

# Advanced Squad Leader

updated 23 Nov 2025

## PLEASE READ BEFORE BUYING

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://www.desperationmorale.com/> for ASL

<https://boardgamegeek.com/> for all board games (including ASL)

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All conditions may have an out-of-date price label (or label residue) attached to the plastic shrinkwrap, or to the game box, book, ziplock bag, envelope, or other game container.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

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#### **Specific Condition Notes**

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### **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 an 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.

**Pre-ordering ASL**

You can pre-order most ASL products with us...just ask for the pdf pre-order list. Tell us what you want and how many. As each item arrives, you will be notified and have up to 30 days to pay. Paid pre-ordered items can be combined with other in-stock items (to save on the overall shipping costs) OR these can be reserved and sent with future pre-ordered items (for great savings in the shipping costs for international shipments). After the item is available, the pre-order price no longer applies and the regular sale price kicks in.

#### **Abbreviations:**

BC	Blister Card [miniature(s) mounted on a card with see-through cover or blister]
NYA	Not Yet Available
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
TBA	To Be Announced
TBD	To Be Determined
UPC	Universal Product Code (aka bar code)
(year) or [year]	Year the item was copyrighted (some publishers may use the same title and item number so the copyright year is included for some items)

#### **ASL Starter Kits & Packs**

Those items which are designed to be used with the Starter Kit rules are highlighted in blue. Some ASL Journals, Operations magazines, Operations Special Issues and Special Ops magazines may also have Starter Kit scenarios, articles, etc. The non-ASLSK scenarios may require game components – counters, rules, overlays, game boards, etc. - that aren't available in the Starter Kits which could affect playability and/or balance (meaning that one side may have an unfair advantage).

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
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### Game Company

Your Price	Title	SRP	Condition

### Avalon Hill Game Co. & Multi-Man Publishing

	[Errata, game aids and scenarios can be found at <a href="https://mmpgamers.com/asl-downloads-ezp-3">https://mmpgamers.com/asl-downloads-ezp-3</a> ]	

### Rules & Reference

	Rules & Reference	
	Latest Rules & Charts	

47.95	<b>ASL Pocket Rulebook v2</b> [softcover bound book] [latest version of the Pocket Edition with Chapters A-G, J, K & W]	50.00	mint
38.95	<b>ASL Pocket Chapter H</b> [softcover bound book]	40.00	mint

18.95	<b>ASL Pocket Charts</b> [spiral bound book]	20.00	mint
71.95	<b>ASL Pocket HASL Rulebook</b> [softcover bound book]	75.00	mint
	<b>Out-Dated Rules &amp; Charts</b>		
29.95	<b>ASL Rulebook 1st edition</b> [bookcase edition with slip- cover] [this was replaced by the 2nd edition] [only one in stock]	OOP	shrinkwrap
14.95	<b>ASL Rulebook 1st edition</b> [bookcase edition with slip- cover] [many of the chapter dividers were replaced by the current ones] [this rulebook was replaced by the 2nd edition] [only one in stock]	OOP	used, excellent
29.95	<b>ASL Rulebook - Pocket Edition</b> [softcover bound book] [Pocket Edition with Chapters A-G & J] [replaced by <b>ASL Pocket Rulebook v2</b> listed above] [last one in stock]	OOP	mint
OOS	<b>ASL Rulebook Divider Set</b> [replaced by the <b>ASL Pocket Charts</b> below]	OOP	
	<b>Core Modules</b>		
119.95	<b>Armies of Oblivion</b> (2018)	OOP	shrinkwrap

NYA	<p><b>Armies of Oblivion</b> (reprint) [From MMP: "This printing of Armies of Oblivion will be identical to the previous (2018) printing, but will include an updated set of replacement ASL Rule Book Chapter A rules pages reflecting the current versions of those rules." <u>However you don't need these pages if you have upgraded to the current bound, softcover rule book.</u>] [Also the reprint will not include the German, Russian, British and Italian counters that was included in the original Armies of Oblivion. For more info on this module, check out <a href="https://mmpgamers.com/armies-of-oblivion-p-28">https://mmpgamers.com/armies-of-oblivion-p-28</a> .]</p> <p><b>[pre-order this module from us for \$124.95]</b></p>	172.00	pre-order
42.95	<b>ASL Overlay Bundle</b>	48.00	shrinkwrap
	[Check out the free download of ASL Overlay Bundle errata at <a href="https://mmpgamers.com/asl-downloads-ezp-3">https://mmpgamers.com/asl-downloads-ezp-3</a> ]		
124.95	<b>Beyond Valor 3rd edition</b> <b>SAVE \$22.00</b>	145.00	shrinkwrap
17.95	<b>British AFV Cards</b> (complete set of 24 cards; the cards are separated)	OOP	good
157.95	<b>Croix de Guerre 2nd edition</b> [MMP] <b>SAVE \$22.00</b>	180.00	shrinkwrap
OOS	<b>Croix de Guerre</b> (1st edition) [Avalon Hill]	OOP	
12.95	<b>French Vehicles countersheet</b> [from Croix de Guerre 1st edition]	OOP	mint, unpunched
12.95	<b>French Vehicles, Ordnance &amp; Misc countersheet</b> [includes American AFVs and British AFVs, Ordnance & SWs] [a few counters fell off the countersheet but were placed back where these belong - a full-color photocopy of this countersheet is provided so you can check to ensure it's complete] [from Croix de Guerre 1st edition]	OOP	mint, unpunched

4.95	<b>Overlays sheet</b> [uncut] [from Croix de Guerre 1st edition]	OOP	mint, uncut
4.95	<b>Chapter H - French Vehicle &amp; Ordnance Notes</b> and <b>Chapter N - French Armory</b> [pages H113-H130 and N21-22, respectively] [from Croix de Guerre 1st edition]	OOP	mint
79.95	<b>Deluxe ASL</b>	92.00	shrinkwrap
149.95	<b>Doomed Battalions 4th edition</b> <b>SAVE \$22.00</b>	172.00	shrinkwrap
169.95	<b>For King and Country</b> [this is the latest issue - copyrighted 2020]	OOP	shrinkwrap
120.95	<b>Forgotten War</b> <b>SAVE \$20.00</b>	141.00	shrinkwrap
99.95	<b>Hakkaa Päälle</b> <b>SAVE \$20.00</b>	120.00	shrinkwrap
149.95	<b>Hollow Legions 3rd edition</b> <b>SAVE \$22.00</b>	172.00	shrinkwrap
47.95	<b>The Last Hurrah</b> [Avalon Hill] [only one in stock]	OOP	shrinkwrap
33.95	<b>The Last Hurrah</b> [Avalon Hill] [Condition notes: the module components are complete, unplayed and mint; the countersheet is unpunched; the scenario cards are still attached as a pad] [only one in stock]	OOP	mint, unpunched
OOS	<b>Paratrooper</b> 1st edition [1986, Avalon Hill]	OOP	
OOS	<b>Paratrooper</b> 2nd edition [2020, MMP]	OOP	
49.95	<b>Partisan!</b> [Avalon Hill]	OOP	shrinkwrap
42.95	<b>Partisan!</b> [Avalon Hill] [Condition notes: the module components are complete, unplayed and mint; the countersheet is unpunched; the scenario cards are still attached as a pad]	OOP	mint, unpunched

37.95	<b>Partisan!</b> [Avalon Hill] [Condition notes: the game components are complete, unplayed and mint; the countersheet is unpunched; the scenario cards are present but are not attached as a pad] [only one in stock]	OOP	mint, unpunched
199.95	<b>Rising Sun</b> [2013 printing; includes the map and scenarios for Hell's Corner that were originally published in Operations Special Edition #3] <b>SAVE \$25.00</b>	225.00	shrinkwrap
OOS	<b>Solitaire ASL 2nd edition</b> [box]	OOP	
143.95	<b>Twilight of the Reich</b> <b>SAVE \$20.00</b>	164.00	shrinkwrap
127.95	<b>Yanks 2nd edition</b> <b>SAVE \$20.00</b>	148.00	shrinkwrap
OOS	<b>Yanks 1st edition</b>	OOP	
9.95	<b>US MMC countersheet</b> [from Yanks 1st edition]	OOP	mint, unpunched
7.95	<b>US Boats/Aircraft countersheet</b> [from Yanks 1st edition]	OOP	mint, unpunched
9.95	<b>US SMC/SW countersheet</b> [from Yanks 1st edition]	OOP	mint, unpunched
9.95	<b>US Armor countersheet</b> [from Yanks 1st edition]	OOP	mint, unpunched
9.95	<b>US Vehicles &amp; Ordnance countersheet</b> [from Yanks 1st edition]	OOP	mint, unpunched
	<b>Historical Modules</b>		
	[Errata for HASL modules can be found by clicking on the "ASL HASL Errata" link at <a href="https://mmpgamers.com/asl-downloads-ezp-3">https://mmpgamers.com/asl-downloads-ezp-3</a> ]		
OOS	<b>A Bridge Too Far</b>	OOP	
OOS	<b>Blood Reef Tarawa</b>	OOP	

27.95	<b>Blood Reef: Tarawa Gamers Guide</b>	OOP	mint
NYA	<b>Contested Lands</b> <b>[pre-order this module from us for \$ TBD]</b>	TBA	pre-order
27.95	<b>Drop Zone: Chef-du-Pont</b>	32.00	shrinkwrap
74.95	<b>Drop Zone: Sainte-Mère-Église</b>	88.00	shrinkwrap
289.95	<b>Festung Budapest</b>	OOP	shrinkwrap
	[Check out the free downloads for Festung Budapest at <a href="https://mmpgamers.com/asl-downloads-ezp-3">https://mmpgamers.com/asl-downloads-ezp-3</a> ]		
104.95	<b>Hatten in Flames</b>	OOP	shrinkwrap
	[Check out the free download of Hatten in Flames errata at <a href="https://mmpgamers.com/asl-downloads-ezp-3">https://mmpgamers.com/asl-downloads-ezp-3</a> ]		
62.95	<b>Hedgerow Hell</b> [Deluxe ASL with mounted mapboards]	OOP	shrinkwrap
39.95	<b>Hedgerow Hell</b> [Deluxe ASL with mounted mapboards]	OOP	excellent
29.95	<b>Hell's Corner - Battles Along the Matanikau River, Guadalcanal, August - October 1942</b> [This was originally printed in <i>Operations - Special Edition #3</i> magazine in 2010. In 2021, this module was re-printed with a larger map and produced as a separate module and is part of the 2nd edition of Rising Sun.]	OOP	shrinkwrap
OOS	<b>Kampfgruppe Peiper I</b>	OOP	
OOS	<b>Kampfgruppe Peiper II</b>	OOP	
NYA	<b>Marco Polo Bridge HASL</b> <b>[pre-order this module from us for \$ TBD]</b>	TBA	pre-order
OOS	<b>Operation Veritable</b>	OOP	
24.95	<b>Operation Veritable mapsheet</b> (Riley's Road) [unused]	OOP	mint

36.95	<b>Operation Veritable countersheets 01 &amp; 02</b> [unpunched]	OOP	mint, unpunched
187.95	<b>Operation Watchtower</b>	OOP	shrinkwrap
NYA	<b>Ortona HASL</b> <b>[pre-order this module from us for \$ TBD]</b>	TBA	pre-order
97.95	<b>Pegasus Bridge</b> <b>[British paras on D-Day]</b>	OOP	shrinkwrap
NYA	<b>Polish Eagle</b> <b>[pre-order this module from us for \$ TBD]</b>	TBA	pre-order
NYA	<b>Rare Vehicles</b> <b>[pre-order this module from us for \$ TBD]</b>	TBA	pre-order
OOS	<b>Red Barricades</b>	OOP	
19.95	<b>Map set for Red Barricades</b> [these 2 unused maps were published with Red Barricades}	OOP	mint
224.95	<b>Red Factories</b>	OOP	shrinkwrap
OOS	<b>Red October</b> [you must have Red Barricades]	OOP	
155.95	<b>Slaughter at Ponyri</b> <b>SAVE \$20.00</b>	176.00	shrinkwrap
NYA	<b>Spanish Civil War</b> <b>[pre-order this module from us for \$ TBD]</b>	TBA	pre-order
39.95	<b>Streets of Fire</b> [Condition Notes: box shows signs of wear; the module components are Near Mint] [Deluxe ASL with mounted mapboards]	OOP	near mint
111.95	<b>Sword and Fire: Manila</b> <b>SAVE \$20.00</b>	132.00	shrinkwrap
	[Check out the free download of Sword & Fire Manila errata at <a href="https://mmpgamers.com/asl-downloads-ezp-3">https://mmpgamers.com/asl-downloads-ezp-3</a> ]		
237.95	<b>Valor of the Guards</b>	OOP	shrinkwrap

	[Check out the free download of Tom Morin's Valor of the Guards Solitaire ASL 2 (SASL2) at <a href="https://mmpgamers.com/asl-downloads-ezp-3">https://mmpgamers.com/asl-downloads-ezp-3</a> ]		
<b>Other Modules &amp; Scenario Packs</b>			
OOS	<b>ASL Action Pack #1</b>	OOP	
	[Check out the free download of this action pack's scenarios at <a href="https://mmpgamers.com/asl-downloads-ezp-3">https://mmpgamers.com/asl-downloads-ezp-3</a> ]		
OOS	<b>ASL Action Pack #2</b>	OOP	
47.95	<b>ASL Action Pack #3 - Few Returned</b>	OOP	shrinkwrap
OOS	<b>ASL Action Pack #4 - Normandy 1944</b>	OOP	
62.95	<b>ASL Action Pack #5 - East Front</b>	OOP	shrinkwrap
42.95	<b>ASL Action Pack #6 - A Decade of War</b>	OOP	shrinkwrap
OOS	<b>ASL Action Pack #7</b>	OOP	
44.95	<b>ASL Action Pack #8 - Roads through Rome</b>	OOP	shrinkwrap
44.95	<b>ASL Action Pack #9 - To The Bridge!</b>	OOP	shrinkwrap
29.95	<b>ASL Action Pack #10</b>	OOP	shrinkwrap
44.95	<b>ASL Action Pack #11 - 29 Let's Go!</b>	OOP	shrinkwrap
27.95	<b>ASL Action Pack #12 - Oktoberfest XXX</b>	OOP	shrinkwrap
19.95	<b>ASL Action Pack #13 - Oktoberfest XXXII</b>	24.00	shrinkwrap
26.95	<b>ASL Action Pack #14 - Oktoberfest XXXIV</b>	32.00	shrinkwrap
33.95	<b>ASL Action Pack #15 - Swedish Volunteers (2020 reprint)</b>	40.00	shrinkwrap
23.95	<b>ASL Action Pack #16 - From the Land Down Under</b>	28.00	shrinkwrap

28.95	<b>ASL Action Pack #17 - Oktoberfest XXXV</b>	34.00	shrinkwrap
30.95	<b>ASL Action Pack #18 - Oktoberfest XXXVII</b>	36.00	shrinkwrap
37.95	<b>ASL Action Pack #19 - Roads to Rangoon</b>	44.00	shrinkwrap
25.95	<b>ASL Action Pack #20 - Oktoberfest XXXIX</b>	30.00	shrinkwrap
40.95	<b>ASL Action Pack #21 - Blitzkrieg to Paris</b>	48.00	shrinkwrap
NYA	<b>ASL Action Pack #22</b> <b>[pre-order this pack from us for \$ TBD]</b>	TBA	pre-order
11.95	<b>ASL Arnhem 2024</b>	10.00	shrinkwrap
10.95	<b>ASL Roma 2020</b>	12.00	shrinkwrap
14.95	<b>Best of Friends</b>	18.00	shrinkwrap
19.95	<b>Best of Friends 2</b>	24.00	shrinkwrap
OOS	<b>A GI's Dozen</b>	OOP	
OOS	<b>Out of the Bunker</b>	OOP	
18.95	<b>Rivers to the Reich</b>	22.00	shrinkwrap
34.95	<b>Turning the Tide</b>	OOP	shrinkwrap
	[There is no discount to retailers for the Winter Offensive packs - MMP's profits are generously donated to charities - so a small fee is added to my cost for these.]		
16.95	<b>Winter Offensive 2010 Bonus Pack #1</b>	OOP	shrinkwrap
16.95	<b>Winter Offensive 2011 Bonus Pack #2</b>	OOP	shrinkwrap
OOS	<b>Winter Offensive 2012 Bonus Pack #3</b>	OOP	
16.95	<b>Winter Offensive 2013 Bonus Pack #4</b>	OOP	shrinkwrap
16.95	<b>Winter Offensive 2014 Bonus Pack #5</b>	OOP	shrinkwrap

