

# Role Playing Games

updated 19 June 2025

## PLEASE READ BEFORE BUYING

Before buying, please read all the information and conditions below.

Most of the OOP games are very limited in quantity...so first come, first served.

There may be more than one copy of the game in stock but only one is shown. The lowest priced game is always shown first - when that game is sold, the next higher (or same) priced game will be listed.

Prices do not include shipping and insurance. The shipping and (optional) insurance costs you pay are the exact amounts or less. If you choose not to pay for the optional carrier (Post Office, FedEx, etc.) insurance, it is your risk if the shipment is lost or damaged. There is no handling charge.

If you do not agree with our policies, please do not buy anything.

## Refund Policy

**We do not accept returns. We do not give refunds for any reason except for refunding any paid shipping cost that is in excess of the actual amount needed.**

Please make sure of what you want to buy. If you have questions about a game, check out the publisher's website or:

<https://rpggeek.com/> for roleplaying games

<https://boardgamegeek.com/> for board games

All open games and books are carefully checked for completeness and condition. We have been in business for over 30 years - with 21 of those years selling on an on-line auction site - so we have a great deal of experience in accurately inventorying game components and grading games, books and other gaming items with a 100% positive feedback.

Since shrinkwrapped items cannot be inspected for completeness, these items are sold in 'as is' condition. Publishers take care to ensure that the games they sell are complete but, very rarely, a game may be missing an item – however, we are not responsible for replacing missing items and we will not give a refund (except for any excess shipping cost).

If you have any questions, please ask before buying.

### General Condition Notes

All conditions may have an out-of-date price label (or label residue) attached to the plastic shrinkwrap, or to the game box, book, ziplock bag, envelope, or other game container.

An open game with one or more dice may not have the original die/dice that came with the game, but it will have the correct amount and type.

An open game with one or more counter trays may not have the original trays that came with the game, but it will have the same number of trays.

An open game with one or more ziplock bags (for storing some of the game components) may not have the original ziplock bags that came with the game, but it will have the same number of ziplock bags.

All open games are complete unless otherwise noted. Any non-game items, like advertising inserts, may or may not be with the item.

Individual components - countersheets, maps, overlays, etc. - that are sold separate from the module or game are protected in an archival-safe magazine bag with an archival-safe backer board.

A lower condition rating may have positive and/or negative attributes of a higher condition rating.

Shrinkwrapped items cannot be inspected for completeness, so these items are sold in 'as is' condition.

### Specific Condition Notes

#### **Shrinkwrapped or Sealed**

For everything except miniatures: mint condition in the publisher's original plastic shrinkwrapped or sealed by the publisher using something other than plastic shrinkwrap; some sealed items may have an attached card (used for hanging on a hook); there may be minor rub spots or scuffs on the shrinkwrap and/or box/folio/envelope; the plastic shrinkwrap may be torn, slightly separated or partially missing but this tear/separation/missing portion does not allow the item to be opened.

For miniatures: these are sealed in the publisher's original box, bag or blister; the bag or blister may be attached to a display card (for hanging on a hook) in original condition (i.e., no scotch tape); the card may be bent or creased.

Shrinkwrapped/Sealed items are sold in 'as is' condition.

**Mint**

For everything except miniatures: doesn't appear to be used; no major problems; there may be some shelf wear, like scuffing or nicks, and light marks on the item but these do not affect use or readability; any countersheets are either unpunched or there may be a few counters that have fallen off (unused) but all counters are present; any cards are not separated into singles (if originally attached to each other). If it's not published with a box, the item is stored in a ziplock bag or a archival-safe magazine bag with backer board.

For miniatures: the blister/bag is sealed/attached to the display card in original condition (i.e., no scotch tape) but a portion of the card may be torn or missing but this doesn't affect the miniature; the card may also be bent or creased.

**Near Mint**

For everything except miniatures: close to mint with some sign(s) of very light wear including very small creases on the spine; may have been read or gamed with but has little, if any, wear; may have small handwritten marks and/or underlining but these don't affect readability; some or all the counters are removed from the sheet; some or all the cards are separated.

For miniatures: the blister/bag is sealed/attached to the display card, but the card may be taped or have additional staples; it is complete; a portion of the card may be torn or missing but this doesn't affect the miniature; the card may also be bent or creased.

**Excellent**

For everything except miniatures: obvious use and handling with light wear; may have handwriting and/or highlighting that doesn't affect readability of game components; may have some minor repairs (e.g., small piece of scotch tape); small creases on the spine; may have rust stains on/near staples.

For miniatures: the box was opened and may be re-sealed with tape; the blister/bag may have been re-attached to the display card with tape or additional staples; a portion of the card or other container may be torn or missing but this does not affect the miniatures; the card may also be bent or creased.

**Very Good**

For everything except miniatures: used; handwriting and/or highlighting but these do not affect readability or use; may have repairs (usually using scotch tape); minor tears; dogeared pages; may have light stain(s); small bend(s) in cover; medium creases in spine.

**Good**

Well-used as a gamer's copy; handwriting, highlighting and/or stains but doesn't affect readability or use; may have small tears and other flaws which may be repaired; dogeared pages; medium to heavy creasing.

**Fair**

Very well used but complete and readable; heavy wear with major flaws such as large tears which may be repaired; stains; markings on pages; dogeared pages; heavy creasing.

**Poor**

Heavily used but complete and readable; very heavy wear with major flaws such as tears which may be repaired; stains; markings on pages; dogeared pages; very heavy creasing.

**Abbreviations:**

BC	Blister Card [miniature figure(s) mounted on a card with see-through cover or blister]
OOP	Out of Print
OOS	Out of Stock (a blank in the Price column also means it is out of stock)
SRP	Suggested Retail Price
UPC	Universal Product Code (aka bar code)
(date)	Date item was copyrighted (some items may have the same title and number but have a
	different copyright or print year; date is from the game box, open book or internet source)

## Counter & Small Parts Trays

Price Each	Manufacturer	Description (approximate overall dimensions: long, wide, thick)	Quantity in Stock	Condition
5.95	Against the Odds	12 large compartments, black tray, clear lid, 11-1/4" x 8-15/16" x 3/4" (28.6cm x 22.7cm x 1.9cm) [this tray holds a magazine and game components including its counters/chits]	24	mint
6.95	C3i Magazine	20 compartments, black tray, clear lid, 11" x 8-1/2" x 5/8" (28cm x 21.6cm x 1.6cm) [with "C3i MAGAZINE" pressed into the lid]	4	mint
5.95	Chessex stock #02750	16 compartments, clear tray hinged to the clear lid, 11-1/8" x 7-3/4" x 7/8" (28.3cm x 19.7cm x 2.2cm) [with "CHESSEX" pressed into the lid]	10	mint
6.95	DVG	20 compartments, black tray, clear lid, 11" x 8-5/8" x 7/8" (28cm x 21.9cm x 2.3cm) [with "DVG" pressed into the tray bottom]	18	mint

5.95	Toy Vault	10 compartments, black tray, clear snap lid, 8.5" x 5.5" x 0.6" (22cm x 14cm x 1.5cm) [with "AEGIS" pressed into the tray bottom]	16	mint
14.95	Yaquinto	50 compartments + 3 troughs (for pencils, tweezers, etc), yellow tray, no lid, 13-3/4" x 10-3/4" x 5/8" (35cm x 27.3cm x 1.6cm) [these were designed to fit inside the large, flat Yaquinto game box] [Condition notes: the outside bottom lip may have small cracks or tears - this does not affect the tray pockets where the counters are stored; the Yaquinto symbol is pressed into the tray]	4	mint
<b>Game Company or Genre</b>				
		Series		
<b>Price</b>	<b>Publ #</b>	<b>Title</b>	<b>SRP</b>	<b>Condition</b>
<b>Gemstone Publishing</b>				
14.95		<u>The Overstreet Guide to Collecting Tabletop Games</u> by Carrie Wood & Richard Ankney (2018) [224 pages, softcover book] [richly illustrated with full-color photographs and illustrations; almost 50 separate topics and sections on the history, collecting, grading, storing and preserving tabletop games of all kinds - to include RPGs - with interviews with industry pros and established collectors; there are separate sections on several RPG systems and publishers]	OOP	mint
<b>Alderac Entertainment Group</b>				
<b>Farscape Roleplaying Game</b>				
79.95	8200	Farscape Roleplaying Game (2002) core rulebook [hardcover book]	OOP	mint

## Aliens and Predator Universe

### Alien vs Predator Games

[produced by Prodos Games]

174.95		AvP: The Hunt Begins (2015)	OOP	shrinkwrap
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### Alien vs Predator Miniatures

[produced by Prodos Games]

29.95	UPC 50603871626 42	Alien Predalien [one 32mm unpainted, unassembled model]	OOP	shrinkwrap
34.95	UPC 50603871626 73	Predator Hellhounds [two 32mm unpainted, unassembled models]	OOP	shrinkwrap
29.95	UPC 50603871626 04	Alien Warriors [five 32mm unpainted, unassembled models]	OOP	shrinkwrap

### Alien vs Predator Horror Clix miniatures

[produced by WizKids]

19.95	WZKPP695	2007 Collector's Edition Figure [single figure in sealed box] [several boxed figures are in stock; however, there is no way to determine which figure is in each sealed box]	OOP	sealed in box
34.95	WZK0684	Predators - 7-figure Collector's Set (2007) [7 pre- painted figures in a sealed display box]	OOP	sealed in box
34.95	WZKPP597	Aliens Collector's Set (2006) [7 pre-painted figures in a sealed display box]	OOP	sealed in box
34.95	WZK0679	AVP: Alien Queen Action Pack (2007) [sealed display box with 3 pre-painted figures; the Queen can be separated (for gaming purposes) from her 'egg sac']	OOP	sealed in box

### Aliens Pin-Back Buttons

(produced by Leading Edge Games in 1986)				
[these are 2.25" metal buttons which can be attached to clothing with a pin clasp]				
6.95		"One express elevator to Hell...Going Down!"	OOP	mint
6.95		"They ain't payin' us enough for this, man."	OOP	mint
6.95		"That's it, man. Game over, man. Game over"	OOP	mint
6.95		"This ain't happening, man. This can't be happenin', man. This isn't happenin."	OOP	mint
<b>Aliens Magnetic Buttons</b>				
(produced by Leading Edge Games in 1986)				
[these are 2.25" metal buttons which can be magnetically attached to steel surfaces]				
4.95		"Is this going to be a stand-up fight, Sir, or another bug-hunt?"	OOP	mint
<b>Aliens Stand-Up or Standee</b>				
(produced by Twentieth Century Fox Film Corporation in 1994)				
[these are 10" high, free-standing, full-color depiction of characters]				
4.95		Alien Warrior	OOP	mint
<b>Miscellaneous Items</b>				
(unknown manufacturer)				
9.95		USCSS Nostrom 180286 Crew Patch [full-size, full-color, sew-on cloth patch]	OOP	mint
<b>Non-game Books</b>				
[softcover books unless otherwise noted]				
<b>HarperPrism</b>				
19.95		Alien Resurrection Script Book (1st Printing, Dec 1997)	OOP	mint
4.95		Alien Resurrection Postcard Book (1st Printing, Nov 1997)	OOP	mint

