	EXC	\$1.00	1

Gamers (% MMP)

64746	Gamers Repl Counters 1992 ■ Repl counters (only) for ITQF 2nd (1), BRS (16), Bloody 110 (1), Obj Schmidt (1) FEW (2), Omaha (56) Stalingrad Pocket (18), Guderian's Blitz 1st (42), EAW (2), BV (1). Total 140. '92	n	NEW	\$0.50	7
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Gate Keeper Games

140754	Halfies Dwarf Dice Set (7), Beard Brown ■ Set of 7 dice for RPG game in Beard Brown & Mountain Stone coloration, packaged in a rook tower case.	SC	NEW	\$1.00	1
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GMT C3i Magazine

59741	C3i # 6 ■ w/SPQR modules for Btl of Telamon, 225BC, Mago in Celt-Iberia, 207BC, & Btl at the Po River, 203BC; ARTICLES ON: Schweinfurt Raids scenario for 8th Air Force. Variants for Rise Luftwaffe, Britain Stands Alone, 3Days Gettysburg. Errata for Bri Stands Alone, 3Days Gettysburg, 8th AF, Diadochi. '96	n	NEW	\$5.00	1
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Heat of Battle

133876	ASL:Captured Russian AFVs PARTS Reverse printed. Unpunched countersheet of 176 5/8" counters depicting captured Soviet AFVs in German service, taken from Recon by Fire #4. ■ Reverse printed unpunched countersheet of 176 5/8" counters depicting captured Soviet AFVs in German service, taken from Recon by Fire #4. Original printing were reverse printed; new.	n	NEW	\$1.00	1
87019	ASL:King of the Hill/Berlin Red Veng ERR ■ 1 page of errata to HOB King of the Hill and Berlin Red Vengeance.	n	NEW	\$0.10	10

Mayfair Games

151493	Mayfair Promo Expansion Set #11 Promo kit; single descriptive page separated from magazine; countersheets new. ■ Countersheet w/ 5 new counters for Caverna game including 4 new Furnishing tiles plus a large Supply Board to hold them. No rules needed but descriptive info included. '14	n	<Nw	\$1.00	1
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Miscellaneous MAG Publshr

151463	Empires: Eagles & Lions Magazine # 9 Last copy. ■ History of the Napoleonic era, with accounts of battles, organization, individual leaders, as well as game reviews of games of the era. '94	n	EXC	\$0.50	1
151806	Journal of 20th Century Wargaming #10 ■ Early 1980s mag of reviews, both detailed & summary, of wargames, books & films.	n	Mnt	\$1.00	1
151807	Journal of 20th Century Wargaming #12 ■ Early 1980s mag of reviews, both detailed & summary, of wargames, books & films.	n	Mnt	\$1.00	1
151808	Journal of 20th Century Wargaming #13 ■ Early 1980s mag of reviews, both detailed & summary, of wargames, books & films.	n	Mnt	\$1.00	1
151818	Journal of World War II Wargaming v2 #2 Mailing label on rear mag cover. ■ Later renamed Journal of 20th Century Wargaming. Early 1980s mag of reviews, both detailed & summary, of wargames, books & films.	n	Mnt	\$1.00	1

Miscellaneous Publishers

54573	Antique Lovers Playing Cards Inventory label on container sleeve. ■	SB	EXC	\$1.00	1
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89105	Dice, d6 1" Oversized Four avail. ■ 1" d6 cube w/ rounded corners, white w/ black pips. Large size makes these unusual. Rounded corners avoids dings in your mapboards.	n	Mnt	\$0.25	4
150376	Egg Timer, 2 Minute Hourglass Timer LIMITATIONS ON SHIPMENT METHOD DUE TO GLASS CONSTRUCTION. ■ LIMITATIONS ON SHIPMENT METHOD DUE TO GLASS CONSTRUCTION.	Tb	Mnt	\$0.25	2

SPI Games

77274	War in Europe / War in the World Addendm Copies are imperfect, obscuring a line at top or side of a couple of pages; reflected in price. ■ Photocopy of WiE 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.	n	EXC	\$0.25	12
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SPI S&T Magazine Games