14.95	<b>Winter Offensive 2015 Bonus Pack #6</b>	13.00	shrinkwrap
16.95	<b>Winter Offensive 2016 Bonus Pack #7</b>	15.00	shrinkwrap
14.95	<b>Winter Offensive 2017 Bonus Pack #8</b>	13.00	shrinkwrap
32.95	<b>Winter Offensive 2018 Bonus Pack #9</b>	31.00	shrinkwrap
25.95	<b>Winter Offensive 2019 Bonus Pack #10</b>	24.00	shrinkwrap
21.95	<b>Winter Offensive 2020 Bonus Pack #11</b>	20.00	shrinkwrap
21.95	<b>Winter Offensive 2021 Bonus Pack #12</b>	20.00	shrinkwrap
29.95	<b>Winter Offensive 2022 Bonus Pack #13</b>	28.00	shrinkwrap
21.95	<b>Winter Offensive 2023 Bonus Pack #14</b>	20.00	shrinkwrap
33.95	<b>Winter Offensive 2024 Bonus Pack #15</b>	32.00	shrinkwrap
16.95	<b>Winter Offensive 2025 Bonus Pack #16</b>	15.00	shrinkwrap
NYA	<b>Winter Offensive 2026 Bonus Pack #17</b> <b>[pre-order this pack from us for \$ TBD]</b>	TBA	pre-order
	<b>Starter Kits, Packs &amp; Modules</b>		
34.95	<b>ASL Starter Kit #1 - 10th Anniversary Ed</b>	OOP	shrinkwrap
37.95	<b>ASL Starter Kit #2 - Guns</b>	OOP	shrinkwrap
OOS	<b>ASL Starter Kit #3 - Tanks!</b>	OOP	
OOS	<b>ASL Starter Kit #4 – Pacific Theater of Operations!</b> [last one in stock]	OOP	
34.95	<b>ASL Starter Kit Bonus Pack #1 - Beyond the Beaches (2009)</b>	OOP	mint
OOS	<b>ASL Starter Kit Bonus Pack #1 - Beyond the Beaches (2017)</b>	OOP	

19.95	<b>ASL Starter Kit Bonus Pack #2</b>	24.00	shrinkwrap
44.95	<b>ASL Starter Kit Expansion Pack #1 2nd edition</b>	OOP	shrinkwrap
29.95	<b>ASL Starter Kit Expansion Pack #2</b>	36.00	shrinkwrap
34.95	<b>ASL Starter Kit Expansion Pack #3</b>	44.00	shrinkwrap
40.95	<b>Basic Training: Issue One</b> [magazine]	48.00	shrinkwrap
OOS	<b>Decision at Elst</b> [ASL Starter Kit Historical Module #1]	OOP	
NYA	<b>Marco Polo Bridge</b> <b>[pre-order this module from us for \$ TBD]</b>	TBA	pre-order

<b>ASL Magazines</b>			
[All magazines are complete unless otherwise noted. None of the problems or imperfections noted below adversely affect the use and readability of any magazine.]			
59.95	<b>ASL Annual 89</b>	OOP	mint
49.95	<b>ASL Annual 89</b> [two small cuts on back cover repaired by tape; there's no appreciable wear on the spine; mint inside]	OOP	near mint
47.95	<b>ASL Annual 89</b> [very light wear on spine and edges]	OOP	near mint
29.95	<b>ASL Annual 89</b> [the spine and edges show wear; the front cover is lightly dogeared]	OOP	excellent
21.95	<b>ASL Annual 89</b> [ruffled pages]	OOP	very good
11.95	<b>ASL Annual 89</b> [complete but well used; none of the problems affect use or readability; there's wear on the outer edges and spine; about 1" piece of tape on bottom of spine; light smudges in a few places; small stain on back cover]	OOP	fair
44.95	<b>ASL Annual 90</b> [light wear on spine, on cover edges, and on some pages; very small, hard-to-see stain on back cover]	OOP	excellent

39.95	<b>ASL Annual 90</b> [no appreciable wear on spine (which usually indicates that the magazine has been very lightly used or even never been read); light wear on the front and back covers; there are 2 small, dark dots and 2 very small, light spots on the back cover]	OOP	excellent
14.95	<b>ASL Annual 90</b> [complete but well used; heavy wear on spine; price label on front cover; ruffled pages; none of the problems affect use or readability; an inexpensive gamer's copy]	OOP	good
7.95	<b>ASL Annual 90</b> [complete but well used; medium wear on spine and pages; a small piece is torn off the front cover; a large coffee stain on back cover has bled through to several pages but does not affect the use of any page; overall, it's ugly but a very inexpensive gamer's copy]	OOP	fair
34.95	<b>ASL Annual 91</b>	OOP	mint
32.95	<b>ASL Annual 92</b>	OOP	mint
34.95	<b>ASL Annual 93a</b> [price tag on back cover]	OOP	mint
44.95	<b>ASL Annual 93b</b> [with Gavutu-Tanambogo mini-HASL and uncut, full-color maps]	OOP	mint
39.95	<b>ASL Annual 93b</b> [with Gavutu-Tanambogo mini-HASL and uncut, full-color maps] [price tag on back cover]	OOP	mint
54.95	<b>ASL Annual 95</b> [with mailing cover and uncut DASL overlays; price tag on back cover]	OOP	mint
59.95	<b>ASL Annual 96</b>	OOP	mint

34.95	<b>ASL Annual 96</b> [there is about a 1" ruffle on the front cover probably caused by a drop of water not removed quickly; except for two very small rub spots on the top and bottom of the spine, the spine doesn't show any wear and isn't broken (this usually indicates that the magazine has never been read or was only very lightly used); except for these minor imperfections, the magazine cover and inside pages would be graded as mint condition]	OOP	near mint
34.95	<b>ASL Annual 96</b> [the magazine cover is in excellent condition with a price tag on the front cover; the spine is lightly worn; there is light wear on the magazine pages]	OOP	excellent
OOS	<b>ASL Annual 97</b>	OOP	
44.95	<b>ASL Classic</b> (1997, Avalon Hill) [16 ASL scenarios; 6 ASL articles; 48 pages]	OOP	mint
	[Check out the free download of this magazine's scenarios at <a href="https://mmpgamers.com/asl-downloads-ezp-3">https://mmpgamers.com/asl-downloads-ezp-3</a> ]		
27.95	<b>Blood Reef: Tarawa Gamers Guide</b>	OOP	mint
OOS	<b>Out of the Attic #1</b> (2003) [16 ASL scenarios; 7 ASL articles including: 2 on learning Night Rules and tactics; series replay; beginner's guide to infantry tactics; most excellent concealment tips and tactics; 48 pages]	OOP	
27.95	<b>Out of the Attic #2</b> (2019) [16 ASL scenarios; 6 ASL articles including: 2 on anti-tank tactics; an in-depth analysis of tank tactics; 13 tips on improving your game; sniper and anti-sniper tactics; bypass movement; 48 pages]	OOP	mint
OOS	<b>ASL Journal #1</b>	OOP	
	<b>ASL Journal 2</b>		

	The original printing (copyright 2000) consists of:		
	70-page magazine with 24 scenarios;		
	1 full-size and 1 half-size unpunched countersheets;		
	pages K33-K43, Chapter K;		
	1 uncut sheet of 'sticky' errata for ABTF & BRT modules and ASL Scenario J1;		
	Kakazu Ridge Special Rules (pages Z1-Z2);		
	Mapsheet - Kakazu Ridge, and;		
	Player Aid		
64.95	<b>ASL Journal #2</b> [2000 original printing; complete, unpunched, uncut]	OOP	mint, unpunched
56.95	<b>ASL Journal #2</b> [2000 original printing; complete, unpunched, uncut] [only one in stock]	OOP	near mint, unpunched
37.95	<b>ASL Journal #2</b> [2000 original printing; complete, unpunched; the errata is photocopied onto a full, uncut, self-adhesive sheet; the Chapter K pages, the Kakazu Ridge Special Rules, and the Player Aid are true photocopies; the countersheets, map and magazine are of the original printing]	OOP	near mint, unpunched
	<b>ASL Journal 2 reprint</b>		
	The reprint (copyright 2010) consists of:		
	68-page magazine with 24 scenarios;		
	1 full-size and 1 half-size unpunched countersheets;		
	Kakazu Ridge Special Rules (pages Z1-Z2);		
	Mapsheet - Kakazu Ridge, and;		
	Player Aid		

69.95	<b>ASL Journal #2</b> [2010 official reprint]	OOP	shrinkwrap
64.95	<b>ASL Journal #3</b> [80 pages; 30 scenarios, 1 SASL mission]	OOP	mint
92.95	<b>ASL Journal #4</b> [48 pages; complete with uncut overlay sheet] [only one in stock]	OOP	mint
47.95	<b>ASL Journal #4</b> [48 pages; complete magazine only - does not include the uncut overlay sheet] [Note: The overlays on this sheet are also printed in the ASL Overlay Bundle.]	OOP	mint
57.95	<b>ASL Journal #5</b> [48 pages; 12 scenarios (in magazine)]	OOP	mint
114.95	<b>ASL Journal #6</b> [complete: 48 pages; 12 scenarios (in magazine); Primosole Bridge Campaign Game (map, 3 Campaign Games, CG Roster/RG Purchase Record card, rule pages Z39 - Z58); errata sheet]	OOP	mint
39.95	<b>ASL Journal #6</b> [complete magazine only; 48 pages: 12 scenarios (in magazine)] [Note: there are no Primosole Bridge Campaign Game components.]	OOP	mint
24.95	<b>ASL Journal #6</b> [complete magazine only; 48 pages: 12 scenarios (in magazine)] [Note: there are no Primosole Bridge Campaign Game components.] [Condition note: there's a small tear about 3/8" on the lower back cover; otherwise, this is in mint condition] [only one in stock]	OOP	near mint
54.95	<b>ASL Journal #7</b> [48 pages; 12 scenarios (in magazine); ASLSK style board "v"]	OOP	mint
57.95	<b>ASL Journal #8</b> [64 pages; 16 scenarios (in magazine)]	OOP	mint
34.95	<b>ASL Journal #8</b> [64 pages; 16 scenarios (in magazine)] [Note: There is a very small torn area (about 1/2" square) on the top of the front cover and has been taped. This problem does not affect the inside of the magazine which is in mint condition.] [only one at this price]	OOP	near mint

OOS	<b>ASL Journal #9</b> [64 pages; 24 scenarios (in magazine); 1 mini campaign game; 1 Suicide Creek mapsheet; 1 unpunched countersheet; Chapter Z, pages Z63 - Z78]	OOP	
22.95	<b>Suicide Creek mapsheet</b> [component of ASL Journal #9]	OOP	mint
62.95	<b>ASL Journal #10</b> [48 pages; 16 scenarios (on cardstock); 2 play aids]	OOP	shrinkwrap
44.95	<b>ASL Journal #11</b> [60 pages; 25 scenarios (on cardstock), 6 Squad Bleeder Purchase Charts (on cardstock)]	OOP	shrinkwrap
42.95	<b>ASL Journal #12</b> [40 pages; 12 scenarios (on cardstock)]	OOP	shrinkwrap
57.95	<b>ASL Journal #13</b> [52 pages; 33 scenarios (on cardstock); 1 ASLSK map; 1 overlay]	64.00	shrinkwrap
58.95	<b>ASL Journal #14</b> [56 pages; 24 scenarios (in magazine)]	68.00	shrinkwrap
30.95	<b>ASL Journal #15</b> [36 pages; 11 scenarios (on cardstock); 3 overlay sheets]	36.00	shrinkwrap
44.95	<b>ASL Journal #16</b>	52.00	shrinkwrap
NYA	<b>ASL Journal #17</b> <b>[pre-order this from us for \$ TBD]</b>	TBA	pre-order

## Operations magazine

[originally published by The Gamers and later issues by MultiMan Publishing]

[These magazines support games published by The Gamers & MMP with ASL Starter Kit scenarios in the most recent issues.]

[Detailed information on all 53 issues can be found at  
[https://mmpgamers.com/support/gamersarchive/general/Operations\\_Content.pdf](https://mmpgamers.com/support/gamersarchive/general/Operations_Content.pdf) , and at  
[https://boardgamegeek.com/wiki/page/Operations\\_Magazine#](https://boardgamegeek.com/wiki/page/Operations_Magazine#) ]

[Some of the ASL Starter Kit scenarios in these issues can be freely downloaded at  
[https://mmpgamers.com/index.php?main\\_page=page&id=6](https://mmpgamers.com/index.php?main_page=page&id=6) ]

[A three-CD set of all 53 issues of Operations and the three Operations - Special Issues is available. The details for this CD set is shown below the Operations - Special Issues listings.]

	Issue #	Date (hard copy magazine format)		
14.95	1	<b>Summer 1991</b>	OOP	mint
7.95	4	<b>Spring 1992</b>	OOP	mint
7.95	5	<b>Summer 1992</b>	OOP	mint
4.95	11	<b>Winter 1993</b>	OOP	near mint
24.95	43	<b>Summer 2002</b>	OOP	mint
24.95	44	<b>Winter 2002</b>	OOP	mint
21.95	45	<b>Spring 2004</b>	OOP	mint
21.95	47	<b>Winter 2005</b>	OOP	mint
19.95	48	<b>Autumn 2005</b>	OOP	mint
19.95	50	<b>Winter 2007</b>	OOP	mint
OOS	53	<b>Fall 2008 [last issue]</b>	OOP	

### **Operations - Special Issue** magazine

[published by MultiMan Publishing]

[These magazines support games by The Gamers & MMP and have ASL/ASLSK scenarios]

[Information on the individuals issues can be found at  
[https://mmpgamers.com/index.php?main\\_page=index&cPath=20](https://mmpgamers.com/index.php?main_page=index&cPath=20) ]

	Issue #	Date (hard copy magazine format) [game title]		
OOS	1	<b>Summer 2008</b> [IGS game Iwo Jima - Rage Against The Marines] [ASL mini-CG HASL Singling]	OOP	
69.95	2	<b>Summer 2009</b> [mini-game Panzerblitz: Carentan] [Bravery in the Sand]	OOP	mint, unpunched
74.95	3	<b>Summer 2010</b> [two IGS games - Fury in the East and Starvation Island] [HASL Hell's Corner]	OOP	shrinkwrap
67.95	3	<b>Summer 2010</b> [two IGS games - Fury in the East and Starvation Island] [HASL Hell's Corner] [only one in stock]	OOP	mint, unpunched
		CD format (published by Bruce Morrin)		
59.95		<b>Operations &amp; Operations Special Issue magazines 3-CD set</b> [Professional pdf files of Operations issues 1-53 and Operations - Special Issues 1-3] >Note: The Operations - Special Issues 1-3 only include the magazine pages. Except for the scenarios and rules that are printed on the magazines' pages, there are no other game components on the CD.] <b>THIS IS ABOUT \$1.00 PER ISSUE!</b>	70.00	mint
		<b>Special Ops</b> magazine		
		[published by MultiMan Publishing]		

<p>[These magazines support games by The Gamers &amp; MMP and have ASL/ASLSK scenarios]</p>				
<p>[Information on the individual issues can be found at  <a href="https://mmpgamers.com/index.php?main_page=index&amp;cPath=20">https://mmpgamers.com/index.php?main_page=index&amp;cPath=20</a> ]</p>				
<p>[Information on the individual issues can also be found at  <a href="https://boardgamegeek.com/geeksearch.php?action=search&amp;objecttype=boardgame&amp;q=special%20Ops%20Issue%20%23">https://boardgamegeek.com/geeksearch.php?action=search&amp;objecttype=boardgame&amp;q=special%20Ops%20Issue%20%23</a> and at <a href="https://www.desperationmorale.com/products/special-ops-issue-1-summer-2011/">https://www.desperationmorale.com/products/special-ops-issue-1-summer-2011/</a> ]</p>				
	Issue #	Date (hard copy magazine format) [Game title]		
21.95	1	<b>Summer 2011</b> [SCS Raphia; Savage Streets] {includes 2 ASL scenarios, 2 ASLSK scenarios, 1 ASL article and 1 ASLSK article }	26.00	shrinkwrap
34.95	2	<b>Winter 2012</b> [Ukraine '44] {includes 2 ASL scenarios, 2 ASLSK scenarios, 1 ASL article, 1 ASLSK article and a Dutch SASL Campaign}	OOP	shrinkwrap
OOS	3	<b>Summer 2012</b> [Tannenberg 1914] {includes 2 ASL scenarios, 2 ASLSK scenarios, 4 ASL/ASLSK articles and 32 mounted ASL counters and Chapter H entries}	OOP	
OOS	4	<b>Summer 2013</b> [IGS What Price Glory?] {includes 2 ASL scenarios, 2 ASLSK scenarios and two ASL/ASLSK articles}	OOP	
OOS	5	<b>Summer 2014</b> [Battle of Bushy Run] {includes ASL Map Board 68, 2 ASL scenarios and 2 ASLSK scenarios}	OOP	
44.95	6	<b>Summer 2015</b> [Storm Over Normandy] {includes 2 ASL scenarios and 2 ASLSK scenarios}	OOP	shrinkwrap

47.95	7	<b>Summer 2017</b> [SCS Autumn for Barbarossa] {includes 2 ASL scenarios and 2 ASLSK scenarios}	OOP	shrinkwrap
39.95	8	<b>Summer 2018</b> [Avenge Pearl Harbor] {includes 2 ASL scenarios and 2 ASLSK scenarios}	OOP	shrinkwrap
39.95	9	<b>Summer 2019</b> [Greater East Asia Co-Prosperity Sphere] {includes 2 ASL scenarios, 2 ASLSK scenarios, and ASLSK player aids}	OOP	shrinkwrap
47.95	10	<b>Summer 2022</b> [Blitzkrieg to Moscow 2] {includes 2 ASL scenarios and 2 ASLSK scenarios}	OOP	shrinkwrap
32.95	11	<b>Summer 2023</b> [Gettysburg] {includes 2 ASL scenarios and 2 ASLSK scenarios}	38.00	shrinkwrap
37.95	12	<b>Summer 2024</b> [Warriors of England] {includes 4 ASL scenarios, a mini HASL map and 2 ASLSK scenarios}	44.00	shrinkwrap
NYA	13	<b>Summer 2025</b> [game TBA] <b>[pre-order this from us for \$ TBD]</b>	TBA	pre-order

### ASL Maps & Mapboards

[Not all mapboards and mapsheets are in stock. Please ask for availability.]