<b>Dark Horse Comics</b>				
14.95		Predator: Big Game TPB (2nd edition, Apr 1996)	OOP	mint
<b>The Armory</b>				
24.95	8400	Fantasy Adventure Encounter Cards (1990) [ziplock] [56 cards for fantasy gaming] [Condition notes: all the 56 encounter cards are uncut and still attached as sheets]	OOP	mint, uncut
<b>Arthaus Games</b>				
<b>Pendragon</b>				
54.95	WW17800	King Arthur Pendragon 5th edition (2005) [hard cover book]	OOP	mint
<b>Atlas Games</b>				
<b>Ars Magica</b>				
19.95	0204	Ars Magica - The Art of Magic 4th edition (2nd Printing, Jan 1997)	OOP	mint
14.95	0251	Parma Fabula - Storyguide Screen	OOP	shrinkwrap
<b>Champions - The Super Role-Playing Game</b>				
29.95	3510	Blood Fury (1996)	OOP	mint
<b>Cyberpunk</b>				



17.95	5000	The Arasaka Brainworm (1991)	OOP	mint
29.95	5005	Night City Stories (1992)	OOP	mint
<b>Black Dog Game Factory</b>				
<b>Human Occupied Landfill</b>				
74.95	WW5901	Buttery Wholesomeness (1995) <b>YOU MUST BE 18+ YEARS OLD TO BUY THIS BOOK</b>	OOP	mint
<b>Blackburg Tactical Research Center</b>				
17.95	6001	Black Death (1st Printing, May 1993) [Condition notes: counters are unpunched and the cards are uncut]	OOP	mint
<b>Macho Women with Guns</b>				
19.95		Batwinged Bimbos from Hell (1st Printing, July 1989)	OOP	mint
14.95		More Excuses to Kill Things (1st Printing, Dec 1995) [Condition notes: the large poster is still attached to the center of the book]	OOP	mint
<b>Chaosium</b>				
<b>Call of Cthulhu</b>				
24.95	5110	Keeper's Kit - Sanity Saving Keeper's Screen plus more [for Call of Cthulhu 5th edition]	OOP	shrinkwrap
179.95	2381	Antarctic Expedition Pack (1999) [for Beyond the Mountains of Madness]	OOP	shrinkwrap

49.95	2379	Last Rites - Sinister Visitations to the Present-Day (1999)	OOP	mint
69.95	2368	The Dreaming Stone (1997)	OOP	mint
<b>Call of Cthulhu</b>				
[published by Fantasy Flight Games]				
39.95	VA09	Arkham Horror - A Call of Cthulhu Boardgame (2006 revised printing) [ages 12 to adult, 1-8 players] [NOTE: this is a boardgame]	OOP	shrinkwrap
<b>Call of Cthulhu</b>				
[magazine published by Pagan Publishing]				
24.95	#16/17	The Unspeakable Oath (March 2001)	OOP	mint
<b>Call of Cthulhu</b>				
[published by Triad Entertainments]				
39.95	0005	End of the World (1994) [Condition notes: light shelf wear and marked out price tag on front cover]	OOP	mint
<b>Elric!</b>				
19.95	2902	Gamemaster Screen	OOP	shrinkwrap
<b>Nephilim</b>				
9.95	3105	Character Dossiers (1994) [Condition notes: 5-inch label remnant on front cover]	OOP	mint
39.95	3106	Gamemaster's Companion (1996)	OOP	mint
<b>Pendragon</b>				
39.95	2710	Savage Mountains - Heroic Adventures in Outland Wales (1991)	OOP	mint

59.95	2713	Pagan Shore - Ireland in the Age of King Arthur	OOP	shrinkwrap
79.95	2718	Land of Giants - Scandinavia and the Beowulf Saga in the Time of King Arthur (1996)	OOP	mint
<b>Thieves' World</b>				
79.95	2015	Thieves' World Companion (1986)	OOP	mint
<b>Chessex</b>				
<b>Lost Worlds</b>				
19.95	60150	"Othere" Djinn of Distinction Combat Picture Game (1995)	OOP	shrinkwrap
19.95	60152	Sir Percival Mounted Knight Combat Picture Game (1995)	OOP	shrinkwrap
<b>Skyrealms of Journe - The RolePlaying Game</b>				
19.95	SRP 2001	The Sholari Pack (1994)	OOP	shrinkwrap
14.95	SRP 2010	The Sobayid Atlas (1994)	OOP	mint
<b>The Companions</b>				
<b>Behind Enemy Lines</b>				
79.95	30301	Behind Enemy Lines (1985) [box set] [Condition notes: box has been repaired in a few places; the game books are in near mint condition; includes at least 20 copies of the Character Worksheet and the Character Sheet blank forms]	OOP	game components are near mint; box is good

59.95	30301	Behind Enemy Lines (1985) [box set] [Condition notes: box has been repaired in several places; the game books are in excellent condition; the staple was carefully removed from the Basic Field Manual (per the game instructions) - all of the maps and scenarios are present; includes at least 20 copies of the Character Worksheet and the Character Sheet blank forms]	OOP	game components are excellent; box is poor
44.95	30302	The British in World War II (1986)	OOP	near mint
41.95	30311	....Until Relieved (1985)	OOP	mint
<b>Fantasy Role-Play Game Aids and Adventures</b>				
17.95	42001	Places of Mystery I - Chilling Chambers (1983)	OOP	shrinkwrap
7.95	42002	Places of Mystery II - Alluring Alcoves (1983)	OOP	near mint
<b>Dark Tower Enterprises</b>				
<b>Justifiers RPG</b>				
19.95	013	Aborigine Sourcebook (1991)	OOP	near mint
<b>Deep 7</b>				
89.95	200	Red Dwarf - The Roleplaying Game (2002) [hardcover book]	OOP	mint
39.95	201	Red Dwarf - A.I. Screen (2002)	OOP	shrinkwrap
<b>Descartes Editeur</b>				

149.95		Celtic Legends (1992) [Heroic Ages RPG]	OOP	shrinkwrap
<b>Dream Pod 9</b>				
29.95	DP9-302	Jovian Chronicles Companion - Advanced Rules & Background (1997)	OOP	mint
<b>Eden Studios</b>				
<b>Buffy The Vampire Slayer</b>				
49.95	6000	Buffy The Vampire Slayer Roleplaying Game Core Rulebook (First Printing, August 2002) [hard cover book]	OOP	mint
49.95	6001	Director's Screen (2002)	OOP	shrinkwrap
34.95	6003	Monster Smackdown (First Printing, March 2003) [hard cover book]	OOP	mint
69.95	6005	The Magic Box (2003)	OOP	mint
<b>Buffy The Vampire Slayer</b>				
(published by Hasbro, Milton Bradley)				
29.95	41453	Buffy The Vampire Slayer - The Game (2000) [Note: this is a boardgame and not a RPG]	OOP	mint
<b>Conspiracy X</b>				
49.95	00002	Atlantis Rising (1998) [124 pages]	OOP	mint
7.95	00008	Bodyguard of Lies 1 - PSI Wars (First Printing, June 1999) [Condition notes: bend and slight damage to front cover - does not affect the contents or readability; 124 pages]	OOP	near mint
19.95	00011	Bodyguard of Lies 2 - Mokole (1998)	OOP	mint
19.95	00036	Sub Rosa (1999)	OOP	mint

<b>WitchCraft RPG</b>				
19.95	4000	WitchCraft (First Printing, June 1999) [core rule book]	OOP	mint
24.95	4001	Mystery Codex (First Printing, Feb 1999)	OOP	mint
<b>Epitaph Studios</b>				
69.95	200	Age of Empire - A Role-Playing Game of Mad Victorian Fantasy (1995)	OOP	mint
<b>Event Horizon Productions</b>				
<b>Hong Kong Action Theatre</b>				
14.95	1002	To Live and Die in HK (1997)	OOP	mint
<b>Excel Marketing</b>				
<b>Heroes &amp; Heroines Role-Playing Game</b>				
39.95	3003	#1 Comic Book Role Playing Game Rules Guide	OOP	mint
34.95	3010	#2 The Maxx - "The Trouble with Julie Gone" (1993)	OOP	mint
<b>The Familiar Ltd</b>				
<b>The Familiar</b>				
(professional magazine focusing on game worlds, genres, etc.)				

7.95	Issue 2	64 pages (1995)	OOP	mint
7.95	Issue 3	64 pages (1995)	OOP	mint
<b>Fantasy Games Unlimited</b>				
69.95	4101	Year of the Phoenix (1986) [box set]	OOP	shrinkwrap
<b>MERC</b>				
14.95	8301	MERC - A Modern Role Playing Game of Counter Insurgency (1983) [core rule book]	OOP	shrinkwrap
4.95	8302	Supplement 1 (1983) [Book 3]	OOP	mint
4.95	8303	Campaign Book 1: Rhodesia 1965 - 1980 (1984)	OOP	mint
<b>MERC Miniatures</b>				
[20mm unpainted, metal miniatures produced by Stan Johansen Miniatures]				
7.95	J2021	Mercenaries - 5 figures: advancing with silenced Mac-11, running with SMG, throwing grenade, firing assault rifle, kneeling with M-16/M203 grenade launcher	10.00	shrinkwrap
11.95	J2025	Spec Ops soldiers - 7 figures: lunging w/knife, firing silenced pistol, firing crossbow, officer with Mac-11, defending with knife, officer with pistol, crawling on ground	15.00	shrinkwrap
6.95	J2032	Terrorists/Spies - 5 figures: 1 wearing trench coat and hat with Tommy gun, 1 with large auto pistol, 1 in suit and tie with Mac-11, 1 carrying brief case with automatic pistol, 1 woman in dress with small automatic pistol	8.00	shrinkwrap
17.95	J2039	US Modern Infantry - 12 figures: soldiers in full battle rattle includes 1 officer with pistol, 1 radio operator with M-16, 2 with M-16/M203 grenade launcher, 1 firing light anti-tank weapon and 7 with M-16	OOP	shrinkwrap

12.95	J2042	Armed civilians - 10 figures: male and female figures armed with assault rifles, sporting rifles, shotgun and light machineguns	18.00	shrinkwrap
15.95	J2043	SEAL Team 10 frogmen - 10 figures (2 og each): swimming with speargun, fighting with knife, swimming with knife, floating with speargun, advancing with Mac-11	20.00	shrinkwrap
7.95	J2045	Pilots - 5 figures: standing generic pilots in flight suits and wearing helmets	10.00	shrinkwrap
<b>Villains and Vigilantes</b>				
99.95	2001	Villains and Vigilantes 2nd edition (1982) [box set] [Condition notes: one corner of the box top was split and repaired with tape; the box top shows some wear; there's a piece of clear tape across the bottom of the box - not for repair but to seal the box from being opened]	OOP	mint
9.95	2002	There's a Crisis at Crusader Citadel (1982)	OOP	mint
9.95	2011	From the Deeps of Space (1984)	OOP	mint
<b>FASA</b>				
<b>BattleTech &amp; MechWarrior</b>				
Check out the separate price listing for these game books, miniatures and related items				
<b>Boardgames</b>				
Check out the separate price listing on these games				
<b>Behind Enemy Lines</b>				
74.95	BEL 1	Behind Enemy Lines 1st edition (1982) [box set] [Condition notes: all game components are in absolute mint condition; the two countersheets are unpunched; the box has some wear spots]	OOP	mint