96849	Strategy & Tactics (SPI) # 85 ■ Mag only; no rules. ARTICLES ON: Fighting Sail, Sea Combat in the Age of Canvas & Shot, 1775-1815; Singapore, Campaign for Malaya Dec 1941-Feb 1942; Brief reviews of: Assault on Tobruk, Campaigns of Napoleon, Dark Star.	n	EXC	\$1.00	1
96853	Strategy & Tactics (SPI) # 89 Center pages loose from staples. ■ Mag only; no rules. ARTICLES ON: Sicily, the Race for Messina; Lee v McClellan, the Maryland Campaign, Sept. 1862; Brief reviews of: Hitler's War 1st, Command at Sea 1st, Trenchfoot.	n	VGd	\$0.75	1

TSR Ares Games

151809	Ares Magazine #17 (TSR) Mag-only; does NOT include Mongoose & Cobra Universe RPG material. ■ Mag only. Final issue of mainline Ares. ARTICLES ON: Wreck-creation in Gamma World; Sowrd in the Dirt & Game of Hoople 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, Travller Scouts Handbook, FASA Klingons Sourcebook; errata for Into the Void and Nightmare House (both #15).	n	Mnt	\$3.00	1
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TSR Games

140737	Twilight War Substantially complete: missing 6 counters, ID included; No counter tray. Otherws clean. ■ Simple 2-4 player game of French Resistance, 1944. 1984.	BC	VGd	\$2.00	1
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TSR S&T Games

151465	Strategy & Tactics (TSR) Sp#2 Last copy ■ Special issue #2. ARTICLES ON: Hannibal & His Elephants; Ghost Armies in WWII; Australian Army from Colonial Times to Present; First Soldiers of France; Iran-Iraq War; Evolution of Soviet Naval Forces; Road to Antietam, the Battle of South Mountain; Battle of Britain, and Eagle Day OoB; Air War 1983 variant w/ new aircraft, weapons & scenarios; Review of Gulf Strike; Wellington's Victory analysis.	n	EXC	\$1.00	1
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West End Games (D6 Legnd)

123015	Junta, 2nd Missing 3 blanks, counterset otherws complete. Missing 4 cards, ID unknown. Otherws complete. ■ Straight reprint of this simple & wild multiplayer game of power politics. E.Goldberg'02	BC	VGd	\$2.00	1
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WWW Wargamer Magazine

151498	Hellfire Pass #39 Complete. Includes 9 extra Reserve/Supply markers from another game in the series. ■ GameOnly. Grand tactical game of the British Battleaxe and Brevity offensives in N.Africa, May-Jun 41, using Btls of N.Africa system. 2mi/hex, co/btln/rgt level, The Britist suprise the Axis before they can launch their own offensive, British operate on a shoestring, but the Italians perform poorly. 100 counters. A good, small game with a fun game system that reflects positional versus mobile combat. Von Borries'85	GmOnly n	VGd	\$2.50	1
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XTR: Command Magazine

<u>SKU#</u>	<u>Title</u>	<u>Boxed</u>	<u>Conditn</u>	<u>Liqd Prc\$</u>	<u>Qty Avail</u>
48921	End of the Empire #46 INCOMPLETE Game-only. Includes 2 copies of south map but MISSING North map and so unplayable as is. Otherws new, unpunched ■ GameOnly. 2 map, 560 counter game of the French & Indian War as well as the American Revolution from Nova Scotia to New Orleans. 9 scenarios including an intro, 1 covering the French & Indian War of 1759, and 7 yearly or campaign scenarios for the Am Rev. Mag includes Command index thru this issue. W.Marsh'97	GmOnly n	NEW	\$0.50	1
88616	I Am Spartacus: Pyhrric Victory COPY ■ Rules & color counter photocopy from #19 allowing play of Tarentine War, 280-275BC, using IAS for phalanx v legion fun.	n	EXC	\$0.25	4

Total Line Items: 74

Average Price: \$0.99