[Prices on the original mounted mapboards vary due to condition.]

	Starter Kit style maps (current, unmounted)		
OOS	<b>ASL Map Bundle</b> [59 geomorphic maps]	OOP	
OOS	<b>ASL Supplemental Map Bundle</b> [40 geomorphic maps]	OOP	
	<b>[NOTE: The majority of individual maps that were published in the above Bundles are in stock (see below).]</b>		

4.95	<b>ASL current style maps</b> [e.g., 1, z]	6.00	mint
5.95	<b>ASL double-sided style maps</b> [e.g., 1a/b]	7.00	mint
6.95	<b>ASL Deluxe ASL current style maps</b> [e.g., a]	8.00	mint
42.95	<b>ASL Overlay Bundle</b>	48.00	shrinkwrap
	[Check out the free download of ASL Overlay Bundle errata at <a href="https://mmpgamers.com/asl-downloads-ezp-3">https://mmpgamers.com/asl-downloads-ezp-3</a> ]		

	Mapsheets (unmounted)		
134.95	<b>ASL Mapsheet Bundle</b> [Professionally laminated on both sides, these 51 geomorphic maps (1-41, 44-52, and a duplicate 17) are each about the thickness of a Starter Kit style map. The price is about \$2.65 for each laminated mapsheet.]	OOP	mint
	Original style, mounted mapboards		
	<b>Deluxe ASL mounted mapboards</b> [these are the original Deluxe mapboards]	OOP	mint
9.95	<b>ASL mounted mapboard 52</b> [this is the last numbered, mounted mapboard]	OOP	mint
varies (from 2.95 to 7.95 each)	<b>ASL mounted mapboards</b> used [these are the ones published with the Squad Leader game & gametes and early ASL modules and packs] TELL US WHICH #'s YOU ARE LOOKING FOR	OOP	used
3.95 each	<b>ASL regular-size unmounted mapsheets</b> [In stock: 1, 2, 3, 4, 5, 6, 8, 9, 12, 14, 23, 24, 25, 26, 27, 28, 29, 30, 31, 34, and 38] [these are the full-color map sheets which were used on the mounted mapboards]	OOP	mint

<b>Advancing Fire</b>			
OOS	<b>Biaizza Ridge</b> (2022) [1st Infantry Division & 45th Infantry Division vs Luftwaffe Panzerdivision Hermann Göring, Sicily, July 1943]	OOP	
OOS	<b>Brevity Assault</b> (2020) [British vs Germans & Italians, North Africa, May 1941]	OOP	
129.95	<b>Orsogna</b> (2023) [2nd New Zealand Division vs German LXXVI Panzerkorps, Italy, December 1943]	145.00	shrinkwrap
OOS	<b>Prokhorovka!</b> (2020) [German II SS-PanzerKorps vs Russian 5th Guards Tank Army, Battle of Kursk, July 1943]	OOP	
NYA	<b>Steel Fury - Zamoly I</b> (2025) [German I Kavallerie-Korps vs Soviet 4th Guards Army, attempt to breakthrough to relieve Budapest, January 1945] <b>[pre-order this module from us for \$159.95]</b>	185.00	shrinkwrap
OOS	<b>Tournament Director's Pack</b> (2022) [16 scenarios]	58.00	
<b>ASL News</b>			
29.95	<b>Issue #27</b> (September '94) [professionally printed magazine in English; 2 scenarios; 10 articles including one authored by Ian Daglish; 32 pages]	OOP	mint

39.95	<b>Issue #28</b> (September '94) "The Bulge Jubilee" [professionally printed magazine in English; 4 Battle of the Bulge scenarios; a Kampfgruppe Pieper Campaign Game; 1 full-color geomorphic map (ASLN1) in two sections (still attached to the magazine); over 15 articles; 48 pages]	OOP	mint
32.95	<b>Issue #29</b> (March 1995) [professionally printed magazine in English; 4 scenarios; an uncut sheet of 6 unmounted color counters; over 10 articles including one by Ian Daglish; 48 pages]	OOP	mint

## ASL Sweden

54.95	<b>ASL Sweden Magazine</b> (2007) [professionally printed, full-color, glossy magazine chocked full of photos from WWII; primarily in Swedish, the 2 scenarios and about 13 pages are in English; 40 pages]	OOP	mint
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## BattleSchool

	<p>BattleSchool's BattleDice are 6-sided, ball-cornered (rounded corners) precision dice. Basically, each side of a precision die is machined to an extremely close tolerance so that each side weighs the same as each of the other sides, which is why some people called these balanced dice. On the other hand, the sides of regular (i.e., non-precision) dice don't weigh the same since more material is removed from the sides of the higher numbered pips which makes those sides lighter. This usually results in a higher probability of the sides of the lower numbered pips (which are heavier) to stop on the bottom thus the higher numbered sides will be at the top. More info on these dice is at: <a href="http://asl-battleschool.blogspot.com/2011/06/what-precisely-are-precision-dice.html">http://asl-battleschool.blogspot.com/2011/06/what-precisely-are-precision-dice.html</a></p>	
	<p>The single Precision Backgammon Dice are in mint, unused condition. The other precision dice are in mint condition and sealed in the publisher's original, unopened, display packages. The silver and gold descriptions refer only to color, not to any precious metal.</p>	
	<b>Precision Backgammon Dice</b>	
	<b>1/2" (12.5mm), 6-sided</b>	
	[SRP for two dice = \$30.00]	
Prices: 1 - 9.95 2 - 17.95 3 - 24.95 4 - 30.95	<b>Opaque White die with black pips on all faces</b>	mint
	<b>Opaque Black die with white pips on all faces</b>	mint
	<b>Transparent die with white pips: Green (2 left in stock), Amber</b>	mint
	<b>Opaque White die with same color pips on all faces: Green (2 left in stock), Blue (2 left in stock), Red (1 left in stock)</b>	mint
	<b>Opaque White die with red for the one pip and blue pips on the other faces (2 left in stock)</b>	mint
Mix or Match		

	<b>Opaque Black die with same color pips on all faces: Pink (2 left in stock)</b>	mint
	<b>9/16" (14mm), 6-sided</b>	
	[SRP for two dice = \$30.00]	
	<b>Opaque Black die with white pips on all faces</b>	mint
Prices: 1 - 9.95 2 - 17.95 3 - 24.95 4 - 30.95	<b>Opaque White die with black pips on all faces</b>	mint
	<b>Opaque White die with same color pips on all faces: Green (2 left in stock), Blue (2 left in stock), Red (2 left in stock)</b>	mint
	<b>Opaque White die with red for the one pip and blue pips on the other faces (2 left in stock)</b>	mint
Mix or Match	<b>Opaque Black die with same color pips on all faces: Pink (2 left in stock), Orange (last one in stock)</b>	mint
	<b>Transparent die with white pips: Amber (3 left in stock), Blue (3 left in stock), Red (1 left in stock), Green</b>	mint
	<b>5/8" (16mm), 6-sided</b>	
	[SRP for two dice = \$25.00]	
Prices: 1 - 8.95 2 - 16.95 3 - 23.95 4 - 29.95	<b>Opaque White die with black pips on all faces</b>	mint
	<b>Opaque Black die with white pips on all faces</b>	mint
	<b>Transparent die with white pips: Amber</b>	mint
Mix or Match	<b>Transparent die with white pips: Dark Blue (1 left in stock)</b>	mint
	<b>1/2" (12.5mm) [6-sided] Series</b>	

19.95	<b>Crown Jewels Pack</b> [two dice] [British Indian Army (Star of India) and South Africa (Springbok)] [last set in stock]	OOP	shrinkwrap
	<b>9/16" (14mm) [6-sided] Series</b>		
12.95	<b>Tommy single</b> [one die (black die with white marking)] [two left in stock]	OOP	shrinkwrap
19.95	<b>Tommy pair</b> [two dice (white die w/ red foil & red die w/ gold foil)] [one pair left in stock]	OOP	shrinkwrap
	<b>Historical ASL Series [5/8" (16mm)]</b>		
37.95	<b>Operation Market-Garden - 82nd Airborne Division, 101st Airborne Division</b> [2 dice] [only one pair left]	OOP	shrinkwrap
19.95	<b>Operation Market-Garden - US Parachute Infantry</b> [1 die]	OOP	shrinkwrap
	<b>Pacific Series [5/8" (16mm)]</b>		
29.95	<b>US Marine Corps (USMC)</b> (white die - flag raising on Iwo Jima; red die - USMC emblem) [2 dice]	OOP	shrinkwrap
	<b>Bill Durrant</b>		
	[produced in association with View from the Trenches]		

22.95	<b>Shingle's List</b> [copyright 1999; wrap-around cover; 8 scenarios in and near the Anzio beachhead (Operation Shingle), Jan – Mar 1944; includes British and Italian Generation Tables for SASL]	OOP	mint
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## Bounding Fire Productions

64.95	<b>Beyond the Beachhead 2</b> (reprint, 2022)	75.00	shrinkwrap
77.95	<b>Bitterest Day - The Battle for Sugar Loaf Hill, May 1945</b>	89.00	shrinkwrap
99.95	<b>Blood and Jungle 1st ed</b> [+ official updated rules & errata to bring it to the current edition]	OOP	shrinkwrap
69.95	<b>Blood and Jungle 1st ed</b> [+ official updated rules & errata to bring it to the current edition] [counters are unpunched]	OOP	mint
128.95	<b>Blood and Jungle v2 revised edition</b> [current edition] <b>SAVE \$20.00</b>	149.00	shrinkwrap
86.95	<b>Corregidor the Rock</b>	97.00	shrinkwrap
89.95	<b>Crucible of Steel 1st ed</b> [+ official updated rules & errata to bring it to the current edition]	OOP	shrinkwrap
128.95	<b>Crucible of Steel revised edition v2</b> [current edition] <b>SAVE \$20.00</b>	149.00	shrinkwrap
OOS	<b>Hell on Wheels</b> [with DASL map]	OOP	
69.95	<b>High Ground 2</b> (reprint, 2022)	80.00	shrinkwrap
34.95	<b>Into the Rubble</b>	OOP	shrinkwrap
79.95	<b>Into the Rubble 2</b> [This is an updated version of the original module with additional scenarios.]	95.00	shrinkwrap

173.95	<b>Mannerheim Cross</b> <b>SAVE \$20.00</b>	194.00	shrinkwrap
104.95	<b>Objective Schmidt</b>	120.00	shrinkwrap
113.95	<b>Onslaught to Orsha 2</b> <b>SAVE \$20.00</b>	134.00	shrinkwrap
59.95	<b>Operation Cobra</b> (reprint, 2022)	70.00	shrinkwrap
59.95	<b>Operation Neptune</b>	70.00	shrinkwrap
128.95	<b>Poland in Flames</b> <b>SAVE \$20.00</b>	149.00	shrinkwrap

## Break Contact

19.95	<b>Break Contact! – Aussie Tournament Pack</b>	OOP	mint
19.95	<b>Break Contact 2 - The Armoured Aussie Pack</b>	OOP	mint
37.95	<b>Break Contact 3 - Razorback Pack</b> [with 15 unique, mounted counters]	OOP	mint
24.95	<b>Break Contact 4 - The Aussie Battler Pack</b>	OOP	mint

## Broken Ground Design

19.95	<b>Map Pad Pack</b> [unique computer mouse pad map with 4 scenarios]	OOP	mint
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<b>Countersmith Workshop</b>			
29.95	<b>Steel Master Module A</b> [set of 3 full-size, die-cut, unpunched countersheets of German & Russian AFVs' turrets; each countersheet is different]	OOP	mint, sealed
49.95	<b>Steel Master Module B</b> [set of 3 identical, full-size, die-cut, unpunched countersheets of British & American AFVs' turrets; each countersheet is the same]	OOP	mint, sealed
22.95	<b>Steel Master Module B</b> (1 full-size countersheet only) [1 full-size, die-cut, unpunched countersheet of British & American AFVs' turrets]	OOP	mint, sealed
<b>Critical Hit</b>			
	Due to the large number of in-stock scenario packs, modules and magazines, the items from this publisher are shown at the bottom of this list.		
<b>Desperation Morale</b>			
29.95	<b>Scenario Designers Guide</b> [2006: softcover bound book, 2 scenarios, 72 pages] [last one in stock]	OOP	mint

<b>Dispatches from the Bunker</b>			
7.95	<b>Issue #16</b> [full-size, 12-page booklet; 3 scenarios [only one in stock]	OOP	near mint
<b>Eastside Gamers</b>			
14.95	<b>Dezign Pak 1</b>	OOP	mint, ziplock
19.95	<b>Dezign Pak 2</b>	OOP	mint, ziplock
OOS	<b>Dezign Pak 3</b>	OOP	
19.95	<b>Dezign Pak 4</b>	OOP	mint, ziplock
19.95	<b>Dezign Pak 5</b>	OOP	mint, ziplock
19.95	<b>Dezign Pak 6</b>	OOP	mint, ziplock
19.95	<b>Dezign Pak 7</b>	OOP	mint, ziplock
OOS	<b>Dezign Pak 8</b>	OOP	
OOS	<b>Dezign Pak 9</b>	OOP	
OOS	<b>Dezign Pak 10</b>	OOP	
OOS	<b>Zombie Pack 1</b> (ASL against the undead)	OOP	

## Encircled Productions

[see listings under Kansas City ASL Club & Encircled Productions]

## Fanatic Enterprises

### *Scenario Packs*

34.95	<b>Fanatic Pack #1</b> [12 scenarios]	OOP	mint
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### *AFV Cards*

8.95	<b>Allied Minors AFV Cards</b> [42 unseparated cards] [last one in stock]	OOP	mint
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## Friendly Fire

22.95	<b>Friendly Fire Pack 1</b> [8 scenarios]	OOP	mint
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22.95	<b>Friendly Fire Pack 2</b> [8 scenarios]	OOP	mint
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18.95	<b>Friendly Fire Pack 3</b> [8 scenarios]	OOP	mint
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18.95	<b>Friendly Fire Pack 4</b> [10 scenarios]	OOP	mint
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OOS	<b>Friendly Fire Pack 5</b> [10 scenarios]	OOP	
42.95	<b>Friendly Fire Pack 6</b> [8 scenarios and FrFA map (ASLSK-style)]	OOP	shrinkwrap
37.95	<b>Friendly Fire Pack 6</b> [8 scenarios and FrFA map (ASLSK-style)]	OOP	mint
18.95	<b>Friendly Fire Pack 7</b> [8 scenarios]	OOP	shrinkwrap
17.95	<b>Friendly Fire Pack 7</b> [8 scenarios]	OOP	mint
OOS	<b>Friendly Fire Pack 8</b> [8 scenarios]	OOP	
18.95	<b>Friendly Fire Pack 9</b> [8 scenarios]	OOP	sealed

## Front Line Productions

24.95	<b>Baraque de Fraiture: The Battle for Parker's Crossroads</b> [Battle of the Bulge] [ziplock] [ <a href="http://www.desperationmorale.com/products/baraque-de-fraiture-the-battle-for-parkers-crossroads/">http://www.desperationmorale.com/products/baraque-de-fraiture-the-battle-for-parkers-crossroads/</a> ]	OOP	mint
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## Hazardous Movement Gaming

26.95	<b>Scenario Pack 1: A World at War</b> [folio, zip lock]	OOP	mint
26.95	<b>Scenario Pack 2: The Un-Civil Wars 1936-1949</b> [folio, sealed]	OOP	mint

30.95	<b>Scenario Pack 3: City of Steel</b> [folio, sealed]	OOP	mint
40.95	<b>Scenario Pack 4: Making the Grade</b> [folio, sealed]	OOP	mint
40.95	<b>Scenario Pack 5: Firestarter</b> [folio, sealed]	OOP	mint
NYA	<b>Scenario Pack 6: The Liberatorsr</b> [folio, sealed] <b>[pre-order this pack from us for \$ 44.95]</b>	55.00	pre-order

## Heat of Battle

<b>Historical Modules</b>			
69.95	<b>Berlin: Red Vengeance</b> [complete: 18-page, loose-leaf rulebook; chapter divider; unpunched, die-cut, mounted countersheet; 10 scenarios are official black & red reprints on cardstock; full-color map with 1-inch hexes; includes Designer's Notes, errata and Q&A sheets; in a manila envelope]	OOP	mint, unpunched
37.95	<b>Berlin: Red Vengeance</b> mapsheet	OOP	mint
OOS	<b>Fortress Cassino</b>	OOP	
OOS	<b>God Save the King</b>	OOP	
OOS	<b>King of the Hill</b>	OOP	
OOS	<b>Kreta - Operation Merkur</b> [German air assault and battles on Crete]	OOP	
24.95	<b>Kreta Heavy Map Upgrade</b> [same map in the pack but heavier paper stock]	OOP	shrinkwrap