49.95	TM 004-82	British Commandos - Book 4 (1982)	OOP	mint
44.95		The Guns of Navarone (1982)	OOP	mint
<b>Earthdawn</b>				
14.95	6308	Thoral Adventures (1996) [Condition notes: one corner of the front cover is bent]	OOP	mint
<b>Earthdawn Novels</b>				
[paperback books published by ROC Fantasy for FASA]				
4.95	LE5428	<u>Prophecy</u> by Greg Gordon [1st printing, July 1994]	OOP	mint
<b>Earthdawn Journal</b>				
4.95		Issue #9 (Sept 1997)	OOP	mint
<b>Shadowrun</b>				
19.95	7109	Shadowbeat (1992)	OOP	mint
24.95	7213	Aztlan (1995)	OOP	mint
24.95	7216	New Seattle (1999)	OOP	mint
19.95	7219	Target: Matrix (2000)	OOP	mint
19.95	7315	Celtic Double-Cross (1993)	OOP	mint
19.95	7316	Eye Witness (1994)	OOP	mint
24.95	7318	Divided Assets (1994)	OOP	mint
24.95	7324	Predator and Prey (1998)	OOP	mint
19.95	7325	Missions (1996)	OOP	mint
17.95	7329	First Run (1999)	OOP	mint
24.95	7906	Rigger 2 (1997)	OOP	mint
17.95	7908	Cannon Companion (2000)	OOP	mint
29.95	7909	Matrix (2000)	OOP	mint
29.95	7910	Rigger 3 (2001)	OOP	mint

## Shadowland

[magazine published by Sword of the Knight Publications, Inc]

4.95	SOK207	Vol 7 (Oct 1997)	OOP	mint
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## Shadowrun Non-game

[published by FASA]

19.95	7701	High Tech & Low Life: The Art of Shadowrun (June 1997, 1st printing) [soft-cover, large format book; 120 pages; chocked full of black-and-white and full color artworks]	OOP	mint

## Shadowrun Novels

[paperback books published by ROC Fantasy for FASA]

4.95	LE5365	<u>Fade to Black</u> by Nyx Smith [1st printing, April 1994]	OOP	mint
4.95	LE5709	<u>Blood Sport</u> by Lisa Smedman [1st printing, January 1998]	OOP	mint
4.95	LE5145	<u>Find Your Own Truth</u> by Robert Charrette [1st printing, June 1991]	OOP	mint
4.95	LE5428	<u>Tails You Lose</u> by Lisa Smedman [1st printing, February 2001]	OOP	mint

## Star Trek RPG

19.95	2005	The Romulans & The Romulan Way: Game Operations Manual (1984) [Condition notes: very light wear on cover; both books are mint]	OOP	mint
9.95	2005	The Romulans (1984) [Condition notes: missing Games Operations Manual; residue from price sticker on cover]	OOP	mint
24.95	2014	Star Fleet Intelligence Manual - Agent's Orientation Sourcebook (1987)	OOP	mint
19.95	2014	Star Fleet Intelligence Manual - Agent's Orientation Sourcebook (1987) [Condition notes: residue from price sticker]	OOP	mint
7.95	2201	The Vanished (1983)[Condition notes: very light rub spots on the cover; price stickers on back cover; lightly used]	OOP	near mint

14.95	2202	Witness for the Defense (1983)[Condition notes: very light rub spots on the folio edges]	OOP	mint
9.95	2202	Witness for the Defense (1983)[Condition notes: a small area (about 1/2" by 3/4") scratched off from cover; very light rub spots on the folio edges; otherwise, mint condition]	OOP	near mint
9.95	2204	Ship Construction Manual 2nd edition (1985)[Condition notes: light rub spots and wear on cover and edges; price tag on back cover; lightly used inside]	OOP	excellent
11.95	2208	Orion Ruse (1984)	OOP	mint
19.95	2209	Margin of Profit (1984)	OOP	shrinkwrap
21.95	2212	A Doomsday Like Any Other (1986)	OOP	mint
16.95	2213	The Mines of Selka (1986)	OOP	shrinkwrap
14.95	2213	The Mines of Selka (1986)	OOP	mint
14.95	2216	Graduation Exercise (1985)	OOP	mint
13.95	2217	Where Has All the Glory Gone? (1985)	OOP	mint
14.95	2219	Decision at Midnight (1986)	OOP	shrinkwrap
24.95	2301	Ship Recognition Manual: The Klingon Empire (1983) [Condition notes: price tag on the inside front cover; small scratch on back cover]	OOP	mint
39.95	2803	Tricoder/Starship Sensors Interactive Display (1984) [includes folio cover]	OOP	shrinkwrap
<b>Star Trek: The Next Generation RPG</b>				
[published by Last Unicorn Games]				
34.95	25100	The Price of Freedom - The United Federation of Planets Sourcebook (1st Printing, Feb 1999) [hardcover book]	OOP	mint
19.95	25101	The First Line - Starfleet Intelligence Handbook (1st Printing, Dec 1998)	OOP	mint
29.95	25103	The Way of Kolinahr - The Vulcans (1st Printing, Dec 1998)	OOP	mint
19.95	25300	A Fragile Peace - The Neutral Zone Campaign Vol. 1 (1st Printing, Sep 1998)	OOP	mint

**Star Trek book**

[paperback book published by HarperPerennial]

9.95

The Physics of Star Trek by Lawrence M. Krauss  
(1st HP printing, 1995) [foreword by Stephen  
Hawking]

OOP

mint

**Firebird Limited**

9.95

1003

Here There Be Tigers (1986) [78-page soft cover  
supplement to Hero Games' Danger International  
system but this can also be used with other  
military and espionage RPGs] [Conditional notes:  
label on front cover; light to medium wear on  
cover and edges]

OOP

excellent

**Flying Buffalo, Inc.**

49.95

7000

Mercenaries, Spies & Private Eyes (1986) [box  
set] [solitaire or group play] [1-6 players]

OOP

shrinkwrap

**Game Designers Workshop (GDW)****Strategy and Tactical Games**

Check out our separate price listing for these games.

**Dark Conspiracy**

19.95

2108

Empathic Sourcebook (1993) [Condition notes:  
slight wear on cover edges; spine is intact which  
usually indicates that it hasn't been gamed with]

OOP

near mint

Space: 1889 miniatures				
39.95	1821	Victorian Adventures (1989)[boxed miniatures]	OOP	shrinkwrap
61.95	1842	Legions of Mars - (1989) [boxed miniatures]	OOP	shrinkwrap
52.95	1843	Kraag Warriors (1989) [boxed miniatures]	OOP	shrinkwrap
64.95	1889	Space 1889 (1988) [basic hardcover book]	OOP	mint
89.95	1890	Sky Galleons of Mars (1988)	OOP	shrinkwrap
54.95	1892	Temple of the Beastmen (1989)	OOP	shrinkwrap
16.95	1901	Tales from the Ether (1989)	OOP	mint
16.95	1902	Beastmen of Mars (1989)	OOP	mint
12.95	1903	Caravans of Mars (1989)	OOP	mint
14.95	1904	Steppelords of Mars (1989)	OOP	mint
16.95	1905	Cloud Captains of Mars (1989)	OOP	mint
13.95	1906	More Tales from the Ether (1989)	OOP	mint
19.95	1907	Canal Priests of Mars (1990)	OOP	mint
14.95	1907	Canal Priests of Mars (1990)	OOP	near mint
29.95	1981	Space 1889 Referee's Screen (1989)	OOP	shrinkwrap
69.95	1982	Cloudships & Gunboats (1989)	OOP	shrinkwrap
13.95	1983	Conklin's Atlas of the Worlds... (1989)	OOP	mint
29.95	0403	The Liftwood Conspiracy [published by 3W]	OOP	mint
MegaTraveller				
26.95	0211	Player's Manual (1987)	OOP	mint
16.95	0211	Player's Manual (1987) [Condition notes: wear spot on back cover bottom; very small miscut on bottom of back cover; none of these affect the game contents]	OOP	near mint
24.95	0212	Referee's Manual (1987)	OOP	mint
29.95	0213	Imperial Encyclopedia (1987)	OOP	mint
29.95	0214	Rebellion Sourcebook (1988)	OOP	mint
23.95	0216	COACC - Close Orbit and Airspace Control Command (1989)	OOP	mint

16.95	0216	COACC - Close Orbit and Airspace Control Command (1989) [Condition notes: small wear spot on back cover; very small miscut on bottom of back cover; none of these affect the game contents]	OOP	near mint
23.95	0218	Fighting Ships of the Shattered Imperium (1990)	OOP	mint
19.95	0219	Knightfall (1990)	OOP	mint
<b>Traveller</b>				
46.95	202	The Traveller Adventure Vol 2 (1983)	OOP	mint
9.95	311	Adventure 2 - Research Station Gamma (1980)	OOP	mint
6.95	311	Adventure 2 - Research Station Gamma (1980) [Condition notes: small cut on the bottom of the spine]	OOP	mint
11.95	316	Adventure 4 - Leviathan (1980) [Condition notes: slight miscut on bottom of the book]	OOP	mint
9.95	333	Adventure 9 - Nomads of the World-Ocean (1983) [Condition notes: miscut on bottom of the book; this doesn't affect the game contents]	OOP	mint
13.95	338	Adventure 10 - Safari Ship (1984)	OOP	mint
9.95	317	The Best of the Journal of the Travellers' Aid Society, Volume 1 - Selected Articles Collected from Journals 1 to 4 (1980) [Condition notes: miscut on bottom of the book; this doesn't affect the game contents]	OOP	mint
9.95	328	The Best of the Journal of the Travellers' Aid Society, Volume 2 - Selected Articles Collected from Journals 5 to 8 (1982) [Condition notes: miscut on bottom of the book; this doesn't affect the game contents]	OOP	near mint
9.95	335	The Best of the Journal of the Travellers' Aid Society, Volume 3 - Selected Articles Collected from Journals 9 to 12 (1982) [Condition notes: miscut on bottom of the book; this doesn't affect the game contents]	OOP	near mint
11.95	321	Double Adventure 3 - The Argon Gambit (1981) [Condition notes: small cut on the bottom of the spine]	OOP	mint

11.95	315	Supplement 6 - 76 Patrons (1980) [Condition notes: miscut on one corner at the bottom of the book; this doesn't affect the game contents]	OOP	mint
<b>Traveller Chronicle</b>				
[published by Sword of the Knight Publications, Inc.]				
23.95	4	Apr/May/June 1994	OOP	mint
23.95	5	Jul/Aug/Sep 1994 - 1st Anniversary Issue!	OOP	mint
19.95	7	Jan/Feb/Mar/Apr 1995 [Condition note: slight bending on the bottom back cover; this doesn't affect the game contents]	OOP	mint
19.95	8	May/Jun/Jul/Aug 1995 [Condition note: slight bending on the bottom back cover; this doesn't affect the game contents]	OOP	mint
23.95	10	June 1996	OOP	mint
16.95	11	Oct 96 [Condition notes: miscut on bottom of the book and small rub spots on bottom and top of spine; these don't affect the game contents]	OOP	near mint
16.95	12	Feb 97 [Condition notes: medium rub spot on top of spine; this doesn't affect the game contents]	OOP	mint
<b>Traveller</b>				
[published by Judges Guild]				
7.95	730	Simba Safari (1996) [includes deck plans]	OOP	shrinkwrap
<b>Traveller</b>				
[published by Imperium Games, Inc.]				
39.95	IGI-1100A	Marc Miller's Traveller (1996)	OOP	mint
16.95	IGI-2002	Mileu O (1996) [hardcover book] [Condition notes: Although the covers and pages are in mint, unused condition, the edges have medium shelf wear in several places.]	OOP	mint
<b>Traveller</b>				

[published by Far Future Enterprises]				
79.95	FFE 001	The Classic Books - Books 0-8 (2000)	OOP	mint
<b>Traveller</b>				
[published by The ADJUTANT]				
	Imperial Armed Forces Vehicle Guide, Altair Sub-Sector			
9.95	RM-90-01	Set Number One, Air Cushion (1991)	OOP	mint
9.95	RM-90-02	Set Number Two, Aircraft, Rotary & Fixed Wing (1990)	OOP	mint
<b>Traveller - The New Era</b>				
[miniatures produced by RAFM]				
19.95	5815	Mercenary Cruiser [BC - pewter]	OOP	mint
9.95	5817	Clipper [BC - pewter] [Condition note: the blister has been taped; it looks complete but no guarantee]	OOP	mint
19.95	5858	PR-317 Combat Robots [BC - pewter]	OOP	mint
19.95	5860	Grave Bike and Rider [BC - lead]	OOP	mint
<b>2300 AD</b>				
19.95	1035	Bayern (1988)	OOP	mint
24.95	1036	Ground Vehicle Guide (1988)	OOP	mint
<b>Twilight: 2000 1st edition &amp; Variants</b>				
49.95	0500	Twilight: 2000 boxed rules set with adventure Escape from Kalisz [1984] [Condition notes: box is in excellent condition; the game contents are in mint to near mint condition; includes multiple copies of the 3 different player sheets, adventure handout and a copy of the publisher's errata sheet]	OOP	box is excellent and game components are near mint



44.95	0500	Twilight: 2000 boxed rules set with adventure Escape from Kalisz [1984] [Condition notes: box is taped in several places; the game contents are in near mint condition; includes multiple copies of the 3 different player sheets, adventure handout and a copy of the publisher's errata sheet]	OOP	box is good and game components are near mint
15.95	0501	Free City of Krakow [1985] [Condition notes: minor dings and minor rub spots on the cover; slight wear and creases on the spine; hand written price in pencil on first page; otherwise mint on the inside]	OOP	near mint
11.95	0501	Free City of Krakow [1985] [Condition notes: dings and minor rub spots on the cover; slight wear and creases on the spine; the middle insert (with the map and TO&E) was carefully removed but it is present; includes an extra copy of the insert]	OOP	excellent
9.95	0501	Free City of Krakow [1985] [Condition notes: dings and rub spots on the cover; very faint marks where price label was removed; wear and creases on the spine; there is a clean photocopy of the map and charts]	OOP	very good
7.95	0501	Free City of Krakow [1985] [Condition notes: dings and rub spots on the cover; wear and creases on the spine; the original insert (with map and enemy TO&E) is missing but there is at least two, full-size, clean and complete photocopies as replacements]	OOP	very good
6.95	0501	Free City of Krakow [1985] [Condition notes: dings and minor rub spots on the cover; wear on the spine; the original insert (with map and enemy TO&E) is missing but there are at least two, full-size, clean and complete photocopies as replacements]	OOP	good
29.95	0502	Pirates of the Vistula [1985] [Condition notes: minor rub spots on two corners]	OOP	mint

19.95	0502	Pirates of the Vistula [1985) [Condition notes: lightly used; the two center panels (the ship deck plans/tactical map and Vistula River map/charts) were carefully removed from the staples and are present]	OOP	near mint
27.95	0503	Ruins of Warsaw [1985) [Condition notes: remnant of price tag on front cover; minor rub spots on cover]	OOP	near mint
14.95	0503	Ruins of Warsaw [1985) [Condition notes: the two center panels (the maps and charts) were carefully removed from the staples and are present; minor rub spots on cover]	OOP	excellent
9.95	0503	Ruins of Warsaw [1985) [Condition notes: small damage on front cover where price tag was removed; rub spots on cover; the two center panels (the maps and charts) were carefully removed from the staples - the panel with the maps are present but the charts are clean photocopies]	OOP	good
27.95	0504	U.S. Army Vehicle Guide [1986) [Condition notes: price tag on front cover]	OOP	mint
24.95	0504	U.S. Army Vehicle Guide [1986) [Condition notes: very light wear on cover]	OOP	near mint
19.95	0504	U.S. Army Vehicle Guide [1986) [Condition notes: light damage from price tag on front cover; rub spots on cover; mint inside ]	OOP	near mint
9.95	0504	U.S. Army Vehicle Guide [1986) [Condition notes: 3-hole punched for binder - the holes do not cut out any print/pictures; rub spots on cover; there are a few hand-written notations on the inside pages but these don't cover any of the printed material]	OOP	good
24.95	0505	Black Madonna [1985) [Condition notes: minor rub spots on cover]	OOP	mint
OOS	0506	Going Home [1986)	OOP	
23.95	0507	Red Star: Lone Star [1986) [Condition notes: light rub spots]	OOP	mint
22.95	0507	Red Star: Lone Star [1986) [Condition notes: light rub spots and price tag on cover]	OOP	mint
23.95	0508	RDF Sourcebook [1986) [Condition notes: light rub spots and light crease on cover]	OOP	mint

21.95	0508	RDF Sourcebook [1986] [Condition notes: light rub spots on spine; price tag on back cover]	OOP	mint
16.95	0508	RDF Sourcebook [1986] [Condition notes: medium rub spots on spine and cover; price tag on inside front cover]	OOP	excellent
OOS	0509	Armies of the Night [1986]	OOP	
OOS	0510	Allegheny Uprising [1987]	OOP	
34.95	0511	Airlords of the Ozarks [1987] [Condition notes: light rub spots on spine; price tag residue on front cover]	OOP	near mint
23.95	0512	Gateway to the Spanish Main [1987] [Condition notes: price tag residue on front cover]	OOP	mint
23.95	0512	Gateway to the Spanish Main [1987] [Condition notes: price tag on front cover]	OOP	mint
26.95	0513	King's Ransom [1987] [Condition notes: light rub spot on front cover]	OOP	mint
23.95	0513	King's Ransom [1987] [Condition notes: price tag on front cover]	OOP	mint
29.95	0514	Soviet Vehicle Guide [1987] [Condition notes: price tag on front cover]	OOP	mint
28.95	0514	Soviet Vehicle Guide [1987] [Condition notes: price tag remnant on front cover]	OOP	mint
14.95	0514	Soviet Vehicle Guide [1987] [Condition notes: wear on front cover]	OOP	very good
9.95	0514	Soviet Vehicle Guide [1987] [Condition notes: creases and light wear on front cover; 3-hole punched for binder - the holes do not cut out any print/pictures; a few very light pencil marks on the inside; excellent condition on the inside]	OOP	good
29.95	0515	Urban Guerilla [1987]	OOP	mint
OOS	0516	Small Arms Guide [1987]	OOP	
29.95	0517	The Last Submarine (Last Sub 1) [1988] [Condition notes: two, small, light creases on front cover near spine; light rub spots on spine]	OOP	mint
29.95	0518	Kidnapped [1988] [Condition notes: price tag on front cover]	OOP	mint

24.95	0518	Kidnapped [1988) [Condition notes: price tag residue on front cover; 3-hole punched for binder - the holes do not cut out any print/pictures; the 3 holes are the only reason that this is not in mint condition]	OOP	near mint
29.95	0519	Howling Wilderness [1988) [Condition notes: light rub spots on cover; price tag on front cover]	OOP	mint
14.95	0519	Howling Wilderness [1988) [Condition notes: very light rub spots on spine; price tag residue on front cover; 3-hole punched for binder - the holes do not cut out any print/pictures; the 3 holes are the only reason that this is not in mint condition]	OOP	near mint
39.95	0520	Mediterranean Cruise (Last Sub 2) [1988) [Condition notes: small crease lines on front cover; very light rub spots on spine; one corner of front cover is bent; price tag on the inside front cover]	OOP	mint
29.95	0521	Boomer (Last Sub 3) [1989) [Condition notes: price tag on front cover]	OOP	mint
39.95	0522	Satellite Down [1988) [Condition notes: very small crease lines near spine; price tag on inside front cover]	OOP	mint
29.95	0523	Return to Warsaw (Return to Europe 1) [1989)	OOP	mint
29.95	0523	Return to Warsaw (Return to Europe 1) [1989) [Condition notes: price tag residue on back cover; price tag on front cover]	OOP	mint
24.95	0523	Return to Warsaw (Return to Europe 1) [1989) [Condition notes: price tag residue on front cover; there's a small area on the back cover with rub spots but these don't affect the inside pages; otherwise, this adventure is in mint condition]	OOP	near mint
OOS	0524	Bear's Den (Return to Europe 2) [1989)	OOP	
23.95	0525	Heavy Weapons Guide [1989) [Condition notes: light creases on cover and spine; light, hand-written, pencil notation on first page]	OOP	mint
OOS	0526	NATO Vehicle Guide [1989)	OOP	
OOS	0527	White Eagle (Return to Europe 3) [1989)	OOP	