OOS	<b>Onslaught to Orsha</b> [complete with unpunched countersheet; includes the updated page]	OOP	
24.95	<b>Onslaught to Orsha</b> countersheet	OOP	mint, unpunched
<b>Scenario Packs</b>			
OOS	<b>Buckeyes</b>	OOP	
97.95	<b>Beyond the Beachhead - Fighting the Bocage</b> [with two mounted mapboards]	OOP	shrinkwrap
37.95	<b>Firefights! #1</b> [with 6 non-geomorphic, full-color maps]	OOP	mint
33.95	<b>Firefights! #2</b> [with 6 non-geomorphic, full-color maps]	OOP	shrinkwrap
37.95	<b>Special Forces I</b> [includes unpunched mini countersheet]	OOP	mint, unpunched
7.95	<b>Countersheet for Special Forces I</b> [same unpunched mini countersheet that's in the pack]	OOP	mint
39.95	<b>Special Forces II - Küstenjägers</b> [includes unpunched mini countersheet]	OOP	shrinkwrap
7.95	<b>Countersheet for Special Forces II</b> [same unpunched mini countersheet that's in the pack]	OOP	mint
39.95	<b>The Long March</b>	OOP	shrinkwrap
49.95	<b>Tropic Thunder</b>	OOP	mint
129.95	<b>Waffen SS I – No Quarter, No Glory</b> [with unpunched, black SS countersheet]	OOP	mint, unpunched
122.95	<b>Waffen SS II – The Führer's Firemen</b> [with unpunched black and red (Berserk) SS countersheet]	OOP	mint, unpunched
29.95	<b>HoB Update</b> [updated scenarios for <b>Waffen SS I &amp; II</b> ] [this scenario pack was published without counters]	OOP	shrinkwrap
42.95	<b>Waffen SS III – Neither Fear Nor Hope</b>	OOP	mint

<b>Magazines</b>			
49.95	<b>Recon by Fire 1</b>	OOP	mint
39.95	<b>Recon by Fire 2</b>	OOP	shrinkwrap
34.95	<b>Recon by Fire 3</b>	OOP	shrinkwrap
53.95	<b>Recon by Fire 4</b> [includes original and reprinted mounted countersheets]	OOP	shrinkwrap
<b>JagerSoft Games</b>			
29.95	<b>China-Burma-India: The Lost Theater Part 1: The Japanese Invade (Dec 1941 – May 1942)</b> [60-page, high quality magazine with 12 scenarios]	35.00	shrinkwrap
<b>Kansas City ASL Club &amp; Encircled Productions</b>			
94.95	<b>March Madness 2007 – Pusan Perimeter Pack</b> [6 scenarios, 1 player aid, 4 mounted counters and 4 pages of rules] [limited, numbered edition (total of 50 copies printed)] [only one in stock]	OOP	mint

89.95	<b>March Madness 2008 – ASL Goes to the Movies</b> [9 scenarios, full-color map (MM1), 2 overlays and 7 mounted counters] [limited, numbered edition (total of 75 copies printed)]	OOP	mint
84.95	<b>March Madness 2009 – Partisan Pack</b> [8 scenarios, 8 mounted counters and 1 uncut, full-color overlay] [limited, numbered edition (total of 75 copies printed)]	OOP	mint
OOS	<b>March Madness 2010 – Irregular Forces Pack</b> M (OOP) [7 scenarios and 2 overlays] [limited, numbered edition (total of 75 copies printed)]	OOP	
74.95	<b>March Madness 2011 – Texel Pack</b> [7 scenarios] [limited, numbered edition (total of 75 copies printed)]	OOP	mint
69.95	<b>March Madness 2012 – Double-Blind Pack...The Germans are Coming</b> [10 scenarios printed single-sided so the players can't see the other side's OB] [very limited, numbered edition (total of 100 copies printed)]	OOP	mint
22.95	<b>March Madness 2013 - Commissar Pack 2nd edition</b>	OOP	shrinkwrap
19.95	<b>The Very Best of March Madness (Vol 1) (2015)</b>	OOP	shrinkwrap
13.95	<b>March Madness 2017 – Hollis Pack...Partisans</b> [Encircled Productions]	15.00	shrinkwrap
13.95	<b>March Madness 2018 – The Players Pack</b> [Encircled Productions]	15.00	shrinkwrap
13.95	<b>March Madness 2019 – Close Combat, Up Close and Personal</b> [Encircled Productions]	15.00	shrinkwrap
13.95	<b>March Madness 2020 – Full Rulebook ASL Pack</b> [Encircled Productions]	15.00	shrinkwrap
13.95	<b>March Madness 2021 – The Three-Player Pack</b> [Encircled Productions]	15.00	shrinkwrap

13.95	<b>March Madness 2022 – The Grumble Jones Pack</b> [Encircled Productions]	15.00	shrinkwrap
14.95	<b>March Madness 2023 – 10th Mountain Pack</b> [Encircled Productions]	16.00	shrinkwrap
18.95	<b>March Madness 2024 – The Korean War Pack</b> [Encircled Productions]	20.00	shrinkwrap
14.95	<b>March Madness 2025 - Snake Eyes</b> [Encircled Productions]	16.00	shrinkwrap
NYA	<b>March Madness 2026</b> [Encircled Productions] <b>[pre-order this pack from us for \$ TBD]</b>	TBA	pre-order

## Kinetic Energy Productions

OOS	<b>Time on Target Issue #1 - The Battle of the Bulge 50th Anniversary</b> (1994) [12-page magazine, 12 scenarios (on cardstock), usually 1 'teaser' scenario (paper insert)]	OOP	mint
OOS	<b>Time on Target Issue #2 - April 1945: At the Sharp End</b> (1995) [24-page magazine, 20 scenarios (on cardstock), 32 die-cut counters, 2 pages of SSRs, 5 railroad overlays, 2 pages of Chapter notes, usually 1 'teaser' scenario (paper insert)]	OOP	mint
OOS	<b>Time on Target Issue #3 - Focus on German Rare Vehicles</b> (1996) [28-page magazine, 13 scenarios (on cardstock), 74 die-cut counters, 8 pages of Chapter H notes, 4-page supplement, 1 player aid, usually 1 'teaser' scenario (paper insert)]	OOP	mint

OOS	<b>March Madness '97 Tournament Scenario Pack</b> (1997) [12 scenarios, 4-page supplement]	OOP	
OOS	<b>March Madness '98 Tournament Scenario Pack</b> (1998) [9 scenarios, 324(?) die-cut counters, 4 pages Chapter H notes]	OOP	
OOS	<b>March Madness '99 Tournament Scenario Pack</b> (1999) [10 scenarios, 1 sheet overlays and unmounted counters, 4 pages Chapter H notes]	OOP	
OOS	<b>British Rare Vehicles</b> (1999) [2 scenarios, 74 die-cut counters, 8 pages Chapter H notes]	OOP	

## Koplow Games

	<b>Precision Backgammon Dice</b>	
	5/8" (16mm), 6-sided, rounded corners	
Prices: 1 - \$4.95 2 - \$8.95 3 - 12.95 4 - 16.95 Mix or Match	<b>Opaque Black die with white pips on all faces</b>	mint
	<b>Transparent die with white pips: Light Blue, Dark Blue, or Green</b>	mint
	<b>Transparent die with white pips: Bright Red, Purple or Amber</b>	mint

## Le Franc-Tireur

<b>Reference</b>			
39.95	<b>Rat Pocket Charts 3rd edition</b> [the front & back covers, the To Hit & To Kill pages, and the Concealment table are laminated]	50.00	mint
<b>Historical Modules</b>			
124.95	<b>The Fight for Seoul</b>	135.00	shrinkwrap
124.95	<b>The Green Hell of Inor</b>	135.00	shrinkwrap
72.95	<b>Inor Players Guide</b> [64-page, magazine-style publication, 16 scenarios (12 Inor and 4 Eben Emaël & Albert Canal)], 1 Inor Campaign Game, Inor optional rules, several AARs, articles and Designer Notes]	80.00	shrinkwrap
164.95	<b>Kampfgruppe Scherer: The Shield of Cholm</b> [counters are unpunched]	OOP	mint, unpunched
34.95	<b>Kampfgruppe Scherer Player's Guide</b> [60-page, magazine-style publication, 9 KGS scenarios and one KGS SASL Mission]	40.00	mint
29.95	<b>Kampfgruppe Scherer Player's Guide</b> [60-page, magazine-style publication, 9 KGS scenarios and one KGS SASL Mission] [Condition note: there is some slight damage at the bottom of several magazine pages but this damage does not affect the use and readability of the magazine] [only one at this price]	40.00	near mint
OOS	<b>Saint Nazaire 1942, Operation Chariot</b>	OOP	
	<b>Scenario Packs</b>		

64.95	<b>Deluxe Pack #1</b> [Condition notes: the game components are complete, unplayed, and mint. The folio cover is larger than the module components so the edges of the cover may be slightly bent; however, this does not affect the game components.]	77.00	mint
87.95	<b>From the Cellar Pack 1</b> [includes uncut overlays]	OOP	mint
54.95	<b>From the Cellar Pack 2</b>	OOP	mint
97.95	<b>From the Cellar Pack 3</b> [with scenarios, Chapter H vehicle notes and unpunched countersheet]	OOP	mint
39.95	<b>From the Cellar Pack 3</b> [with scenarios and Chapter H vehicle notes but no countersheet (a full-color photocopy of this countersheet is provided)]	OOP	mint
24.95	<b>From the Cellar Pack 3</b> [with scenarios and Chapter H vehicle notes but no countersheet] [Condition notes: the lower right corner of the pack was damaged by water but this damage does not affect readability of the folio, scenarios and Chapter H notes page; no countersheet (a full-color photocopy of this countersheet is provided)]	OOP	good
OOS	<b>From the Cellar Pack 4</b> [with unpunched countersheet]	OOP	
OOS	<b>From the Cellar Pack 5</b> [with map LFT2]	OOP	
44.95	<b>From the Cellar Pack 6</b>	OOP	mint
57.95	<b>From the Cellar Pack 7</b>	OOP	mint
37.95	<b>From the Cellar Pack 8</b> [actually a 56-page magazine and 15 scenarios]	41.00	mint
27.95	<b>From the Cellar Pack 9</b>	33.00	shrinkwrap
32.95	<b>From the Cellar Pack 10</b>	38.00	shrinkwrap
32.95	<b>From the Cellar Pack 11</b>	38.00	shrinkwrap

32.95	<b>From the Cellar Pack 12</b>	38.00	shrinkwrap
43.95	<b>From the Cellar Pack 13</b>	49.00	shrinkwrap
NYA	<b>From the Cellar Pack 14</b> <b>[pre-order this from us for \$ TBD]</b>	TBA	pre-order
32.95	<b>Nor'Easter Pack II</b>	38.00	shrinkwrap
53.95	<b>The Trials of Task Force Faith</b>	60.00	shrinkwrap
	<b>Magazines</b>		
OOS	<b>Le Franc Tireur #11</b> [with LFT 1 map]	OOP	
OOS	<b>Le Franc Tireur #12</b> [with LFT 2 map]	OOP	
77.95	<b>Le Franc Tireur #13</b> [100-page magazine, 17 scenarios on cardstock, and 1 overlay]	OOP	mint
94.95	<b>Le Franc Tireur #14</b> [As long as supplies last: an unpunched set of very limited edition Italian and Sangar counters professionally printed by Broken Ground Design and courtesy of Derek Ritter will be included with each copy of this issue bought. Much Thanks to Derek and Broken Ground Design!!]	OOP	shrinkwrap
92.95	<b>Le Franc Tireur #15</b> [84-page magazine and includes 8 new maps (LFT 3 through LFT 10), 22 scenarios on cardstock, and a small set of rules for Arid and Desert Terrains]	110.00	shrinkwrap
57.95	<b>Le Franc Tireur #16</b> [80-page magazine and 15 scenarios; this doesn't include the PTO-theme maps and overlays which are not required to play the scenarios]	60.00	shrinkwrap
NYA	<b>Le Franc Tireur #17</b> <b>[pre-order this from us for \$ TBD]</b>	TBA	pre-order

## Lone Canuck Publishing

[ "sealed" means the display bag is sealed with the publisher's "MADE IN CANADA" label]

13.95	<b>1.SS PanzerDivision Leibstandarte SS Adolf Hitler – Normandie</b> (includes 12 mounted tank counters)	16.00	sealed
29.95	<b>Battle for the Abbaye des Ardennes - Caen France, 7 July 1944</b> [last one in stock]	OOP	sealed
16.95	<b>Battle for France - From the Meuse to the Seine</b>	19.00	sealed
27.95	<b>Battle of the Hedgerows – Purple Heart Draw</b> (with full-color map) [in publisher's ziplock bag]	32.50	mint
12.95	<b>Battle of the Hedgerows – The Storm Broke</b>	16.00	sealed
13.95	<b>Canadians in Italy – D-Day Dodgers</b> [last one in stock]	16.00	sealed
13.95	<b>Grossdeutschland Pack 1 - The Early Years 1940 to 1941</b>	16.00	sealed
13.95	<b>Grossdeutschland Pack 2 - 1942-1943 Forging the Stahlhelm</b>	16.00	sealed
22.95	<b>Grossdeutschland Pack 3 - High Tide at Kursk</b> [includes unpunched countersheets]	25.00	sealed
12.95	<b>Leibstandarte Pack 2 – Barbarossa!</b> [last one in stock]	OOP	sealed
12.95	<b>Leibstandarte Pack 3 – Clash at Kharkov!</b>	OOP	sealed
10.95	<b>Orange Blossom - The Royal Canadian Regiment's Capture of the Cider Crossroads</b>	12.00	sealed
13.95	<b>Ost Front Pack</b>	16.00	sealed

27.95	<b>Ozerekya Breakout – The Soviet Marine Breakout of Ozerekya Bay, 4-7 February 1943</b> (with full-color map) [in publisher's ziplock bag]	32.50	mint
13.95	<b>To Battle by Air 1</b>	16.00	sealed
13.95	<b>To Battle by Air 2</b> (Scenario #6 Replacement Card included)	16.00	sealed
9.95	<b>To Battle by Air 2</b> [all scenarios are present]	16.00	mint
13.95	<b>Valour at Casa Berardi</b> (includes full color map) [in publisher's ziplock bag]	16.00	sealed
13.95	<b>Wacht am Rhein Volume 2</b> (2nd edition)	16.00	sealed
13.95	<b>Wacht am Rhein Volume 3</b>	16.00	sealed

## On All Fronts

[These publications were originally published to support the Squad Leader game system. . . starting with Issue #41, the content included articles and scenarios for Advanced Squad Leader. The issues listed here were received directly from the publisher so most of these were sent through the mail and are addressed. These issues have been Out-Of-Print for many, many years. ]

### 1986

12.95	<b>Vol 4, No 5, Issue #38</b>	OOP	near mint
17.95	<b>Vol 4, No 6, Issue #39 "Tiger Hunting"</b> [includes the mini-booklet "The Reader's Guide to ON ALL FRONTS..." (Issues #1 through #39) and "An Index to SL Articles in THE GENERAL..." (from Vol 14 No 2 to Vol 21 No 6)]	OOP	near mint

7.95	<b>Vol 4, No 7, Issue #40 "A Polish Battlefield"</b> [Condition note: very small stain in the bottom margin on the last two pages]	OOP	excellent
19.95	<b>Vol 4, No 8, Issue #41</b>	OOP	near mint
12.95	<b>Vol 4, No 9, Issue #42 "Dunkirk Duo"</b>	OOP	near mint
12.95	<b>Vol 4, No 10, Issue #43 "The Arracourt Tank Battle"</b>	OOP	near mint
12.95	<b>Vol 4, No 11, Issue #44 "ASL A Mini Review"</b>	OOP	near mint
17.95	<b>Vol 4, No 12, Issue #45 "The Italians Are Here"</b> [includes 2 black and white mini maps"]	OOP	near mint
12.95	<b>Vol 5, No 2, Issue #47</b> [includes scenario insert]	OOP	near mint
12.95	<b>Vol 5, No 3, Issue #48</b>	OOP	near mint
12.95	<b>Vol 5, No 4, Issue #49 "Best Wishes for Christmas"</b>	OOP	near mint
	<b>1987</b>		
12.95	<b>Vol 5, No 5, Issue #50</b>	OOP	near mint
12.95	<b>Vol 5, No 6, Issue #51</b> [includes scenario and map insert]	OOP	near mint
12.95	<b>Vol 5, No 7, Issue #52</b>	OOP	near mint
12.95	<b>Vol 5, No 8, Issue #53</b>	OOP	near mint
12.95	<b>Vol 5, No 8, Issue #54</b> [should have been Number 9]	OOP	near mint
12.95	<b>Vol 5, No 10, Issue #56</b> [should have been Number 11]	OOP	near mint
12.95	<b>Vol 5, No 11, Issue #57</b> [should have been Number 12]	OOP	near mint
12.95	<b>Vol 6, No 1, Issue #58</b>	OOP	near mint
12.95	<b>Vol 6, No 2, Issue #59 "Partisan Leader"</b>	OOP	near mint

9.95	<b>Vol 6, No 4, Issue #61 "Best Wishes for Christmas"</b> [Condition note: there's a slight off cut on one side but this doesn't affect the contents]	OOP	near mint
<b>1988</b>			
9.95	<b>Vol 6, No 5, Issue #62</b> [Condition note: there's a slight off cut on one side but this doesn't affect the contents]	OOP	near mint
12.95	<b>Vol 6, No 7, Issue #64</b>	OOP	near mint
9.95	<b>Vol 6, No 10, Issue #67</b> [Condition note: there's a slight off cut on one corner but this doesn't affect the contents]	OOP	near mint
9.95	<b>Vol 6, No 11, Issue #68 "The Famous 82nd Airborne"</b> [Condition note: there's a slight off cut on one corner but this doesn't affect the contents]	OOP	near mint
9.95	<b>Vol 6, No 12, Issue #69</b> [Condition note: there's a slight off cut on one corner but this doesn't affect the contents]	OOP	near mint
9.95	<b>Vol 7, No 2, Issue #71</b> [Condition note: there's a slight off cut on one corner but this doesn't affect the contents]	OOP	near mint
<b>Special Supplements</b>			
19.95	<b>Vol 1, No 1 The Walker File #1</b> (July 1988) [Condition note: there's a small cut off on one corner but this doesn't affect the contents]	OOP	near mint
<b>Partisan Publishing</b>			
38.95	<b>2005 ASLOK 'XX' 20th Anniversary Scenario Pack</b>	OOP	mint