39.95	0528	Survivors' Guide To The United Kingdom [1990) [Condition notes: price tag on front cover; tag residue on back cover]	OOP	mint
79.95	0551	Last Battle (1989) [box set]	OOP	shrinkwrap
49.95	0551	Last Battle (1989) [box set] [Condition notes: the plastic shrinkwrap has been worn off on the bottom 1 inch of the box but the rest of the plastic shrinkwrap is still there and this prevents opening the box; there are rub spots on the same area of the box but these don't break open the box]	OOP	shrinkwrap
<b>Twilight: 2000 2nd edition</b>				
99.95	0552	Twilight Encounters [1990)	OOP	shrinkwrap
44.95	2000	Twilight: 2000 2nd ed. softcover [1990) [Condition notes: lightly used with rub spots and small scratches on the cover; the spine is not cracked or creased which usually indicates that it wasn't used much]	OOP	excellent
OOS	2000	Twilight: 2000, 2nd ed. (known as Version 2.2) [1993)	OOP	
OOS	2001	Twilight: 2000, 2nd ed. boxed set [1990)	OOP	
OOS	2002	Infantry Weapons of the World [1991)	OOP	
OOS	2003	American Combat Vehicle Guide [1990)	OOP	
OOS	2004	Soviet Combat Vehicle Guide [1990)	OOP	
39.95	2005	Merc: 2000 [1990) [Condition notes: small bends, dings and rub spots on front and back covers; the inside pages are mint]	OOP	mint to near mint
19.95	2006	Bangkok - Cesspool of the Orient [1991) [Condition notes: price tag residue on back cover]	OOP	mint
OOS	2007	NATO Combat Vehicle Handbook [1991)	OOP	
39.95	2008	Gazetteer (Merc: 2000) [1991) [Condition notes: minor rub spots mainly on the spine; price tag residue on back cover]	OOP	mint

34.95	2008	Gazetteer (Merc: 2000) [1991] [Condition notes: small wear spots on the spine top and bottom; price tag residue on back cover]	OOP	mint
34.95	2009	Nautical Aviation Handbook [1991)	OOP	mint
29.95	2009	Nautical Aviation Handbook [1991) [Condition notes: small separation spots on the spine; slight bending on one corner]	OOP	mint
34.95	2010	Twilight Nightmares [1991) [Condition notes: one corner of the book has slight bends but these don't affect the use of the book; price tag residue on back cover]	OOP	mint
24.95	2011	Heavy Weapons Handbook [1992]	OOP	mint
OOS	2012	Special Operations Handbook [1992]	OOP	
OOS	2014	Castle by the Sea [1992]	OOP	
OOS	2015	Referee's Screen - Twilight: 2000 [1992]	OOP	
OOS	2016	Operation Crouching Dragon [1992]	OOP	
34.95	2017	Eastern European Handbook [1994)	OOP	shrinkwrap
24.95	2018	Rendezvous in Krakow (The Vistula Epic 1) [1995) [Condition notes: price tag residue on back cover]	OOP	mint
OOS	2019	Death on the Vistula (The Vistula Epic 2)	OOP	
<b>Twilight: 2000</b>				
[published by World Wide Wargames (3W)]				
OOS	0401	City of Angels [1989)	OOP	
<b>Twilight: 2000</b>				
[published by Far Future Enterprises]				

89.95	2001	Twilight: 2000 Series Volume 1 [2003] [This soft-cover, 320-page, bound book contains the official re-prints of the core rules with scenario "Escape from Kalisz", the four adventures in Poland ("The Free City of Krakow," "Pirates of the Vistula," "The Ruins of Warsaw" & "The Black Madonna"), the "Twilight: 2000 Combat Example" (edited article from Challenge magazine #31), "The Compleat NPC" (article from Challenge magazine #34) and the official errata (dated 8 Aug 85)] [Condition notes: there is a very small, almost unnoticeable bend on the front cover but this doesn't affect the contents]	OOP	mint
<b>Twilight: 2000 3rd edition</b>				
[by 93 Games Studio]				
74.95		Twilight: 2013 [2008] [Condition notes: hard cover rule book; the top left front book cover near the spine is missing a 1/2" square but this doesn't affect the book pages; except for this missing piece, this would be in mint condition]	OOP	near mint
<b>Games Workshop</b>				
Check out the separate price listing on this company				
<b>Judge Dredd - The Role-Playing Game</b>				
69.95	MM4 01032	Judgement Day (1986) [Condition notes: all of the center inserts are still attached; all of the stand-up figures are uncut and still attached to the back inside cover; absolutely clean with crisp edges]	OOP	mint
<b>Gold Rush Games</b>				
<b>Chanbara Roleplaying Game</b>				

29.95	S100	Sengoku - Chanbara Roleplaying in Feudal Japan (1999) [core rulebook] [336 pages]	OOP	mint
<b>Usagi Yojimbo Roleplaying Game</b>				
14.95	U100	Usagi Yojimbo Roleplaying Game (1997) [core rulebook]	OOP	mint
<b>Heartbreaker / Target Games</b>				
<b>Mutant Chronicles Warzone Miniatures</b>				
8.95	9506-C	Blessed Legionnaires (1995) [BC]	OOP	shrinkwrap
8.95	9506-C	Blessed Legionnaires (1995) [BC]	OOP	near mint
8.95	9510-C	Cartel Special Agents (1995) [BC]	OOP	near mint
8.95	9513-C	Necromutants (1995) [BC] [blister is stapled to card]	OOP	near mint
8.95	9515-C	Screaming Legionnaires (1995) [BC]	OOP	shrinkwrap
8.95	9517-C	Heretic Legionnaires - Semai [BC]	OOP	shrinkwrap
8.95	9527-C	Karnophages (1995) [BC]	OOP	shrinkwrap
8.95	9528-C	Destroyers (1995) [BC]	OOP	shrinkwrap
8.95	9533-C	Sunset Strikers (1995) [BC]	OOP	shrinkwrap
8.95	9534	Chasseur (1995) [BC]	OOP	shrinkwrap
8.95	9536	Cybertronic Shock Troops (1995) [BC]	OOP	shrinkwrap
8.95	9541	Capitol Desert Scorpions (1995) [BC]	OOP	shrinkwrap
8.95	9544	Sons of Rasputin Soldat (1995) [BC]	OOP	shrinkwrap
8.95	9545	Crescentian Brotherbound (1995) [BC]	OOP	shrinkwrap
8.95	9546	Templar Horde Troopers (1995) [BC]	OOP	shrinkwrap
5.95	9597	Jaeger Commando (1995) [BC]	OOP	near mint
6.95	9617-D	Nepharite of Muawuhe #1 (1995) [BC]	OOP	shrinkwrap
6.95	9618-D	Zenithain Soul Slayer (1995) [BC]	OOP	shrinkwrap
6.95	9622-D	Immaculate Fury (1995) [BC]	OOP	shrinkwrap



9.95	9628	TA 6500 Light Recon Vehicle [BC]	OOP	shrinkwrap
9.95	9630	KA-67 Great Gray (1995) [BC]	OOP	shrinkwrap
9.95	9630	KA-67 Great Gray (1995) [BC]	OOP	near mint
9.95	9631	Purple Shark (1995) [BC]	OOP	shrinkwrap
4.95	9633	Attila Variant (1995) [BC]	OOP	shrinkwrap
9.95	9642-H	Pegasus Scout Bike (1995) [BC]	OOP	shrinkwrap
2.95	9653-B	Eaonian Justifier (1995) [BC]	OOP	near mint
5.95	9654-L	Tekron [BC]	OOP	shrinkwrap
2.95	9658-B	War Medic (1995) [BC]	OOP	shrinkwrap
2.95	9659-B	Dr. Diana (1995) [BC]	OOP	shrinkwrap
2.95	9663-B	Billy/Heretic (1995) [BC]	OOP	shrinkwrap
6.95	9673	Scorpion (1995) [BC]	OOP	shrinkwrap
2.95	9680	Technomancer (DL) [BC] (1995) [BC]	OOP	shrinkwrap
8.95	9683	Bauhaus Venusian Marshall (1995) [BC]	OOP	shrinkwrap
2.95	9686	Templar Horde Std Bearer (1995) [BC]	OOP	shrinkwrap
3.95	9698	Necromutant (1995) [BC]	OOP	near mint
2.95	9802-A	Capitol Sergeant (1995) [BC]	OOP	shrinkwrap
2.95	9809-A	Bauhaus Hussar w/Heavy Weapon (1995) [BC]	OOP	shrinkwrap
2.95	9817-A	Seal Lion Hero (1995) [BC]	OOP	shrinkwrap
2.95	9826-A	Capitol Captain (1995) [BC]	OOP	shrinkwrap
2.95	9828-A	Capitol Hero (1995) [BC]	OOP	shrinkwrap
2.95	9830-A	Capitol SGT #2 (1995) [BC]	OOP	shrinkwrap
2.95	9832-A	Necromutant #1 (1995) [BC]	OOP	shrinkwrap
2.95	9839-A	Brotherhood Elite Trooper SGT (1995) [BC]	OOP	near mint
2.95	9840-A	Brotherhood Elite Trooper w/Heavy Weapon (1995) [BC]	OOP	shrinkwrap
2.95	9846	Brotherhood Assassin (1995) [BC]	OOP	shrinkwrap
2.95	9849	Brotherhood Vestel (1995) [BC]	OOP	shrinkwrap
4.95	9851-A	Necromutant w/Tormentor #1 (Algerroth) [BC] (1995) [BC]	OOP	near mint

2.95	9864-A	Destroyer SGT (1995) [BC]	OOP	shrinkwrap
2.95	9866-A	Bauhaus Dragoon Kapitan (1995) [BC]	OOP	shrinkwrap
2.95	9866-A	Bauhaus Dragoon Kapitan (1995) [BC]	OOP	near mint
2.95	9868-A	Bauhaus Blizter SGT (1995) [BC]	OOP	shrinkwrap
2.95	9881	Cybertronic Shock Troop (1995) [BC]	OOP	shrinkwrap
2.95	9892	Lutheran Greymourn w/Heavy Weapon (1995) [BC]	OOP	near mint
2.95	9894	Sons of Rasputin Soldat Kommandant (1995) [BC]	OOP	near mint
2.95	9895	Soldat Flammen Trooper (1995) [BC]	OOP	shrinkwrap
2.95	9896	Brotherbound w/Heavy Weapon (1995) [BC]	OOP	shrinkwrap
2.95	9897	Brotherbound SGT (1995) [BC]	OOP	shrinkwrap
2.95	9898	Templar Centurion (1995) [BC]	OOP	shrinkwrap
<b>Chronicles</b>				
[official magazine of Warzone and Chronopia tabletop games & miniatures]				
9.95	1113	Issue 1 - The Green Hell Issue (1998) [includes inserts]	OOP	mint
9.95	1114	Issue 2 - The Underground Issue (1999)	OOP	mint
<b>Heraldic Games</b>				
9.95		SOL - Omniversal Role Playing System (1994) [core rule book]	OOP	mint
<b>Highlander Designs</b>				
<b>Chivalry &amp; Sorcery</b>				
24.95	5000	Chivalry & Sorcery 3rd edition (1996) [core rulebook]	OOP	mint