<h2 style="text-align: center;">The Rout Report - The Journal for ASL Adventurers</h2>			
12.95	<b>Volume Two, Issue One</b> (February 1992) [Condition notes: this issue was sent through the mail - the stamp was date cancelled and the address label was removed; one corner is slightly bent]	OOP	excellent
<h2>Sherry Enterprises</h2>			
<h3>Dice</h3>			
4.95	<b>The Rare Pair - black and gray</b> [2 dice; the Schwerpunkt symbol and name replace the one pip]	5.00	shrinkwrap
8.95	<b>Retro Pack - white, red, blue, black</b> [4 dice; the Schwerpunkt symbol and name replace the one pip]	10.00	shrinkwrap
8.95	<b>Limited Edition - white, black</b> [2 dice; the Schwerpunkt symbol and name replace the one pip]	10.00	shrinkwrap
12.95	<b>Limited Edition - white, green, blue, red, black</b> [5 dice; the Schwerpunkt symbol and name replace the one pip]	15.00	shrinkwrap
12.95	<b>Six Pack - ivory, green, purple, orange, yellow, black</b> [6 dice; the Schwerpunkt symbol and name replace the one pip]	15.00	shrinkwrap
12.95	<b>Allied Tanks - green, ivory, red, blue</b> [4 dice; Sherman, Churchill, T34, Char B replace the one pip]	15.00	shrinkwrap

12.95	<b>Axis Tanks - white, yellow, black, gray</b> [4 dice; Tiger I, Chi Ha, Panzer IVE, M-13/40 replace the one pip]	15.00	shrinkwrap
	<b>Scenario Packs</b>		
[In addition to <a href="https://www.desperationmorale.com/">https://www.desperationmorale.com/</a> , you can also check out these scenario packs at Consimworld starting with <a href="https://boardgamegeek.com/boardgame/50569/schwerpunkt-volume-1">https://boardgamegeek.com/boardgame/50569/schwerpunkt-volume-1</a> and <a href="https://boardgamegeek.com/boardgame/38739/rally-point-volume-1-axis-minor-special-study">https://boardgamegeek.com/boardgame/38739/rally-point-volume-1-axis-minor-special-study</a> ]			
24.95	<b>Schwerpunkt #1 1st printing</b> [NOTE: There is no errata for any of the scenarios. The 2nd edition is actually a reprint of the first printing.]	38.00	mint
OOS	<b>Schwerpunkt #1 2nd printing</b> [NOTE: There is no errata for any of the scenarios. The 2nd edition is actually a reprint of the first printing.]	40.00	
24.95	<b>Schwerpunkt #2 2nd edition</b>	OOP	mint
35.95	<b>Schwerpunkt #2 3rd edition</b>	40.00	mint
35.95	<b>Schwerpunkt #3</b>	40.00	mint
35.95	<b>Schwerpunkt #4</b>	40.00	mint
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35.95	<b>Schwerpunkt #10</b>	40.00	mint
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35.95	<b>Schwerpunkt #12</b>	40.00	mint
35.95	<b>Schwerpunkt #13</b>	40.00	mint
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35.95	<b>Schwerpunkt #17</b>	40.00	mint
35.95	<b>Schwerpunkt #18</b>	40.00	mint
35.95	<b>Schwerpunkt #19</b>	40.00	mint
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35.95	<b>Schwerpunkt #22</b>	40.00	mint
35.95	<b>Schwerpunkt #23</b>	40.00	mint
35.95	<b>Schwerpunkt #24</b>	40.00	mint
35.95	<b>Schwerpunkt #25</b>	40.00	mint
TBD	<b>Schwerpunkt #26</b> [12 scenarios with tactical analysis for each scenario, and a comprehensive historical/tactical article on the (subject TBA)] <b>[pre-order this from us for \$ TBD]</b>	TBA	mint
25.95	<b>Rally Point #1 - An Axis Minors Special Study</b>	30.00	mint
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26.95	<b>Rally Point #20 - The Italian Army in World War II</b>	30.00	mint
26.95	<b>Rally Point #21 - Volksgrenadiers 1944-1945</b>	30.00	mint
TBD	<b>Rally Point #22</b> [12 scenarios with tactical analysis for each scenario, and a comprehensive historical/tactical article on the (subject TBA)] <b>[pre-order this from us for \$ TBD]</b>	TBA	mint

## **Southern California (SoCal) ASL Club**

17.95	<b>Melee Pack I</b>	OOP	mint
OOS	<b>Melee Pack II</b>	OOP	
OOS	<b>Melee Pack III</b>	OOP	

## **Tactiques**

[These are purely ASL magazines professionally published in French (no English) with ASL scenarios. Only nine issues were ever published. These issues have been Out-Of-Print for many, many years. The translated scenarios can be found on the internet.]

19.95	<b>Tactiques #5</b>	OOP	mint
19.95	<b>Tactiques #7</b>	OOP	mint
19.95	<b>Tactiques #8</b> [includes uncut overlays]	OOP	mint
19.95	<b>Tactiques #9</b>	OOP	mint

## **Texas ASL Club**

19.95	<b>Dos Equis XX 20th Anniversary Pack</b> 2nd edition [in English]	OOP	mint
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<b>Triad Import Specialists / Derek Ritter</b>			
59.95	<b>Offboard Artillery Access Cards</b> [over 250 professionally-printed, coated, playing-size cards stored in a sealed box] [the cards represent all of the mortar and OBA access possibilities] [please check out <a href="https://www.desperationmorale.com/products/offboard-artillery-access-cards/">https://www.desperationmorale.com/products/offboard-artillery-access-cards/</a> for detailed info ]	OOP	shrinkwrap
49.95	<b>Offboard Artillery Access Cards</b> [over 250 professionally-printed, coated, playing-size cards stored in a sealed box] [the cards represent all of the mortar and OBA access possibilities] <u>[Condition note: 2 corners of the box top are repaired but there is no damage to the cards]</u> [please check out <a href="https://www.desperationmorale.com/products/offboard-artillery-access-cards/">https://www.desperationmorale.com/products/offboard-artillery-access-cards/</a> for detailed info ]	OOP	shrinkwrap
<b>Vehicle Movement Point (MP) Dice</b>			
[these are made by several manufacturers]			
1.95	<b>30-sided Die for Vehicle Movement Point (MP)</b>	3.00	mint

	Colors available [tell us if you want a specific color]:		
	White numbers on body color: Red, Black, Dark Gray/Black, Blue, Gold, Green, Purple, Orange, Root Beer		
	Black numbers on body color: White, Yellow		
	Gold color numbers on body color: Red, Blue		
			
<p>If you have a problem remembering the MP (where you left off) after your vehicle survives defensive fire, use a D30. The D30 marks your vehicle's MP stop point when your opponent decides to fire. The D30 has enough 'movement point' sides for almost every vehicle in ASL except a small hand full of AFVs and wheeled vehicles. For the <math>\frac{1}{2}</math> MP, I use a D6 with the D30. This way, you don't have to re-count the expended MP (which is really a pain and wastes gaming time).</p>			
<b>View From The Trenches</b>			

[This most excellent ASL newsletter can be freely downloaded (as pdf) from  
<https://www.vftt.co.uk/vfttpdfs.asp> . The issues contain scenarios, campaign games, player aids, tactics,  
SASL, unmounted counters, AARs and many other articles.]  
[If you like what you see, please donate to the publisher.]

## Winnipeg ASL Club

29.95	<b>Elite Canadians: The Scenarios of Jim McLeod Pack</b>	OOP	mint
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## Critical Hit

	<p>Some items from this publisher are official reprints and may have different titles or even different game components. Where possible, these items are listed together to minimize any confusion. Additionally, the publisher's product number (if known) is shown before the product's title.</p> <p>If you have any questions, feel free to send a message to us.</p>	
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	<p>Several sources, including the publisher's, are checked to ensure that the contents are complete. Very rarely, the listing of contents on the item's coversheet is not correct - this is usually due to the product wrapper/cover being printed before the game components were finalized.</p> <p>Therefore great care is taken to ensure all of the product's game components are complete and listed in each item's description below. Most items that are not required for play (e.g., ziplock bag, advertisements, front and back covers) are usually not listed (EXC: folio covers and game box).</p>	
	<p>Obviously, items listed as being in "shrinkwrap" or "sealed" condition can't be inspected for completeness. However, if you ask, it will be opened and inspected.</p> <p>If it's complete, you'll have to pay for it.</p> <p>If it's not complete, no worries.</p>	
	<p>If an item is not shrinkwrapped, sealed or boxed, it is either stored in the publisher's ziplock bag or in an archival-safe magazine bag usually with an archival-safe backer board for additional protection.</p>	
	<p>If the year for that location or battle has more than one scenario in that item, the total number of scenarios for that location or battle will be shown in braces after that year (for example, " '45{2} ").</p>	
	<p>To avoid confusion between the western and eastern European fronts, those scenarios located in Germany, Austria and eastern European countries:</p>	
	<ul style="list-style-type: none"> <li>o are listed as either Eastern Front or a specific location (e.g., Berlin, Kursk) for the Soviet forces vs Axis forces</li> </ul>	
	<ul style="list-style-type: none"> <li>o are listed in the country (e.g., Germany, Austria) where the battle was fought between the 'western' Allies vs Axis forces</li> </ul>	

	<b>World War II</b>		
	<b>Multi-Theater Scenario Packs</b>		
7.95	0026 <b>ASL News Pack 1</b> (1997) [8 scenarios (Poland '39; Belgium '40{2}; Holland '40; Eastern Front - '39 & '41{2}; Indochina '40)]	OOP	mint
12.95	none <b>ASL Ninety-Six Pack</b> (1996) [10 scenarios (China '38; France '40; Bulge '44; Eastern Front - '42 & '45; MTO - Sicily '43 & Italy '45), Germany '45; PTO - Malaya '42; Korean War '50)]	OOP	mint
9.95	0027 <b>Aussie '97 Pack</b> (1998) [8 scenarios (Spanish Civil War '37; China '37; France '40; Eastern Front '42; PTO - Guadalcanal '42; Tunisia '43; CBI - Burma '42 & '43) ]	OOP	sealed
7.95	0027 <b>Aussie '97 Pack</b> (1998) [8 scenarios (Spanish Civil War '37; China '37; France '40; Eastern Front '42; PTO - Guadalcanal '42; Tunisia '43; CBI - Burma '42 & '43) ]	OOP	mint
12.95	9829 <b>Aussie '98 Pack</b> (1998) [10 scenarios (Chaco War '32; Eastern Front - '41, '43 & '45; CBI - India '44; MTO - Italy '45; Germany '45; PTO - Dutch East Indies '45; Korean War '50{2}); 1 full-color uncut overlay]	OOP	mint
9.95	0026 <b>Euro-Pack I</b> (2001) [8 scenarios (Holland '40; Belgium '40{2}; Indochina '40; Eastern Front - Poland '39{2}& '41{2})]	OOP	sealed

7.95	0026 <b>Euro-Pack I</b> (2001) [8 scenarios (Holland '40; Belgium '40{2}; Indochina '40; Eastern Front - Poland '39{2}& '41{2})]	OOP	mint
7.95	9802 <b>Euro-Pack III: Late War '44 - '45</b> (1998) [8 scenarios (Eastern Front - '44{4}; ETO - Normandy '44, Holland '44 & Germany '45; PTO - Luzon '45)]	OOP	sealed
6.95	9903 <b>Euro-Pack VI: Partisans and Irregulars</b> (1999) [8 scenarios (Spanish Civil War '37; China '37; Greece '41; Eastern Front - '43 & '44{2}; MTO - Corsica '43; Ukraine '47)]	OOP	sealed
12.95	0012 <b>OAF Pack 1</b> (1997) [10 scenarios (Eastern Front - '41, Kursk '43, '45{2} & Berlin '45; ETO - Normandy '44, France '44 & Bulge '44; PTO - Guadalcanal '42; Korean War '50); 1 uncut mini-sheet (1 full-color uncut overlay and 7 full-color uncut counter faces); 1 uncut mini-sheet (TO&E tree, mapboard and entry info, 7 uncut counter backs)]	OOP	mint
7.95	021 <b>Platoon Leader ASL Campaign version 2.0</b> (1997) [8 loose-leaf pages (introduction, rules, example), 1 Chapter Divider, 1 uncut sheet (1 overlay, 16 Location/Control markers), 1 Campaign Game, Sunrise Bridge 2 sheets)]	OOP	mint
7.95	021A <b>Platoon Leader ASL Campaign version 2.5</b> (1999) [24-page booklet (introduction to and rules for the Platoon Leader Campaign Game system, Roster & Record Chart, Purchase Record Chart), 1 uncut full-color sheet of 6 overlays and 28 Location / Control markers, 1 Campaign Game (Armored Stand)]	OOP	sealed

5.95	021A <b>Platoon Leader ASL Campaign version 2.5</b> (1999) [24-page booklet (introduction to and rules for the Platoon Leader Campaign Game system, Roster & Record Chart, Purchase Record Chart), 1 uncut full-color sheet of 6 overlays and 28 Location / Control markers, 1 Campaign Game (Armored Stand)]	OOP	mint
9.95	8005 <b>Retro Pak I</b> (2008) [8 scenarios (Eastern Front - '41, Kursk '43, '45{2} & Berlin '45; ETO - France '44 & Bulge '44; PTO - Guadalcanal '42)]	OOP	mint
9.95	8006 <b>Retro Pak II</b> (2010) [10 scenarios (PTO - Malaya '42 & Bataan '42; CBI - Burma '42; North Africa - Tunisia '42; ETO - Bulge '44{2} & France '45; Eastern Front - '41, '45 & Berlin '45)]	OOP	mint
8.95	8007 <b>Retro Pak III</b> (2012) [8 scenarios (Eastern Front - Poland '39{2}, '41{2}; Holland '40; Belgium '40{2}; Indochina '40)]	OOP	mint
9.95	— <b>Rout Pak I</b> (1996) [8 scenarios (El Alamein '42; PTO - Malaya '42{2}; ETO - Normandy '44{4}, Holland '44)]	OOP	mint
10.95	017 <b>Rout Pak II</b> (1996) [10 scenarios (Finland '39; France '40; Eastern Front '41; Libya '41 & '42; PTO - Guadalcanal '42, Leyte '44 & Iwo Jima '45; ETO - France '44 & Germany '45)]	OOP	mint
12.95	9823 <b>Rout Pak III</b> (1998) [8 scenarios (Finland '39; France '40{2}; ETO - Normandy '44, Holland '44 & Bulge '44; Eastern Front '43; Madagascar '42)]	OOP	sealed
9.95	9823 <b>Rout Pak III</b> (1998) [8 scenarios (Finland '39; France '40{2}; ETO - Normandy '44, Holland '44 & Bulge '44; Eastern Front '43; Madagascar '42)]	OOP	mint

34.95	8004 <b>Total Axis Pack 2: A World Aflame</b> (2008) [12 scenarios (Finland '39{2} & '44; Eastern Front - '44{2} & '45; Greece '41; Sicily '43; China '43{2 - Italians vs Japanese}; ETO Normandy '44, France '45); 1 page rules]	OOP	mint
10.95	022 <b>Tips for ASL Tankers: Defeating Enemy Armor</b> (2008) [2 scenarios (Eastern Front '43; Normandy '44); 24-page booklet]	OOP	mint
<b>Western Front</b>			
<i>Battles in France &amp; the Lowlands 1940</i>			
<i>Non-series packs/modules</i>			
19.95	020 <b>Gembloix, The Feint</b> (1997) (France 1940) [8 scenarios, 1 village overlay (8.5" x 11"), 1 Campaign Game, 4-page historical summary]	OOP	sealed
29.95	ASLG2 <b>Gembloix II - The Battle of France 1940</b> (2011) [8 scenarios, 1 full-color 'starter kit' style mapboard (CH1), 2 duplicate sets of 2 die-cut countersheets (total of 360 counters), 8-page booklet (historical summary, rules and 1 Campaign Game with records and charts)]	OOP	mint
24.95	6002 <b>Grossdeutschland at Stonne 1940 - The Battle for the Stonne Heights, May 15 - 18, 1940 2nd edition</b> (2007) [16 scenarios, 1 full-color mapsheet, 2 identical countersheets, 8-page booklet (rules and 2 Campaign Games with charts)]	OOP	mint

32.95	9828 <b>Stonne 1940 - The Battle for the Stonne Heights, May 15 - 18, 1940</b> (1998) [folio, 6 scenarios, 1 full-color mapsheet, 1 countersheet, 4-page booklet (rules and 1 Campaign Game)]	OOP	shrinkwrap
22.95	9828 <b>Stonne 1940 - The Battle for the Stonne Heights, May 15 - 18, 1940</b> (1998) [folio, 6 scenarios, 1 full-color mapsheet, 1 countersheet, 4-page booklet (rules and 1 Campaign Game)]	OOP	mint
<b><i>Battles in France, the Lowlands, Germany 1944-45</i></b>			
	<i>Non-series packs/modules</i>		
9.95	3007 <b>Hero Pax 1 - Hurtgen Hell to Bulge Nightmare</b> (2002) [8 scenarios (France '44{2} & '45, Hurtgen Forest '44, Bulge '44{3}, Operation Nordwind '45)]	OOP	mint
<b><i>Battles in Normandy 1944</i></b>			
	<i>Non-series packs/modules</i>		
4.95	1200402 <b>Action at Carentan</b> (2004) [4 scenarios, 1 full-color mapsheet]	OOP	mint
7.95	X2013 <b>Busting the Bocage - Hedgerow Fighting with the 2nd Ranger Battalion</b> (1st edition) (2001) [6 scenarios on cardstock; 1 large-hex mapsheet; 1 mini-countersheet, 1 page analyses of the scenarios and changes]	OOP	sealed
4.95	BTB2EM01 <b>Busting the Bocage - Hedgerow Fighting with the 2nd Ranger Battalion 1st edition Map Upgrade</b> (2001) [1 mapsheet (1" hexes)]	OOP	mint

9.95	3013 <b>Busting the Bocage - Hedgerow Fighting with the 2nd Ranger Battalion</b> 2nd edition (2001) [6 scenarios; 1 mapsheet (1" hexes); 1 page analyses of the scenarios and changes]	OOP	mint
6.95	BTB3EM01 <b>Busting the Bocage - Hedgerow Fighting with the 2nd Ranger Battalion 3rd edition Map Upgrade</b> (2007) [1 mapsheet (1" hexes)]	OOP	mint
99.95	<p>8008 <b>First Wave at Omaha - The Invasion of Normandy, June 6, 1944</b> (2009) [16 scenarios, 3 full-color connecting mapsheets (each mapsheet is 36" deep by 24" wide for a total beach frontage length of about 6 feet!), 6 countersheets (for a total of 1,336 counters!), 14 Play Aid Cards, 1 uncut sheet of three Destroyer cards, 12-page booklet (historical summary, special rules, charts)]</p> <p>[NOTES: The maps are copyrighted 2009. Only one of the 16 scenarios in this module uses all 3 mapsheets. These mapsheets are the same as those in the <b>Omaha West</b> module (below).]</p> <p><b>GREAT DEAL! MONSTER module for D-Day!</b></p>	OOP	mint
9.95	<p><b>First Wave at Omaha - Pointe du Hoc Fulfilment Kit 2nd edition</b> (2008) (Note: This kit is only for owners of First Wave at Omaha to upgrade the PdH section to the 2nd edition.) [6 scenarios, 2 Campaign Game &amp; Play Aid Cards, 1 uncut sheet of four Destroyer cards, 8-page Pointe du Hoc 2nd edition booklet (special rules, charts)]</p>	OOP	mint
19.95	8003 <b>Hürtgen Surprise / Brécourt Manor</b> (2008) [8 scenarios, 2 full-color mapsheets, 2 duplicate sets of 2 die-cut countersheets (over 200 counters), 2 pages of variant special rules]	OOP	mint

119.95	<p><b>ASLOMWNM Omaha West</b> (2012) [16 scenarios, 3 full-color connecting mapsheets (each mapsheet is 36" deep by 24" wide for a total beach frontage length of about 6 feet!), 2 duplicate sets of 3 die-cut countersheets (for a total of 1,280 counters!), 14 Play Aid Cards, 1 uncut sheet of three Destroyer cards, 12-page booklet (historical summary, special rules, charts)]</p> <p>[NOTES: The maps are copyrighted 2009. Only one of the 16 scenarios uses all 3 mapsheets. These mapsheets are the same as those in the <b>First Wave at Omaha</b> module.]</p>	OOP	mint
44.95	<p><b>ATSOMW Omaha West Map Upgrade Set - Final Countdown Edition</b> (2012) [3 full-color connecting mapsheets (each mapsheet is 36" deep by 24" wide for a total beach frontage length of about 6 feet!), 1 uncut sheet of three Destroyer cards]</p> <p>NOTES: Although this map set is coded for the Advanced Tobruk System (ATS), it's exactly the same map set used in the ASL versions of <b>First Wave at Omaha</b> and <b>Omaha West</b> (above) except the graphics are updated and, IMHO, better looking. Also a second set of maps is great for checking LOS especially when ya gotta lot of counters on the map.)</p>	OOP	mint
24.95	<p>none <b>Operations of SS Panzer Abteilung 102 in the Normandy Campaign</b> (1994) [1 Campaign Game (rules and designer's notes in a 4-page booklet), 1 full-color overlay, 2 uncut sheets of 12 unmounted Tiger I counters (front and back)]</p>	OOP	mint
17.95	<p><b>9815 Pointe du Hoc</b> (1998) (2nd Ranger Batt vs German 726th and 914th Infantry Regiments) [folio, 5 scenarios, 1 full-color mapsheet, 2 countersheets, 8 loose-leaf pages (rules, charts, campaign game)]</p>	OOP	shrinkwrap

19.95	8015 <b>Pointe du Hoc 2nd edition Upgrade Kit</b> (2008) [converts 1st edition module to 2nd edition] [6 scenarios, 2 Player Aid and Campaign Game cards, 1 uncut sheet of 4 Destroyer cards, 8-page booklet (rules, 1 Campaign Game with charts and tables)]	OOP	mint
29.95	8013 <b>Pointe du Hoc 2nd edition</b> (2008) (2nd Ranger Batt vs German 726th and 914th Infantry Regiments, 1944) [6 scenarios, 1 countersheet, 1 full-color mapsheet, 2 Player Aid and Campaign Game cards, 1 uncut sheet of 4 Destroyer cards, 8-page booklet (rules, 1 Campaign Game with charts and tables)]	OOP	mint
9.95	<b>Pointe du Hoc New Edition Map &amp; Scenario 1/2 Upgrade</b> (2012) (2nd edition upgrade) [2 scenarios, 1 full-color mapsheet, 8-page rule booklet]	OOP	mint
7.95	9908 <b>Pointe du Hoc Gamers Guide</b> (1998) [32-page magazine]	OOP	mint
19.95	8014 <b>Pointe du Hoc Gamers Guide 2nd edition</b> (2008) [2 scenarios, 48-page magazine]	OOP	mint
	<i>All American series</i> <i>[82nd Airborne Division in Normandy]</i>		
10.95	4023 <b>Airborne Stand! The Battle for the 'Marcus Heim' Causeway - June 6 - 9, 1944</b> (2003) [this is the 2nd edition of the All American Kellam's Bridge module] [12 scenarios, 1 mapsheet, 1 page rules]	OOP	mint

19.95	028 <b>The 82nd Airborne at Timmes' Orchard: June 6 - 9, 1944</b> (1st edition) (1997) [8 scenarios, 2 SASL Missions, 1 full-color mapsheet (2 connecting sections), 1 SASL Generation Tables card, 8-page booklet (rules, designer's notes)]	OOP	mint
24.95	028-b <b>All American: Timmes' Orchard 2nd edition</b> (2005) [8 scenarios, 2 SASL Missions, 1 SASL Generation Tables card, 1 full-color mapsheet (2 connecting sections), 8-page Designer's Notes booklet, 1 rules card]	OOP	mint
27.95	9801 <b>All American 3: The 82nd Airborne at Shanley's Hill June 6 - 9, 1944</b> (1998) [folio, 10 scenarios, 2 full-color connecting mapsheets, 1 Campaign Game, 77 unmounted variant counters, rules]	OOP	shrinkwrap
17.95	9803 <b>All American Gamers Guide</b> (1998) (supports scenario packs: Timmes' Orchard, Kellam's Bridge, and Shanley's Hill) [magazine format with new scenarios, Platoon Leader Campaign Game, and several articles (designer notes, game replay, historical data and more)]	OOP	sealed
34.95	ASLKB <b>Kellam's Bridge II - The Battle at La Fiere for the Marcus Heim Causeway</b> (2012) (this is the 3rd edition of the All American Kellam's Bridge module) [12 scenarios, mapsheet, 2 identical countersheets (total of 296 counters), 8-page booklet (rules, designer's notes, historical summary)]	OOP	mint
	<b><i>Scotland the Brave series</i></b> <i>Scottish Division in Normandy</i>	<i>[15th</i>	

24.95	<p><b>9826 Scotland the Brave I - The Epsom Offensive June 28 - 30, 1944</b> (1998) [Note: The scenarios in this pack are different than those in Scotland the Brave II.] [folio, 9 scenarios, 1 Campaign Game, Scotland the Brave I CG and Notes, 1 full-color mapsheet (links with the map from Scotland the Brave II for Campaign Game 3), 4-page booklet (special rules, historical summaries, notes by the designer, Ian Daglish)] [Critical Hit magazine Vol 6 No 1 has two scenarios which use the Scotland the Brave I and Scotland the Brave II maps. It's sold separately (below).]</p>	OOP	shrinkwrap
17.95	<p><b>9826 Scotland the Brave I - The Epsom Offensive June 28 - 30, 1944</b> (1998) [Note: The scenarios in this pack are different than those in Scotland the Brave II.] [folio, 9 scenarios, 1 Campaign Game, Scotland the Brave I CG and Notes, 1 full-color mapsheet (links with the map from Scotland the Brave II for Campaign Game 3), 4-page booklet (special rules, historical summaries, notes by the designer, Ian Daglish)] [Critical Hit magazine Vol 6 No 1 has two scenarios which use the Scotland the Brave I and Scotland the Brave II maps. It's sold separately (below).]</p>	OOP	mint
44.95	<p><b>ASLOFM Orders for the Major - The Battle of Normandy 1944</b> (2012) (this is the 3rd edition of Scotland the Brave I) [folio, 9 scenarios, 1 Campaign Game, Scotland the Brave I CG and Notes, 1 full-color mapsheet (links with the map from Scotland the Brave II for Campaign Game 3), 2 duplicate countersheets (total of 592 counters), 1 Campaign Game card, 4-page booklet (special rules, historical summaries, notes by the designer, Ian Daglish)] [Note: Critical Hit magazine Vol 6 No 1 has two scenarios which use the Scotland the Brave I and Scotland the Brave II maps. It's sold separately (below).]</p>	OOP	mint

24.95	<p><b>9827 Scotland the Brave II - The Epsom Offensive June 28 - 30, 1944</b> (1999) [Notes: The scenarios in this pack are different than those in Scotland the Brave I. Scotland the Brave I is not needed to play any scenario in this pack except for one Campaign Game.] [folio, 10 scenarios, 2 Campaign Games, 2 Campaign Game cards; 1 full-color mapsheet (links with the map from Scotland the Brave I for Campaign Game 3), 8-page booklet (special rules, historical summaries, notes by the designer, Ian Daglish)] [Critical Hit magazine Vol 6 No 1 has two scenarios which use the Scotland the Brave I and Scotland the Brave II maps. It's sold separately (below).]</p>	OOP	sealed
17.95	<p><b>9827 Scotland the Brave II - The Epsom Offensive June 28 - 30, 1944</b> (1999) [Notes: The scenarios in this pack are different than those in Scotland the Brave I. Scotland the Brave I is not needed to play any scenario in this pack except for one Campaign Game.] [folio, 10 scenarios, 2 Campaign Games, 2 Campaign Game cards; 1 full-color mapsheet (links with the map from Scotland the Brave I for Campaign Game 3), 8-page booklet (special rules, historical summaries, notes by the designer, Ian Daglish)] [Critical Hit magazine Vol 6 No 1 has two scenarios which use the Scotland the Brave I and Scotland the Brave II maps. It's sold separately (below).]</p>	OOP	mint
7.95	<b>StBx002 Scotland the Brave II Map Upgrade</b> (1" hexes)	OOP	mint
39.95	<p><b>ASLSFP Shout for PIATs - The Battle of Normandy 1944</b> (2012) (this is the 3rd edition of Scotland the Brave II) [12 scenarios, 1 full-color mapsheet, 2 identical countersheets (total of 592 counters), 8-page booklet (special rules, historical summaries, notes by the designer, Ian Daglish)] [Critical Hit magazine Vol 6 No 1 has two scenarios which use the Scotland the Brave I and Scotland the Brave II maps. It's sold separately (below).]</p>	OOP	mint

	<b><i>Operation Market-Garden</i></b>		
	<b><i>Arnhem: The Third Bridge series</i></b>		
27.95	9901 <b>Arnhem: The Third Bridge 1st edition</b> (1999) [8 scenarios, 1 full-color mapsheet, 1 countersheet (280 counters), OBs/charts card, 12-page rules booklet]	OOP	sealed
19.95	9901 <b>Arnhem: The Third Bridge 1st edition</b> (1999) [8 scenarios, 1 full-color mapsheet, 1 countersheet (280 counters), OBs/charts card, 12-page rules booklet]	OOP	mint
14.95	none <b>Arnhem: The Third Bridge Map Upgrade</b> (2007) [2-section full-color map with larger hexes (1.25" hexes) (no other known changes)] [replaces 1st edition map to 2nd edition]	OOP	sealed
12.95 or 9.95	none <b>Arnhem: The Third Bridge Map Upgrade</b> (2007) [2-section full-color map with larger hexes (1.25" hexes) (no other known changes)] [replaces 1st edition map to 2nd edition] [NOTE: Costs \$9.95 if bought together with the 1st edition module above]	OOP	mint
22.95	6007 <b>Arnhem: The Third Bridge 2nd edition</b> (2007) [12-page booklet, 1 full-color mapsheet, 9 scenarios, OBs/charts card]	OOP	mint
59.95	TB4 <b>Arnhem: The Third Bridge 4th edition</b> (2011) [9 scenarios, 1 bonus scenario, 1 Campaign Game, 1 full-color mapsheet (1" hexes), 2 identical countersheets (total of 212 counters), 1 Player Aid card (enlarged bridge section), 1 Campaign Game card (OBs/charts), 16-page booklet (4th edition rules, Campaign Game rules, battle notes, historical info, publisher's notes)]	OOP	mint

34.95	<b>TB4NO Arnhem: The Third Bridge 4th edition - No Map Upgrade</b> (2011) (for owners of previous edition) [9 scenarios, 1 bonus scenario, 1 Campaign Game, 2 identical countersheets (total of 212 counters), 1 Player Aid card (enlarged bridge section), 1 Campaign Game card (OBs/charts), 16-page booklet (4th edition rules, Campaign Game rules, battle notes, historical info, publisher's notes)]	OOP	mint
24.95	<b>6001 Witches Cauldron - The Oosterbeek Perimeter, Arnhem 1944</b> (2007) [3 pages special rules, 2 connecting mapsheets, 16 scenarios, ]	OOP	mint
<b><i>Battle of the Bulge</i></b>			
<i>Non-series packs/modules</i>			
22.95	<b>7001 Baraque de Fraiture - The Battle for Parker's Crossroads, Belgium, 20-24 December 1944</b> (2007) [9 scenarios, 1 mapsheet, 12-page booklet (rules, historical summary, visiting the crossroads battlefield, planning aid map)]	OOP	mint
29.95	<b>ASLBDF2 Baraque de Fraiture 2 (aka BdF II) - The Battle for Parker's Crossroads December 1944</b> (2011) [9 scenarios, 1 mapsheet, 2 duplicate die-cut countersheets (with black SS AFVs) (total of 312 counters), 12-page booklet (rules, historical summary, visiting the crossroads battlefield, planning aid map)]	OOP	mint
14.95	<b>ASLBP1 Battle of the Bulge 1</b> (2011) [14 scenarios, 2 full-color 'starter kit' style mapboards (CH3, CH4), 1 countersheet (with black SS MMCs & AFVs)]	OOP	mint

47.95	ASLDD <b>Darkest December - The Battle of the Bulge</b> (2011) [20 scenarios, 3 mapsheets, 2 duplicate countersheets, 1 page rules]	OOP	mint
22.95	4047 <b>Devils in the Woods - Battle of the Bulge 1944</b> (2004) [12 scenarios, 2 mapsheets, 1 page rules]	OOP	mint
7.95	030 <b>Euro-Pack II: The Battle of the Bulge</b> (1997) [8 scenarios]	OOP	mint
74.95	ASLNT <b>Nordic Twilight - Norwind 1945</b> (2011) (Waffen SS engineers in late war camo counters) [11 scenarios, 1 full-color mapsheet, 2 duplicate sets of 3 die-cut countersheets, 28-page booklet (variant special rules and historical summary)]	OOP	mint
<b>Eastern Front</b>			
<i>Non-series packs/modules</i>			
9.95	9902 <b>Euro-Pack V: Eastern Front Warfare</b> (1999) [8 scenarios]	OOP	sealed
22.95	3014 <b>Finland at War Volume 1: Jatkosota</b> (2004) [12 scenarios, 1 countersheet, 1 full-color mounted mapboard (in two halves - J1a & J1b), 4-page booklet (rules, variant info, ordnance & vehicle notes)]	OOP	mint
29.95	none <b>Forgotten Counters</b> (1999) [2 scenarios, 6 mounted counters, 1 page rules] [Notes: This was suppose to be the first of a series of 'forgotten' counters products but was actually the only one. The original came with a mini-sheet of 6 unmounted and uncut counters; however, the previous owner cut out and mounted these on counterstock. Otherwise this item would be graded as mint.] [Only one in stock.]	OOP	near mint