24.95	5100	Game Master's Handbook 3rd edition (1997)	OOP	mint
14.95	5101	Game Master's Shield [for 3rd edition]	OOP	shrinkwrap
7.95	8001	Stormwatch (1997) [for 3rd edition]	OOP	mint
<b>Hero Games</b>				
<b>Champions</b>				
12.95	10011	New Millennium Alliances (1997)	OOP	mint
<b>Ianus Games</b>				
19.95	SR-01	Star Riders (1993)	OOP	mint
<b>InPrint, Inc</b>				
<b>The Gamer</b>				
[professional magazine focusing on adventure gaming]				
2.95	Issue 3	46 pages (May/June 1992) [cover story: Live Action Role Playing (LARP)]	OOP	mint
<b>Iron Crown Enterprises (ICE)</b>				
<b>Generic RPG Sourcebook</b>				

39.95	5703	...and a 10-foot Pole (1999) [189 pages, equipment sourcebook from the Stone Age to modern times for any RPG - a great resource for almost any DM/GM - with detailed item listings including cost, weight and other factors]	OOP	mint
<b>Cyberspace</b>				
29.95	5100	Cyberspace (2nd Printing, Mar 1992) [core rulebook]	OOP	mint
19.95	5108	Chicago Arcology	OOP	shrinkwrap
<b>Rolemaster</b>				
69.95	5501	Rolemaster: The Basics [box set]	OOP	shrinkwrap
44.95	5505	Rolemaster Annual 1996 (1st US edition, 1997)	OOP	mint
44.95	5506	Rolemaster Annual 1997 (1st US edition, 1997)	OOP	mint
49.95	5522	Spell Law (3rd US edition, third printing, Jan 1997)	OOP	mint
39.95	5522	Spell Law (3rd US edition, third printing, Jan 1997) [Condition notes: unused, mint condition but the cover and first 35 pages are slightly bent in the upper right corner - this doesn't affect readability]	OOP	mint
39.95	5524	Weapon Law: Firearms (1st US edition, 1996)	OOP	mint
<b>Run Out the Guns!</b>				
69.95	4000	Run Out the Guns! Adventure Kit (1998) [box set] [complete RPG]	OOP	shrinkwrap
<b>Spacemaster</b>				
54.95	4500	Spacemaster: Privateers (2000)	OOP	mint
39.95	4511	Tech Law: Robotics Manual (2000)	OOP	mint
39.95	4512	Tech Law: Equipment Manual (2000)	OOP	mint

49.95	9200	Tech Law	OOP	shrinkwrap
<b>Jolly Roger Games</b>				
24.95	100	Swashbucklers - A Role Playing of Heroes, Gallantry and Flashing Blades (1998)	OOP	mint
<b>Judges Guild</b>				
[for use with D&D and other fantasy RPGs]				
9.95	80	Of Skulls and Scrapfaggot Green (1979) [Condition notes: the front and back covers are slightly discolored; the back cover has a small, light stain (about 1 inch in diameter) but it doesn't penetrate through to the last game page]	OOP	excellent
14.95	140	Castle Book II (1981) [Condition notes: none of the maps/pages have been removed] [campaign aid for fantasy RPGs]	OOP	near mint
14.95	990	The Book of Treasure Maps III (1982) [Condition notes: very slight wear on bak cover]	OOP	near mint
[for use with The Morrow Project]				
4.95	GA-2	Personal and Vehicular Basic Loads and The Morrow Project Role Playing Expansion (1st edition, 2nd printing) [booklet] [Condition notes: missing one sheet containing two vehicular basic loads (out of a total of 12)]	OOP	near mint (missing one sheet)
<b>Last Unicorn Games</b>				
49.95	45000	Star Trek Roleplaying Game (1st Printing, 1999) [core rulebook] [hardcover book]	OOP	mint

<b>Leading Edge Games</b>				
<b>Lawnmower Man</b>				
49.95	40100	Lawnmower Man - Virtual Reality Role Playing Game (1993)	OOP	mint
<b>Phoenix Command</b>				
24.95	10283	Lock and Load: Vietnam 1965-1971 (1993)	OOP	mint
<b>Maelstrom Hobby</b>				
7.95	1001	MAR-13-M Mimetic Ass. Robotics Ver 13 Modular Series (1994)	OOP	mint
<b>Manticore Productions</b>				
<b>Waste World</b>				
24.95	1001	The Shogunate (1997)	OOP	mint
19.95	1002	Forceshield - Waste World Campaign Pak (1997)	OOP	shrinkwrap
<b>Margaret Weis Productions</b>				
<b>Battlestar Galactica Role Playing Game</b>				
49.95	1007	Battlestar Galactica Role Playing Game (2007) [hardcover core rulebook]	OOP	mint

Serenity Role Playing Game				
59.95	1001	Serenity Role Playing Game (2005) [hardcover core rulebook]	OOP	mint
19.95	1002	Game Master's Screen (2005)	OOP	shrinkwrap
47.95	1003	Out in the Black (2nd Printing, 2007)	OOP	mint
49.95	1021	Six-Shooters & Spaceships (1st Printing, 2008)	OOP	mint
Firefly non-game items				
[published by Titan Books]				
14.95		Firefly: The Official Companion Vol 1 (1st edition, July 2006) [full-size, 176-page softcover book; behind-the-scenes, in-depth interviews; previously unpublished photographs; out takes from the TV series; much, much more]	19.95	mint
Mayfair Games				
Batman Role-Playing Game				
19.95	299	Batman Role-Playing Game (1986) [core rulebook]	OOP	mint
Chill				
59.95	650	Chill (1990) [hardcover book] [core rulebook] [includes "Chill Introductory Insert" booklet]	OOP	mint
29.95	651	The Accessory Pack (1990)	OOP	shrinkwrap
DC Heroes RPG				
9.95	207	All That Glitters (1987)	OOP	shrinkwrap

19.95	209	Countdown to Armageddon (1986) [Condition notes: small dings on corners; hard-to-see signs of handling but clean with no marks; the glossy insert (with Clark Kent's press pass, visitor's pass, business card and Daily Planet Calendar) is uncut and mint]	OOP	near mint
12.95	210	The Doomsday Program (1986)	OOP	near mint
6.95	214	Escort to Hell (1986) [solitaire module]	OOP	shrinkwrap
9.95	215	Fire and Ice (1986)	OOP	shrinkwrap
14.95	217	King of Crime (1986)	OOP	shrinkwrap
6.95	222	An Element of Danger (1986)	OOP	excellent
9.95	228	Dream Machine (1986)	OOP	shrinkwrap
9.95	231	Lights Camera Korba (1987)	OOP	shrinkwrap
12.95	237	Blitzkrieg (1988)	OOP	shrinkwrap
19.95	239	Strangers in Paradise (1988) [Wonder Woman]	OOP	shrinkwrap
37.95	241	Justice League Sourcebook (1990)	OOP	shrinkwrap
24.95	246	Batman Sourcebook (1989)	OOP	shrinkwrap
17.95	247	The Atlas of the DC Universe (1990) [the two 3-panel, full-color maps are attached to the book]	OOP	mint
7.95	250	Deadly Fusion (1990) [1st first Match-Play adventure with Batman and Superman - for second edition but can be used with first edition; both booklets are still attached to the cover]	OOP	excellent
7.95	251	The Law of Darkness (1990)	OOP	shrinkwrap
47.95	252	The New Titans Sourcebook (1990)	OOP	mint
33.95	254	Watchmen Sourcebook (1990) [Condition notes: light rubbing on the front spine edge]	OOP	mint
39.95	257	The World at War Sourcebook (1991)	OOP	shrinkwrap
31.95	258	Superman - The Man of Steel Sourcebook (1992)	OOP	shrinkwrap
41.95	260	Who's Who in the DC Universe #1 (1992) [Condition notes: light rub spots on cover; mint inside]	OOP	mint
74.95	264	Who's Who in the DC Universe #3 (1993)	OOP	shrinkwrap



44.95	265	DC Technical Manual - STAR Labs 1993 Annual Report (1993)	OOP	mint
29.95	265	DC Technical Manual - STAR Labs 1993 Annual Report (1993) [Condition notes: very small (about 1/4") separation at bottom of the spine which only affects the cover and a couple of pages; a ding on the bottom right front cover]	OOP	mint
49.95	N/A	New Teen Titans 5-pack (1990) consists of 5 modules and conversion booklet:	OOP	mint
		#202 H.I.V.E. (1987) [mint]		
		#203 Blood Feud! (1985) [mint]		
		#210 The Doomsday Program (1986) [mint]		
		#215 Fire and Ice (1986) [mint]		
		#229 Rigged Results (1987) [mint]		
		5-pack Conversion Pamphet (1990) [mint]		
Role Aids				
(licensed for use with TSR's AD&D RPG system but can be used with other fantasy RPGs)				
19.95	704	Dwarves	OOP	shrinkwrap
34.95	707	Dark Folk	OOP	shrinkwrap
24.95	707	Dark Folk (1983)	OOP	near mint
4.95	711	Elves [Condition notes: the title page with the Table of Contents (pages 1&2) is missing but all of the gaming pages are attached to the book and is in otherwise near mint condition]	OOP	good
19.95	737	Undead	OOP	shrinkwrap
19.95	744	Giants	OOP	shrinkwrap
34.95	751	Monsters of Myth and Legend III	OOP	shrinkwrap
MIB Productions				
14.95	3300	Pandemonium - Adventures in Tabloid World (1993)	OOP	mint

<b>Mind Ventures</b>				
14.95	1002	Giant Psychic Insects from Outer Space (1993)	OOP	shrinkwrap
<b>Mongoose Publishing</b>				
<b>Behind Enemy Lines</b>				
19.95	1204	Kazakhstan (2003)	OOP	mint
<b>Nightshift Games</b>				
19.95	1700	Hidden Invasion (1995)	OOP	mint
<b>Pagan Publishing</b>				
The Unspeakable Oath				
[magazine for Chaosium's Call of Cthulhu]				
24.95		Issue #16/17 (March 2001)	OOP	mint
<b>Palladium Books</b>				
<b>Recon</b>				
19.95	600	Deluxe Revised Recon (First Printing, Mar 1999) [224 pages]	OOP	mint

Rifts				
34.95	800	RIFTS (12th Printing, Aug 1999) [core rulebook]	OOP	mint
19.95	823	Rifts Index & Adventures (1st Printing, Feb 1996)	OOP	mint
19.95	831	Rifts Index & Adventures - Volume 2 (1st Printing, Dec 1997)	OOP	mint
14.95	805	Rifts Sourcebook 2: The Mechanoids (1st Printing, Nov 1992)	OOP	mint
14.95	812	Rifts Sourcebook 3: Mindwerks (3rd Printing, Mar 1998)	OOP	mint
14.95	828	Rifts Sourcebook 4: Coalition Navy (1st Printing, Aug 1997)	OOP	mint
19.95	809	Rifts Dimension Book One: Wormwood (3rd Printing, Jun 1998)	OOP	mint
19.95	816	Rifts Dimension Book Two: Phase World (3rd Printing, Aug 1998)	OOP	mint
14.95	804	World Book 2: Atlantis (5th Printing, Jan 1997)	OOP	mint
14.95	808	World Book 4: Africa (3rd Printing, Oct 1996)	OOP	mint
19.95	810	World Book 5: Triax & the NGR (4th Printing, Oct 1998)	OOP	mint
19.95	815	World Book 7: Underseas (2nd Printing, Sep 1996)	OOP	mint
19.95	818	World Book 8: Rifts Japan (3rd Printing, May 1999)	OOP	mint
14.95	820	World Book 10: Juicer Uprising (2nd Printing, Sep 1996)	OOP	mint
14.95	821	World Book 11: Coalition War Campaign (3rd Printing, Mar 1999)	OOP	mint
19.95	822	World Book 12: Pyscape (2nd Printing, Aug 1999)	OOP	mint
14.95	825	World Book 13: Rifts Lone Star (2nd Printing, Jul 1998)	OOP	mint
19.95	826	World Book 14: New West (2nd Printing, Dec 1998)	OOP	mint
24.95	827	World Book 15: Spirit West (1st Printing, Jul 1997)	OOP	mint