7.95	4025 <b>Hero Pax 2 - Eastern Front Hero Fest</b> (2003) [8 scenarios]	OOP	mint
54.95	ASLBFS <b>Kharkov: Battle for the Square</b> (1st SS Panzer Division vs Russian Third Tank Army, 1943) (2012) [10 scenarios, 1 full-color mapsheet, 2 countersheets (560 1/2" die-cut counters) plus 2 duplicate countersheets (176 5/8" die cut counters) {for a total of 736 counters}, 4-page booklet (historical summary, rules)] [Only one in stock.]	OOP	mint
17.95	8002 <b>Red Christmas - Moscow Counteroffensive</b> (Italian Expeditionary Corps on the Eastern Front, 1941) (2008) [6 scenarios, 2 full-color maps, 2 duplicate sets of 2 die-cut countersheets, 1 player aid card, 1-page rules]	OOP	mint
12.95	6003 <b>Roman Glory - The Battle for Nikovka, November 6 - 12, 1941</b> (2007) (Italians on the Eastern Front) [4 scenarios, 1 full-color mapsheet, 1 page rules]	OOP	mint
19.95	8001 <b>Spanish Fury - Hell on the Eastern Front</b> (2007) (Italians in Russia, 1941) [8 scenarios, 2 full-color mapsheets, 2 duplicate sets of 3 die-cut mini-countersheets, 4-page booklet (rules, historical summary)]	OOP	mint
12.95	4031 <b>Tigers to the Front!</b> (2004) (action packed heavy metal action on the Suwejo Heights) [10 scenarios, 1 full-color mapsheet, Platoon Leader Fortification Points Table, special rules]	OOP	mint
44.95	7002 <b>Total Axis Pack 1: Eastern Front Firestorm</b> (2007) [12 scenarios, 1 page special rules, 1 countersheet, 6 full-color mapsheets] [Only one in stock.]	OOP	mint
9.95	X2003 <b>Total East Front Pack 1</b> (2001) [8 scenarios, 3 uncut overlays]	OOP	sealed

<b><i>Battle for Berlin</i></b>			
34.95	4033 <b>Berlin - Fall of the Third Reich</b> 1st edition (2006) [16 scenarios, 2-section full-color (very detailed) connecting mapsheets (combined dimensions about 36" by 48"), 2 duplicate sets of 4 die-cut countersheets (total of 1,180 counters), 1 Reichstag Play Aid, 20-page booklet (battlefield terrain descriptions, rules, 2 Campaign Games)]	OOP	mint
OOS	4033C <b>Berlin Fall of the 3rd Reich 2nd edition Upgrade Kit</b> (2007) (converts 1st edition to 2nd edition) [6 scenarios, 2 duplicate sets of 2 die-cut countersheets (total of 984 counters), 20-page booklet (battlefield terrain descriptions, rules, 2 Campaign Games)]	OOP	mint
88.95	4033B <b>Berlin - Fall of the Third Reich 2nd edition</b> (2007) [16 scenarios, 2-section full-color (very detailed) connecting mapsheets (combined dimensions about 36" by 48"), 2 duplicate sets of 2 die-cut countersheets (total of 984 counters), 1 Player Aid, 20-page booklet (battlefield terrain descriptions, rules, 2 Campaign Games)]	OOP	mint
124.95	4033c <b>Berlin Fall of the 3rd Reich 3rd edition</b> (2009) (Soviet 150th & 171st Rifle Division, 10th Guards Tank Corps and other elements of the 3rd Shock Army <u>vs</u> elements of the 9th Fallschirmjager Division, 20th Panzer Grenadier Division, 56th Panzer Corps, SS heavy armor units, Allgemeine SS, SS Anhalt Batt, Kriegsmarine infantry, 305th Infantry Division, and Berlin Volkssturm) [16 scenarios, 2-section full-color (very detailed) connecting mapsheets (combined dimensions about 36" by 48"), 2 duplicate sets of 2 die-cut countersheets (total of 984 counters), 1 Player Aid, 20-page booklet (battlefield terrain descriptions, rules, 2 Campaign Games)]	OOP	mint

<b><i>Battle of Kursk</i></b>			
<i>Non-series packs/modules</i>			
69.95	ASLMET <b>Devil's Domain - Metal Gods at Ponyri</b> (2010) [18 scenarios, 2 full-color linking mapsheets, 2 duplicate sets of 3 die-cut countersheets (total of 752 counters!), 8-page booklet (historical summary, rules, tables)]	OOP	mint
19.95	2011 <b>Hell's Bridgehead - Kursk 1943</b> (2000) (1st edition) [folio, 8 scenarios, 2 Campaign Games, 1 full-color mapsheet, 1 die-cut countersheet, 7 pages on cardstock for Campaign Games (rules, charts and roster)]	OOP	mint
29.95	2011B <b>Hell's Bridgehead - Kursk 1943 2nd edition</b> (2005) (3rd SS Totenkopf Panzer Division vs elements of the 52nd Guards Division, 95th Guards Rifle Division, 97th Guards Rifle Division, and elements of the 5th Guards Tank Army) [folio, 8 scenarios, 1 bonus scenario, 1 full-color mapsheet, 1 countersheet, 2 Campaign Games, 1 Campaign Game card, 1 Campaign Game Roster & Record Chart, 1 page special rules]	OOP	mint
39.95	HB3 <b>Hell's Bridgehead 3</b> (2011) (as part of the largest heavy metal clash of WWII, the 3rd SS Totenkopf Panzer Division faced off against several Guards divisions and other elements of the 5th Guards Tank Army) [9 scenarios, 2 bonus scenarios, 1 full-color mapsheet, 1 mini-map, 2 duplicate sets of 2 die-cut countersheets, 4-page rulebook]	OOP	mint

24.95	ASLHB3-1 <b>Hell's Bridgehead 3</b> <u>No Map Upgrade</u> (2011) (as part of the largest heavy metal clash of WWII, the 3rd SS Totenkopf Panzer Division faced off against several Guards divisions and other elements of the 5th Guards Tank Army) [9 scenarios, 2 bonus scenarios, 1 mini-map, 2 duplicate sets of 2 die-cut countersheets, 4-page rulebook]	OOP	mint
	<b><i>Battle of Stalingrad</i></b>		
	<i>Non-series packs/modules</i>		
24.95	0029 <b>Dzerhevinsky Tractor Works - The Battle of Stalingrad, 14-15 October 1942</b> (1997) (Soviet 37th Guards vs German 305th Infantry Division with supporting panzers) [4 scenarios, 2 Campaign Games, 1 full-color mapsheet, 2 player aids, 6 loose-leaf pages (rules, Platoon Leader rules, Stalingrad News)]	OOP	sealed
19.95	0029 <b>Dzerhevinsky Tractor Works - The Battle of Stalingrad, 14-15 October 1942</b> (1997) (Soviet 37th Guards vs German 305th Infantry Division with supporting panzers) [4 scenarios, 2 Campaign Games, 1 full-color mapsheet, 2 player aids, 6 loose-leaf pages (rules, Platoon Leader rules, Stalingrad News)]	OOP	mint
4.95	<b>ASLDTWAP Dzerhevinsky Tractor Works - DTW Retro Action Packed Scenario Set</b> (2012) [6 scenarios]	OOP	mint
12.95	8016 <b>Ivan's War</b> (2008) [10 scenarios, 1 full-color Deluxe ASL mapsheet (2" hexes)]	OOP	mint
9.95	4056 <b>Stalin's Fury</b> (2005) [4 scenarios, 1 full-color Deluxe ASL mapsheet (2" hexes), 1 page of rules]	OOP	mint

14.95	X2001 <b>Stalingrad: Valor of the 37th Guards</b> (2001) (the scenarios portray the attacks of the German 305th Infantry Division with supporting units against the Soviet 37th Guards Rifle Division in and near the massive Dzerhezinsky Tractor Factory, October 1942) [9 scenarios, 1 historical mapsheet (22" x 34" with 1" hexes), 1 page historical summary, 1 page variant rules including 1 Campaign Game]	OOP	sealed
19.95	X2001-2 <b>Valor of the 37th Guards 2nd edition</b> (2005) (the attacks of the German 389th Infantry Division and 14th Panzer Division against elements of the Soviet 37th Guards Rifle Division and 84th Tank Brigade in and around the massive Dzerhezinsky Tractor Works, during October and December 1942) [9 scenarios, 1 HASL mapsheet (35" x 21" with 1" hexes), 1 'regular' mapsheet (30" x 23" with 3/4" hexes) which can be used to check LOS, 1 large stack Play Aid, 1 page variant rules including 1 Campaign Game]	OOP	mint
	<b><i>Mediterranean Theater of Operations (MTO)</i></b>		
	<i>Non-series packs/modules</i>		
32.95	4032 <b>Battle of the Bracchi Hills - On the Road to Rome, May 12-14, 1944</b> (supported by the 760th Tank Batt, elements of the US 88th Infantry Division attack units of the German 71st Infantry Division and accompanying armor which are defending Mount Bracchi and the surrounding terrain as part of the Gustav Line) (2004) [12 scenarios, 1 full-color mapsheet, 1 page of special rules]	OOP	mint

39.95	9906 <b>Carnage at Cassino - The Battle of Cassino: January - May 1944</b> (1999) [folio, 8 scenarios on cardstock, 4 Campaign Games (with Reinforcement Group Charts) on paper, 1 full-color mapsheet, 4-page booklet (variant rules, tables & charts)]	OOP	shrinkwrap
29.95	9906 <b>Carnage at Cassino - The Battle of Cassino: January - May 1944</b> (1999) [folio, 8 scenarios on cardstock, 4 Campaign Games (with Reinforcement Group Charts) on paper, 1 full-color mapsheet, 4-page booklet (variant rules, tables & charts)]	OOP	mint
29.95	<b>ASLLV Hell in the Liri Valley - On the Road to Rome 1944</b> 2nd edition (2012) [12 scenarios, 4-page rulebook, 1 full-color mapsheet, 2 identical countersheets]	OOP	mint
<i>North Africa</i>			
<i>Non-series packs/modules</i>			
12.95	9819 <b>Euro-Pack IV: War in North Africa</b> (1998) (1940 - 1942) [8 scenarios]	OOP	sealed
10.95	9819 <b>Euro-Pack IV: War in North Africa</b> (1998) (1940 - 1942) [8 scenarios] [Only one in stock.]	OOP	mint
22.95	9813 <b>Ruweisat Ridge - The First Battle of Alamein, July 1 - 15, 1942</b> (1998) [folio, 6 scenarios, 1 uncut unmounted countersheet, 1 Campaign Game, 1 errata sheet (Desert Tracks Issue 1.0), 1 page rules and optional Campaign Game] [Note: There's a bit of wear on the exterior surface of the folio folder but the game components are mint.] [Only one in stock.]	OOP	game components are mint, folio is excellent

	<b><i>Pacific Theater of Operations (PTO)</i></b>		
	<i>Non-series packs/modules</i>		
10.95	019 <b>Armored Stand</b> (1997) [1 Campaign Game, 1 Campaign Roster, 1 uncut sheet of 6 full-color overlays and 28 Location/Control markers]	OOP	mint
49.95	ASLRTB <b>Bataan - Battle for the Mabatang Line 1941</b> (2011) [8 scenarios, 1 full-color mapsheet, 4-page booklet (rules, historical summaries, designer notes), 2 identical countersheets] [Only one in stock.]	OOP	mint
49.95	3002 <b>Blood &amp; Iron - The 27th Infantry Division in the Item Pocket, Okinawa</b> (2002) [10 scenarios, 1 full-color mapsheet, 2 identical countersheets (total of 592 counters), 1-page Player Aid (Cave Complex Set Up Sheet), 1-page rules, 4-page color wrapper (with historical summary)] [Only one in stock.]	OOP	mint
44.95	ASLDP <b>Digger Pack 1</b> (2012) [12 scenarios, 1 full-color 'starter kit style' mapboard (PTO1), 2 identical countersheets, 4-page booklet (rules, historical summaries, designer notes)]	OOP	mint
12.95	4045 <b>Hero Pax 3 - Jungle Heroes</b> (2005) [10 scenarios]	OOP	mint
34.95	9910 <b>Ordeal Before Shuri - The Battle of Okinawa: April 9 - 11, 1945</b> (1999) [folio, 8 scenarios on cardstock, 1 full-color mapsheet, 1 Campaign Game (4 pages), 10 pages rules & charts]	OOP	shrinkwrap
24.95	9910 <b>Ordeal Before Shuri - The Battle of Okinawa: April 9 - 11, 1945</b> (1999) [folio, 8 scenarios on cardstock, 1 full-color mapsheet, 1 Campaign Game (4 pages), 10 pages rules & charts] [Only one in stock.]	OOP	mint

24.95	9824 <b>Those Ragged Bloody Heroes</b> (1998) [folio, 6 scenarios, 1 Campaign Game with special rules, 1 sheet of full-color, uncut counters, 1 mapsheet] [Condition notes: The original plastic shrinkwrap is intact except where it separated at the top, which allowed for the complete inventory and condition of components.] [Only one in stock.]	OOP	mint
9.95	X2007 <b>Total Pacific Theatre Pack 1</b> (2001) [8 scenarios, 1 countersheet]	OOP	sealed
39.95	9909 <b>Uncommon Valor: The Battle of Iwo Jima</b> (1999) [folio, 8 scenarios, 1 Campaign Game (5.5 pages), 1 mapsheet]	OOP	shrinkwrap
34.95	9909 <b>Uncommon Valor: The Battle of Iwo Jima</b> (1999) [folio, 8 scenarios, 1 Campaign Game (5.5 pages), 1 mapsheet]	OOP	mint
	<i>Leatherneck series</i>		
9.95	none <b>Leatherneck</b> (1995) [13 scenarios, 1 page of rules and designer notes; 1 page of errata from the designers]	OOP	mint
7.95	9822 <b>Leatherneck II: Return of USMC</b> (1998) [8 scenarios]	OOP	mint
7.95	9904 <b>Leatherneck 3: Call in the Army</b> (1999) [8 scenarios]	OOP	sealed
	<i>Pre &amp; Post World War II</i>		
	<i>Italo-Ethiopian War</i>		

	<i>Non-series packs/modules</i>		
24.95	0013 <b>Soldiers of the Negus</b> (1996) [1935 - 1936: 8 scenarios, 1 countersheet (200 unpunched counters), 4-page historical booklet, 2 rule pages] [Only one in stock.]	OOP	mint
12.95	0013 <b>Soldiers of the Negus</b> (1996) [1935 - 1936: 8 scenarios, 1 countersheet (160 unpunched counters - Ethiopians counters only, no Italians), 4-page historical booklet, 2 rule pages] [Only one in stock.]	OOP	mint [missing 40 Italian counters]
	<b><i>Spanish Civil War</i></b>		
	<i>Non-series packs/modules</i>		
	<i>(For other scenarios in this conflict, check out the listings under Multi-Theater Scenario Packs above.)</i>		
44.95	3006 <b>Guerra Civil - The Spanish Civil War 1936 - 1939</b> (2001) [folio, 12 scenarios, 2 'starter kit style' mapboards (SCW1, SCW2), 1 uncut overlay (SCW3), 3 countersheets, 2 Play Aids, 16-page booklet (rules, Nationalist and Republican units' historical notes, vehicle & ordnance 'Chapter H' info)]	OOP	sealed
	<b><i>Arab-Israeli Wars</i></b>		
	<i>Non-series packs/modules</i>		
	<i>(For other scenarios in this conflict, check out the listings under Multi-Theater Scenario Packs above.)</i>		

59.95	9825 <b>Genesis '48 - The First Arab-Israeli War</b> (2001) [folio, 15 scenarios, 1 full-color mapsheet (Old Jerusalem), 1 uncut full-color overlay, 3 die-cut countersheets (total of 736 counters), 3 Play Aids (Game Turn card, nationalities reference card, variant counter reference {attached to map}), 1 National Capabilities Chart, 32-page booklet (nationalities descriptions, Israeli and Arab: Ordnance & Vehicle 'Chapter H' listings, 1 Campaign Game with Roster and Record Charts, rules)] [Note: CH Magazine Vol 6 No 3 (in stock) is full of articles, additional scenarios, and a historical mapsheet of the 1956 Sinai Valley in support of the Genesis '48 module (see below)]	OOP	shrinkwrap
59.95	9825 <b>Genesis '48 - The First Arab-Israeli War</b> (2001) [folio, 15 scenarios, 1 full-color mapsheet (Old Jerusalem), 1 uncut full-color overlay, 3 die-cut countersheets (total of 736 counters), 3 Play Aids (Game Turn card, nationalities reference card, variant counter reference {attached to map}), 1 National Capabilities Chart, 32-page booklet (nationalities descriptions, Israeli and Arab: Ordnance & Vehicle 'Chapter H' listings, 1 Campaign Game with Roster and Record Charts, rules)] [Note: CH Magazine Vol 6 No 3 (in stock) is full of articles, additional scenarios, and a historical mapsheet of the 1956 Sinai Valley in support of the Genesis '48 module (see below)]	OOP	mint
79.95	ASLGEN2 <b>Genesis II - The Arab-Israeli Wars 1948 - 1956</b> 2nd edition (2011) [22 scenarios, 1 'starter kit style' map (kibbutz), 2 duplicate sets of 4 die-cut countersheets (total of over 1,700 counters!), 1 page To Hit/To Kill tables, 28-page booklet (Israeli and Arab: Ordnance & Vehicle 'Chapter H' listings, National Capabilities Charts, rules)]	OOP	mint

	<b>French Indo-China War</b>		
	<i>Non-series packs/modules</i>		
	<i>(For other scenarios in this conflict, check out the listings under Multi-Theater Scenario Packs above.)</i>		
119.95	3001-box <b>Dien Bien Phu - The French Indochina War 1954 2nd edition</b> (2008) [box set] [18 scenarios on cardstock, 2 duplicate sets of 2 die-cut countersheets (total of 984 counters!), 1 full-color mapsheet, 3 'starter kit' style mapboards (D1, D2, D3), 2 full-color overlays (AF1, V2), 16-page booklet (2nd edition: historical summary, variant rules, French and PAVN 'Chapter H' notes, 1 Campaign Game)]	OOP	mint
	<b>Korean War</b>		
	<i>Non-series packs/modules</i>		
	<i>(For other scenarios in this conflict, check out the listings under Multi-Theater Scenario Packs above.)</i>		
44.95	5020 <b>Escape From Chosin - The Battle of Toktong Pass</b> (2008) [10 scenarios, 1 full-color mapsheet, 2 duplicate sets of 2 die-cut countersheets (total of 624 counters), 28-page booklet (historical study), 4-page rules booklet]	OOP	mint
	<b>Critical Hit Magazine</b>		
	The first 4 issues and the special editions of this magazine do not have a Volume number.		