19.95	832	World Book 17: Warlords of Russia (1st Printing, Aug 1998)	OOP	mint
22.95	833	World Book 18: Mystic Russia (1st Printing, Dec 1998)	OOP	mint
24.95	834	World Book 19: Australia (1st Printing, Jan 1999)	OOP	mint
22.95	835	World Book 20: Rifts Canada (1st Printing, Aug 1999)	OOP	mint
19.95	836	World Book 21: Splynn Dimensional Market (1st Printing, Sep 1999)	OOP	mint
22.95	837	World Book 22: Free Quebec (1st Printing, Apr 2000)	OOP	mint
19.95	839	Coalition Wars - Siege on Tolkeen - Chapter One (June 2000)	OOP	mint
<b>The Rifter magazine</b>				
[RPG Guide and Megaverse Sourcebook]				
19.95	101	Issue #1 (1st Printing, Jan 1998)	OOP	mint
14.95	103	Issue #3 (1st Printing, Jul 1998)	OOP	mint
14.95	104	Issue #4 (1st Printing, Oct 1998)	OOP	mint
14.95	106	Issue #6 (1st Printing, Apr 1999)	OOP	mint
14.95	107	Issue #7 (1st Printing, Jul 1999)	OOP	mint
14.95	109	Issue #9 (1st Printing, Jan 2000)	OOP	mint
19.95	095	Issue #9-1/2 (1st Printing, Apr 2000)	OOP	mint
14.95	111	Issue #11 (1st Printing, July 2000)	OOP	mint
14.95	113	Issue #13 (1st Printing, Jan 2001)	OOP	mint
19.95	144	Issue #44 (1st Printing, Nov 2008)	OOP	mint
<b>Robotech</b>				
29.95	559	Book 6: The Return of the Masters (Expanded Printing, July 1998)	OOP	mint
<b>Systems Failure</b>				

19.95	650	Systems Failure (1sr Printing, July 1999) [core rulebook]	OOP	mint
<b>Pariah Press</b>				
39.95	1101	The Whispering Vault (Second Printing, 1995)	OOP	mint
24.95	1102	Dangerous Prey (1995)	OOP	mint
<b>Peregrine</b>				
29.95	0101	Murphy's World (1st Edition, Jan 1995)	OOP	mint
<b>Pinnacle Entertainment Group</b>				
<b>Brave New World</b>				
19.95	7002	Ravaged Planet: The Brave New World Player's Guide (1999) [hardcover book, 159 pages]	OOP	mint
<b>Deadlands</b>				
24.95	1006	Rascals, Varmints & Critters (1998)	OOP	mint
7.95	9000	Deadlands Dime Novel #1 - Perdition's Daughter (1996)	OOP	mint
<b>Propaganda Publishing</b>				
49.95	300	TSYK Introductory Edition (1996)	OOP	shrinkwrap

## Quintessential Mercy Studio

### Rapture: The Second Coming

19.95	2000	Rapture: The Second Coming (1995) [core rulebook]	OOP	mint
14.95	2001	Oracle's Screen	OOP	shrinkwrap

## R. Talsorian Games

### Bubblegum Crisis

39.95	8011	Bubblegum Crisis: Before And After (1997) <b>You Must Be 18 Years or Older to Buy This Book</b>	OOP	mint
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### Cyber Generation

14.95	3251	Cyber Generation - The Final Battle for the Cyberpunk Future (1993)	OOP	mint
9.95	3261	Bastille Day (1993)	OOP	mint

### Cyberpunk

39.95	3111	Corporation Report 2020 (1991)	OOP	mint
9.95	3131	EuroTour - Danger & Death on a Euro-Rock Tour (1993)	OOP	mint
9.95	3371	Neo Tribes - The Nomads of North America (1995)	OOP	mint
9.95	3431	Live & Direct (1996)	OOP	mint
19.95	3511	Chrome Compilation A - Cyberpunk Style Guides 3 & 4 (1994)	OOP	mint
19.95	3601	When Gravity Fails (1992)	OOP	mint

## Cyberpunk

(published by Atlas Games)

24.95	AG5005	Night City Stories (1992)	OOP	mint
24.95	AG5000	The Arasaka Brainworm (1991)	OOP	mint

## Cyberpunk

[published by Ianus Publications]

7.95	ICP #107	Media Junkie - Take 1 (May 1993)	OOP	mint
7.95	ICP #112	Crashpoint (June 1995)	OOP	mint
7.95	ICP #114	Media Junkie - Final Cut (May 1993)	OOP	mint
7.95	ICP #117	Premature Burial (March 1994)	OOP	mint

## Cyberpunk

[unknown manufacturer]

9.95		Baseball cap with " <i>Cyberpunk</i> " embroidered on the front [adjustable strap - 'one size fits all'; black cap and yellow bill]	OOP	mint
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## Ral Partha Enterprises

Check out our separate price listing for miniatures

BattleTech and MechWarrior miniatures are listed separately

## Rapport Games

## Morpheus

29.95		Morpheus: The Roleplaying System of the Mind's Eye! (1990) [core rulebook] [Condition notes: very small damage to bottom of spine - this does not affect the game contents]	OOP	near mint
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<b>Rubican Games</b>				
<b>Everyway</b>				
99.95	3101	Spherewalker Sourcebook (1996)	OOP	mint
<b>Shield Games</b>				
<b>Fifth Cycle</b>				
19.95	9004	Dark Riders (1991)	OOP	mint
<b>Stellar Games</b>				
<b>NightLife</b>				
59.95	0300	NightLife - The Role-Playing Game of Urban Horror 3rd edition (1992) [255 pages] [core rulebook]	OOP	mint
39.95	0306	Reference Screen and City Planner's Accessories (1991)	OOP	shrinkwrap
24.95	0310	Magic - Sorcerers, Witches, Cults and Organizations (1990)	OOP	mint
24.95	0320	In the Musical Vein (1991)	OOP	mint
24.95	0330	America After Dark (1991)	OOP	mint
24.95	0340	KinRise (1992)	OOP	mint
24.95	0350	NightMoves (1993)	OOP	mint
<b>Steve Jackson Games</b>				



<b>Separate Games</b>				
4.95	1800	Tribes - It's 50,000B.C. Where are your children? (1998) [Condition notes: ziplock bag' missing game map; all other items are mint and uncut - great as replacements]	OOP	mint (missing map)
<b>GURPS</b>				
49.95	1204	Man to Man - Fantasy Combat from GURPS (1985) [Condition notes: sticker residue on the front cover; the maps and charts are still attached inside the book; the 3 sheets of full-color, cardboard miniatures are uncut and still in the attached zip lock bag.]	OOP	mint
59.95	3903	Horror Restock Bundle I consists of the 5 following publications [shrinkwrap together by the publisher]:	OOP	shrinkwrap
		Horror 3rd Edition		
		Creatures of the Night		
		Undead		
		Horror GM Screen		
		Horror Character Record Sheets		
16.95	6062	Arabian Nights - Magic and Mystery in the Land of the Djinn (1998) [Condition notes: the back cover is slightly miscut on the bottom but this doesn't affect any game material]	OOP	mint
19.95	6080	Planet Krishna (1997)	OOP	mint
19.95	6097	Ogre (July 2000, 1st printing)	OOP	mint
19.95	6019	Swashbucklers 3rd edition (Dec 1999)	OOP	mint
19.95	6064	SWAT (2003)	OOP	mint
19.95	01-6196	Tactical Shooting (2011)	OOP	mint
19.95	6416	Villians (2000)	OOP	mint
19.95	8001	WWII A World Ablaze, Its Destiny in the Balance (2001)	OOP	mint
14.95	8002	WWII Hand of Steel (2002)	OOP	mint

23.95	8003	WWII Iron Cross - Nazi Germany and Its Forces (2002, 1st edition, 1st printing)	OOP	mint
19.95	8005	WWII Dogfaces - On the Front Lines in the Fight for Freedom (2003, 1st edition, 1st printing)	OOP	mint
9.95	8008	WWII Frozen Hell - Finland in the Winter War and Beyond (2003)	OOP	mint
9.95	8010	WWII Grim Legions - Italy Seeks Triumph, Finds Tragedy (2003)	OOP	mint
<b>In Nomine</b>				
29.95	3301	In Nomine (1997) [core rulebook]	OOP	mint
12.95	3302	In Nomine - Game Master Pack (1997) [core rulebook]	OOP	shinkwrao
14.95	3312	Liber Canticorum - The Book of Songs (1998)	OOP	mint
19.95	3316	You Are Here - Around the World in 666 Days (1999)	OOP	mint
24.95	3317	Game Master's Guide (1999)	OOP	mint
19.95	3320	Superiors 1: War and Honor (1999)	OOP	mint
<b>Task Force Games</b>				
[This company's Star Fleet Battles and other games are listed on our Strategy & Tactical Games list.]				
<b>Prime Directive</b>				
9.95	5802	Graduation Exercise - Gamemaster's Screen and Adventure (1994)	OOP	shrinkwrap
4.95	5806	Uprising! (1994)	OOP	mint
<b>Teddy Bear Press</b>				

7.95		Army Ants - The Role Playing Game Basic Rulebook [booklet] (1996)	OOP	mint
<b>Timeline Ltd</b>				
<b>The Morrow Project</b>				
4.95	GA-2	Personal and Vehicular Basic Loads and The Morrow Project Role Playing Expansion (1st edition, 2nd printing) [booklet] [Condition notes: missing one sheet containing two vehicular basic loads (out of a total of 12)]	OOP	near mint (missing one sheet)
<b>Tri Tac Inc</b>				
<b>Fringeworthy or Stalking the Night Fanastic</b>				
24.95	1060 and 4050	Invasion U.S. - The Fight for Freedom Begins Now [spiral-bound, full-size booklet protected in a ziplock bag] (1984) [supplement for both RPG systems]	OOP	mint
<b>TSR</b>				
Check the separate price listing on this company's D&D and AD&D products.				
Check the separate price listing on this company's strategy and tactical games.				
<b>Alternity - Science Fiction Roleplaying Game</b>				
29.95	2800	Player's Handbook (1st Printing, April 1998) [hardcover book]	OOP	mint
<b>Dawn Patrol</b>				

54.95	7008	Dawn Patrol - Role-Playing Game of WWI Air Combat (rules copyright 1982) [Condition notes: light shelf wear and price tags on the box; the game is very clean - it does not look like it's been played much if at all; the game components are complete and clean; per the instructions, the pull-outs were carefully removed from the rulebook and are complete; one Brit aeroplane may have been removed from the sheet (it's loose on the sheet but I didn't try to remove it) - otherwise the two sheets of aeroplanes are intact; the 64 Maneuver Cards and 16 Optional Tailing Cards have been separated from the sheets; includes a listing of the game components]	OOP	near mint
<b>Boot Hill</b>				
54.95	7702	BH2 Lost Conquistador Mine	OOP	shrinkwrap
<b>GangBusters</b>				
44.95	7009	GangBusters 1st edition (1982) [Condition notes: light wear on box; there are actually 70 counters (the box says 84); about 20% of counters are punched but these are complete and a full-color photocopy of the countersheet is provided; the scenario booklet has a few light pencil notations; the two dice are not the original D20 (2 times 0-9) but are percentile dice per the rules]	OOP	near mint
79.95	7009	GangBusters 3rd edition (1990)	OOP	mint
29.95	7901	GB1 Trouble Brewing	OOP	mint
29.95	7902	GB2 Murder in Harmony	OOP	mint
29.95	7903	GB3 Death on the Docks	OOP	mint
29.95	7904	GB4 The Vanishing Investigator	OOP	mint
29.95	7906	GB5 Death in Spades (1984)	OOP	mint
<b>Marvel Super Heroes</b>				

34.95	6856	MHAC3 Adventure Fold-Up Figures	OOP	shrinkwrap
24.95	6901	MSL2 Warlord of Baluur	OOP	shrinkwrap
9.95	6902	MSL3 Spore of Arthros	OOP	shrinkwrap
39.95	6885	MT1 All This and World War II	OOP	shrinkwrap
19.95	6931	Avengers: Masters of Evil	OOP	mint
<b>Top Secret</b>				
49.95	7006	Top Secret - Espionage Role Playing Game (2nd Edition, Feb 1981) [box set] [Condition notes: the last page of the primary rulebook (the Agent's Dossier) was carefully removed along the perforations (as it is designed to be done) and is present; includes several blank copies of the Agent's Dossier; the players' Mission Briefing was removed from the Administrator File 001 and is present]	OOP	excellent
<b>Web Games</b>				
29.95	0004BG	Web of Horrors (1996)	OOP	mint
<b>West End Games</b>				
<b>Separate Games</b>				
29.95	36000	Hercules: The Legendary Journeys & Xena: Warrior Princess Roleplaying Game (1998) [box set]	OOP	shrinkwrap
14.95	36008	Hero's Guide (1998)	OOP	mint
<b>DC Universe Roleplaying Game</b>				
39.95	52001	Hero Dice (1999) [sealed box of 6 dice]	OOP	mint

19.95	52002	Narrator's Screen/Book (1999)	OOP	shrinkwrap
<b>Men in Black Roleplaying Game</b>				
24.95	50015	Men in Black Roleplaying Game - The Director's Guide (1997)	OOP	shrinkwrap
<b>Paranoia</b>				
29.95	12600	Paranoia - The Fifth Edition (1995) [core rulebook]	OOP	mint
24.95	80105	Acute Paranoia (1986) [Condition notes: remnant of a 5-inch label on front cover but it does not prevent reading; otherwise, it's absolutely mint]	OOP	mint
<b>Star Wars</b>				
		<b>Star War Miniatures</b>		
49.95	40211	Miniatures Battles - Vehicles Starter Set (1996) [box set]	OOP	shrinkwrap
59.95	40212	Mos Eisley Adventure Set (1997) [box set]	OOP	shrinkwrap
19.95	40508	TaunTaun (1993) [BC]	OOP	shrinkwrap
<b>Star Wars</b>				
[published by Wizards of the Coast]				
129.95	WotC 107967200	Star Wars Roleplaying Game - Saga Edition Core Rulebook (2007) [hardcover book]	OOP	mint
<b>Tank Girl</b>				
29.95	28001	The World of Tank Girl (1995) [box set]	OOP	shrinkwrap
19.95	28002	The World of Tank Girl (1995) [softcover book]	OOP	mint

<b>Whit Publications</b>				
29.95	3002	Wizards Gamemaster Screen (1992)	OOP	shrinkwrap
24.95	3005	Wizards Character Sheets (1992)	OOP	mint
<b>White Wolf Publishing</b>				
7.95	13404	Saint Vitus Dances Eternity - A Sarajevo Ghost Story (1996) [hardcover book]	OOP	mint
<b>Ars Magica</b>				
9.95	0502	A Winter's Tale (1991)	OOP	mint
14.95	0503	Twelfth Night (1993)	OOP	mint
14.95	0600	Mythic Europe (1992)	OOP	mint
14.95	0812	The Pact of Pasaquine (1993)	OOP	mint
9.95	0812	The Pact of Pasaquine (1993) [Condition notes: the cover edges show slight damage; it is in mint condition on the inside]	OOP	near mint
<b>Changeling: The Dreaming</b>				
14.95	7002	Freeholds & Hidden Glens (1995)	OOP	mint
14.95		Combo pack - includes two publications:		shrinkwrap
	N/A	Storytellers Screen	OOP	
	7302	Book of Lost Dreams	OOP	
34.95	7308	Land of Eight Million Dreams (1998)	OOP	mint
<b>Hunter: The Reckoning</b>				
24.95	8103	Hunter Book: Avenger (2000)	OOP	mint

<b>Kindred of the East</b>				
24.95	2950	Blood & Silk (2000)	OOP	mint
<b>Mage: The Ascension</b>				
14.95	4002	Loom of Fate (1993)	OOP	mint
12.95	4004	Digital Web (1994)	OOP	mint
39.95	4006	The Fragile Path: Testaments of the First Cabal (1995)	OOP	mint
14.95	4016	Digital Web 2.0 (1998)	OOP	mint
12.95	4252	The Orphan's Survival Guide (1998)	OOP	mint
24.95	4400	Images of Ascension (1993)	OOP	mint
<b>Mage: The Sorcerers Crusade</b>				
19.95	4803	Castles and Covenants (1998)	OOP	mint
<b>Mind's Eye Theatre</b>				
34.95	5005	Laws of the Night (1996)	OOP	mint
14.95	5006	Liber des Goules (The Book of Ghouls) (1997)	OOP	mint
24.95	5009	The Shining Host (1998)	OOP	mint
29.95	5012	Laws of Elysium (1998)	OOP	mint
24.95	5400	Obilivion (1996)	OOP	mint
<b>Trinity</b>				
14.95	9100	The Honored Dead (1998) [316-page, spiral-bound, hardcover book] [This was the first release under the name "Trinity" after the game had been renamed from "Aeon".]	OOP	mint
14.95	9200	Trinity Technology Manual (1998)	OOP	mint
9.95	9004	Shattered Europe	OOP	mint



Vampire: The Dark Ages				
19.95	2805	Clanbook: Cappadocian (1997)	OOP	mint
19.95	2806	Liege Lord and Lackey (1997)	OOP	mint
14.95	2807	Libellus Sanguinis 1: Masters of the State (1997) <b>YOU MUST BE 18+ YEARS OLD TO BUY THIS BOOK</b>	OOP	mint
24.95	2808	Transylvania by Night (1997)	OOP	mint
24.95	2950	Blood & Silk (2000)	OOP	mint
Vampire: The Masquerade				
44.95	2023	Children of the Night (1999)	OOP	mint
39.95	2298	The Art of Vampire: The Masquerade (1998)	OOP	mint
19.95	2351	Clanbook: Brujah (2000)	OOP	mint
19.95	2353	Clanbook: Malkavian (2000)	OOP	mint
Vampire: The Masquerade				
[published by Black Dog Game Factory]				
49.95	2216	Montreal by Night <b>YOU MUST BE 18+ YEARS OLD TO BUY THIS BOOK</b>	OOP	sealed
Werewolf: The Apocalypse				
79.95	3801	Werewolf: The Apocalypse (2000) core rulebook [hardcover book]	OOP	mint
24.95	3002	Rite of Passage	OOP	mint
29.95	3060	Silver Fangs Tribebook (1997)	OOP	mint
19.95	3074	Kinfolk: Unsung Heroes (1999)	OOP	mint
39.95	3078	Wendigo Tribebook (1998)	OOP	mint
24.95	3080	Ratkin (1999)	OOP	mint
24.95	3109	Book of the Wyrms 2nd edition	OOP	mint
29.95	3381	Litany of the Tribes Volume 2 (1998)	OOP	mint
34.95	3383	Litany of the Tribes Volume 4 (1997)	OOP	mint

<b>Werewolf: The Wild West</b>				
12.95		Combo pack - includes two publications:		shrinkwrap
	N/A	Storytellers Screen	OOP	
	3701	Frontier Secrets	OOP	
19.95	3703	Ghost Towns (1998)	OOP	mint
29.95	3381	Litany of the Tribes Volume 2 (1998)	OOP	mint
34.95	3383	Litany of the Tribes Volume 4 (1997)	OOP	mint
<b>World of Darkness</b>				
19.95	3350	Blood-Dimmed Tides (1999)	OOP	mint
<b>Wraith: The Oblivion</b>				
7.95	6005	The Face of Death (1994)	OOP	near mint
14.95	6009	The Hierarchy (1995)	OOP	mint
24.95	6012	Dark Kingdom of Jade Adventures (1995)	OOP	mint
14.95	6015	Storytellers Screen	OOP	shrinkwrap
19.95	6102	Mediums - Speakers with the Dead (1997)	OOP	mint
19.95	6300	Guildbook: Artificers (1995) [Guildbook One]	OOP	mint
19.95	6301	Guildbook: Sandmen (1995) [Guildbook Two]	OOP	mint
34.95	6304	Guildbook: Pardoners and Puppeteers (1997) [Guildbook Five]	OOP	mint
<b>Wizards of the Coast</b>				
<b>Everway</b>				
49.95	3601	Everway - Visionary Roleplaying (1995) [box set]	OOP	shrinkwrap
<b>Talisanta</b>				

24.95	2003	Thystram's Collectanea (1993)	OOP	mint
12.95	2302	Sarista (1994)	OOP	mint
12.95	2303	Sub-men Rising (1994)	OOP	mint
12.95	2310	Quantrigue (1993)	OOP	mint
<b>Workman Publishing</b>				
14.95		<u>Barlowe's Guide to Extraterrestrials</u> by Wayne Douglas Barlowe, et.al. (1979) [softcover book] [about 150 full-color paintings of 50 extraterrestrial creatures from popular sci-fi literature; next to each painting is listed characteristics unique to that alien including habitat, culture, reproduction, etc.; this is a great tool for GMs running a sci-fi universe]	OOP	mint
<b>END OF LISTING</b>				