	Volume/Number		
29.95	<b>No 1</b> (1994) [32 pages; 10 scenarios in magazine (Greece '41; Eastern Front - '41{2}, '42, Kursk '43, '45; PTO - Solomon Islands '43, Schouten Islands '44; Normandy '44{3}); articles include a beginner's guide to ASL, German Naval OBA, analysis on scenario design, a well-written analysis on the 1943 defense of Sicily, routing dos and don'ts, and the Australian Balance System (ABS)]	OOP	mint
24.95	<b>No 2 - Eastern Front Special Issue</b> (1995) [48 pages; 15 scenarios in magazine (China '38; Eastern Front - Poland '39{2}, '42, Stalingrad '42, Kursk '43, '44{3}; PTO - Guam '41, Guadalcanal '42; Normandy '44; Bulge '44; Germany '45{2}); articles include a well-researched one on the Soviet ski company force structure, scenario design & tactics, game strategy, and Red Barricades tactics]	OOP	mint
19.95	<b>No 3</b> (1995) [60 pages; 15 scenarios in magazine (Ethiopia '36; Finland '40; Eastern Front '41; Tunisia '42; ETO -Normandy '44{2} & Holland '44; MTO - Cassino '44; PTO - Malaya '42, Burma '44, Peleliu '44 & Philippines '44; Manchuria '45; Palestine '48; Korea '50); 2 SASL Missions; 1 Campaign Game; articles include CBI Long Range Penetration Groups, OBA Flowchart] [Note: There's some small light scuffing on the back cover - this doesn't affect readability and the contents.] [Only one in stock.]	OOP	mint

19.95	<p><b>No 3</b> (1995) [60 pages; 15 scenarios in magazine (Ethiopia '36; Finland '40; Eastern Front '41; Tunisia '42; ETO -Normandy '44{2}; &amp; Holland '44; MTO - Cassino '44; PTO - Malaya '42, Burma '44, Peleliu '44 &amp; Philippines '44; Manchuria '45; Palestine '48; Korea '50); 2 SASL Missions; 1 Campaign Game; articles include CBI Long Range Penetration Groups, OBA Flowchart] [Note: There's a very small, light stain (about 1/4" long on the back cover - this doesn't affect readability and the contents.] [Only one in stock.]</p>	OOP	mint
19.95	<p><b>No 4</b> (1996) [46 pages; 10 scenarios in magazine (Eastern Front - '41, '43, '45; El Alamein '42; Normandy '44; Holland '45{2}; Germany - '44, '45{2}); over 15 columns and articles (including WWII Rangers, armored assault tactics, game tips); 2 AFV cards (on pages which can be photocopied)]</p>	OOP	mint
18.95	<p><b>No 4</b> (1996) [46 pages; 10 scenarios in magazine (Eastern Front - '41, '43, '45; El Alamein '42; Normandy '44; Holland '45{2}; Germany - '44, '45{2}); over 15 columns and articles (including WWII Rangers, armored assault tactics, game tips); 2 AFV cards (on pages which can be photocopied)] [Note: Price tag on front cover, otherwise, it's in perfect condition] [Only one in stock.]</p>	OOP	mint

16.95	<p>____ <b>Vol 3, No 1</b> (1996) [48 pages; 12 scenarios on cardstock (Poland '20; France '40; Eastern Front - '42, Kursk '43; Attu Island '43; Normandy '44; Holland '44; Bulge '44; PTO - New Guinea '44, Okinawa '45{2}; Arab-Israel War '48); over 15 columns and articles (including obstacles, mines &amp; traps in ASL, designing scenarios, beginner vs expert analysis of a scenario); 1 strip of 6 French FCM 36s and 1 German Fl Wg B-2(f) uncut and unmounted counters (the backs of these counters can be photocopied from page 6; however, a photocopy of these counter backs is provided for your convenience.]</p>	OOP	mint
17.95	<p>019 <b>Vol 4, No 2</b> (1997) [58 pages (including a full-color wraparound cover); 8 scenarios in magazine (Libya '41; Eastern Front '42{2}; Tunisia '43{2}; Sicily '43{2}; Bulge '44); 14 columns and articles (including designer's notes and an indepth analysis on the '97 Aussie pack, walking the Parker's Crossroads battlefield, many SSRs which can be used by scenario designers, command &amp; control in ASL); 1 uncut full-color overlay on the wraparound back cover]</p>	OOP	mint
14.95	<p>9812 <b>Vol 5, No 1</b> (1998) [52 pages; 6 scenarios in magazine (Belgium '40; Eastern Front - '41, '42, Kharkov '43, '45; Normandy '44); 1 Campaign Game; 1 SASL Mission; several columns and articles (including river assaults, scenario prep &amp; recon, and Platoon Leader Campaign Game 2.12 rules)]</p>	OOP	mint

10.95	<p>9812 <b>Vol 5, No 2</b> (1998) [52 pages + 4 un-numbered pages (with scenarios); 8 scenarios in magazine (Poland '39'; France '40{2}; Normandy '44{2}; Arnhem '44; Italy '44; Burma '44); over 10 columns and articles (including designer's notes on Those Ragged Bloody Heroes scenario pack &amp; Campaign Game, a great gaming description of the German defences on one of the Utah beach sectors and how the US Army and US Navy overcame these, in-depth analyses of the scenarios in the Aussie '98 pack)]</p>	OOP	mint
22.95	<p>9907 <b>Vol 6, No 1</b> (1999) [40 pages (+8 un-numbered pages of scenarios); 7 scenarios in magazine (Finland '44; Normandy '44{4}; Belgium '40; Norway '40); 1 SASL Mission in magazine; 8 scenarios on glossy paper (Belgium '40{8}); 1 Campaign Game on glossy paper; 1 page full- color overlay; 8 columns and articles on several modules (Carnage at Cassino, Arnhem: The Third Bridge, and Shout for PIATs) and an excellent article on air support)]</p>	OOP	sealed
17.95	<p>9907 <b>Vol 6, No 1</b> (1999) [40 pages (+8 un-numbered pages of scenarios); 7 scenarios in magazine (Finland '44; Normandy '44{4}; Belgium '40; Norway '40); 1 SASL Mission in magazine; 1 page full- color overlay; 8 scenarios on glossy paper (Belgium '40{8}); 1 Campaign Game on glossy paper; 8 columns and articles on several modules (Carnage at Cassino, Arnhem: The Third Bridge, and Shout for PIATs) and an excellent article on air support)]</p>	OOP	mint

34.95	X2005 <b>Vol 6, No 3</b> (2001) [34 pages; 10 scenarios on cardstock (Arab vs Israeli - '48{2} 50, 56; Finland - 39{2}, 40; Wake Island '41; Tunisia '42; Bulge '44); 1 countersheet (140 counters); 1 mapsheet ('56 Sinai valley); all of the articles are either on the Genesis '48 module (designer's notes and analysis of several scenarios) or related to the '48 war (military overview, war museums in Israel, and review of contemporary AFVs)]	OOP	sealed
27.95	X2005 <b>Vol 6, No 3</b> (2001) [34 pages; 10 scenarios on cardstock (Arab vs Israeli - '48{2} 50, 56; Finland - 39{2}, 40; Wake Island '41; Tunisia '42; Bulge '44); 1 countersheet (140 counters); 1 mapsheet ('56 Sinai valley); all of the articles are either on the Genesis '48 module (designer's notes and analysis of several scenarios) or related to the '48 war (military overview, war museums in Israel, and review of contemporary AFVs)]	OOP	mint
29.95	3007 <b>Vol 6, No 4</b> (2014) [30 pages (plus 16 non-numbered pages); 16 scenarios on cardstock (Finland '39; Sudan '40; Eritrea '41; Tunisia '43{2}; Normandy '44{3}; France '44; Holland '44; Eastern Front - Poland '40, '42, '44, Germany '45; PTO - Burma '42, New Guinea '44) and, in the magazine, 6 more scenarios (Eastern Front - Stalingrad '42, Kursk '43{3}; Arab-Israeli War '48{2}) and 2 Campaign Games (Kursk '43; Sumatra '42); 1 mini-countersheet; 1 full-color mapsheet (K2); several articles on Kursk and Hell's Bridgehead and a notable one on how to play Campaign Games in solitaire mode; the 16 pages that aren't numbered (containing the 6 scenarios and 2 Campaign Games listed above) can be removed from the magazine but these are complete and still attached]	OOP	mint

34.95	<p>3008 <b>Vol 7, No 1</b> (2003) [30 pages; 18 scenarios on cardstock (6 on the '40 German assault on the Albert Canal bridge using the included mapsheet; 3 on the Irish Civil War with special rules; Eastern Front - '43, Kursk '43, '45; China '44; Vietnam '45; French Indochina - '52, '54{2}; the 1956 French attack on Port Fuad); 1 full-color mapsheet plus 1 page of special rules for the Albert Canal bridge scenarios; 2 countersheets (246 counters); several articles including an excellent one on the 1954 French Indochina War and a concise history on the Irish Civil War]</p>	OOP	mint
24.95	<p>3009 <b>Vol 7, No 2 10th Anniversary - Best of Critical Hit Compendium Edition</b> (2004) [42 pages; 12 scenarios on cardstock (Eastern Front - '41, Stalingrad '42{2}; Normandy '44{4}; Holland '44; Philippines '44; Germany '45{2}; Korea '50); 1 full-color small mapsheet (Stalingrad '42 Grain Elevator); over 15 columns and articles (armored assault tactics, designing scenarios, a very in-depth analysis of concerns and tactics for Airborne troops, history of and rules for OBA, using and overcome obstacles, river crossings, and advantages &amp; rules concerning half-tracks)]</p>	OOP	mint
24.95	<p>3010 <b>Vol 7, No 3</b> (2006) [38 pages; 18 scenarios on cardstock (Spanish Civil War '36{2}; France - '40, '44; Eastern Front - '41{2}, '42, '45; Crete '41; Germany '45; Sakhalin Island '45{2}; 6 for Busting the Bocage 3rd edition {US Army Rangers vs German infantry and AFVs at Pointe du Hoc, 6-8 June 1944}); 1 mapsheet (Busting the Bocage); 1 uncut sheet of offboard overlays; features several articles by Ian Daglish (on the Bren Carrier, Churchill tanks, British artillery, tank-infantry combined arms, tank visibility, tank visibility), info on the German Coastal Rangers with SASL and Campaign Game data, and Busting the Bocage 3rd edition rules with analysis of each BtB scenario]</p>	OOP	mint

14.95	7007 <b>Critical Hit Magazine Retro Issue #1</b> (2008) [36 pages; 10 scenarios on cardstock and duplicated in magazine (Greece '41; Normandy '44{3}; Eastern Front - '41, '42, '43(Kursk), '45; PTO - Solomon Islands '43, Schouten Islands '44); articles include a beginner's guide to ASL, German Naval OBA, analysis on scenario design, a well-written analysis of the 1943 defense of Sicily, routing dos and don'ts, and the Australian Balance System (ABS); 1 mini-countersheet of 50 SMCs]	OOP	mint
14.95	7008 <b>Critical Hit Magazine Retro Issue #2</b> (2008) [52 pages; 15 scenarios on cardstock and duplicated in magazine (China '38; Normandy '44; Bulge '44; Eastern Front - Poland '39{2}, '42, Stalingrad '42, Kursk '43, '44{3}; PTO - Guam '41, Guadalcanal '42; Germany '45{2}); over 15 columns and articles (notable articles include a well-researched one on the Soviet ski company force structure, scenario design & tactics, game strategy, and Red Barricades tactics; 1 mini-countersheet of 50 SMCs)]	OOP	mint
14.95	9010-09 <b>Critical Hit Magazine Retro Issue #3</b> (2009) [50 pages; 10 scenarios on cardstock (Finland '40; Eastern Front - '41, '43; Tunisia '42; Normandy '44{2}; Germany - '44, '45{2}; Holland '45); over 15 columns and articles (WWII Rangers, armored assault tactics, '40 French Army, game tips, Ernie Pyle at St Lo and San Pietro); 1 mini-countersheet of 50 SMCs]	OOP	mint

14.95	9011 <b>Critical Hit Magazine Retro Issue #4</b> (2009) [48 pages; 8 scenarios on cardstock (Eastern Front - '41, '43; Attu Island '43; Normandy '44; Cassino '45; Manchuria '45; Arab-Israel War '48{2}); over 15 columns and articles (including a well thought-out and in-depth look on the ASL fog of war, obstacles, mines & traps in ASL, obstacles' notes and analyses on several scenarios, beginner vs expert analysis of a scenario); 1 mini-countersheet of 50 SMCs]	OOP	mint
27.95	2000 <b>Operation Compass &amp; Wavell's 30,000 Annual Bonus Edition</b> (1999) [48 pages; 22 scenarios in magazine (all are early war in North Africa {June '40 - February '41} with Brits & Commonwealth forces vs Italians); 1 Campaign Game; the articles are related to this timeframe and scenarios; 1 22" by 30" mapsheet (desert Beda Fomm)]	OOP	sealed
19.95	2000 <b>Operation Compass &amp; Wavell's 30,000 Annual Bonus Edition</b> (1999) [48 pages; 22 scenarios in magazine (all are early war in North Africa {June '40 - February '41} with Brits & Commonwealth forces vs Italians); 1 Campaign Game; the articles are related to this timeframe and scenarios; 1 22" by 30" mapsheet (desert Beda Fomm)]	OOP	mint
24.95	none <b>Scroungin' ASL News</b> (1998) [60 pages; 11 scenarios in magazine (Belgium '40; Crete '41; Burma '42; Eastern Front - '41{2}, Stalingrad '42, Berlin '45; Bulge '44; France '44, '45; Germany '45); 1 Campaign Game; over 15 columns and articles including the use of Willy Pete, protection and cover in the desert, analyses of several scenarios, halftracks, a good article on the uses of unarmed units)]	OOP	mint

22.95	none <b>Scroungin' ASL News</b> (1998) [60 pages; 11 scenarios in magazine (Belgium '40; Crete '41; Burma '42; Eastern Front - '41{2}, Stalingrad '42, Berlin '45; Bulge '44; France '44, '45; Germany '45); 1 Campaign Game; over 15 columns and articles including the use of Willy Pete, protection and cover in the desert, analyses of several scenarios, halftracks, a good article on the uses of unarmed units)] [ Note: Price label on back cover.]	OOP	mint
19.95	none <b>Scroungin' ASL News</b> (1998) [60 pages; 11 scenarios in magazine (Belgium '40; Crete '41; Burma '42; Eastern Front - '41{2}, Stalingrad '42, Berlin '45; Bulge '44; France '44, '45; Germany '45); 1 Campaign Game; over 15 columns and articles including the use of Willy Pete, protection and cover in the desert, analyses of several scenarios, halftracks, a good article on the uses of unarmed units)] [Note: There's a very small tear (about 1/16") at the bottom of the front cover.]	OOP	near mint
19.95	ASLSCRRET <b>Scroungin' Retro Edition</b> (2013) [56 pages; 11 scenarios in magazine (Belgium '40; Crete '41; Burma '42; Eastern Front - '41{2}, Stalingrad '42, Berlin '45; ETO - Bulge '44, France '44 & '45, Germany '45); 1 Campaign Game; over 15 columns and articles including the use of Willy Pete, protection and cover in the desert, analyses of several scenarios, halftracks, a good article on the uses of unarmed units)]	OOP	mint

29.95	<p>018 <b>Tanks! Special Edition</b> (1996) [46 pages (+ 10 unnumbered pages with scenarios); 13 scenarios in magazine (Finland - '40, '44; Eastern Front - '41, '45; Tunisia - '42, '43{2}; France '44; Bulge '44; Burma '44; Germany - '44{2}, '45); 1 full-color overlay; 1 unmounted strip of 9 Finnish AFVs and 1 Fighter-Bomber (the backs of these AFV counters were not issued separately but can be photocopied from the magazine's pages 15 and 28 - for your convenience, an uncut photocopy of each of these reverse sides is provided); over 10 columns and articles (notables: desert tactics, mortars, first Tigers in combat, the Tiger tank in ASL, and a well-researched one on Finnish armor)]</p>	OOP	mint
22.95	<p>— <b>Tanks Special Edition reprint</b> (2001) [36 pages; 10 scenarios on cardstock (Finland - '40, '44; Eastern Front - '41, '45; Tunisia - '42, '43{2}; France '44; Bulge '44; Burma '44; Germany - '44{2}, '45); 1 full-color overlay; over 10 columns and articles (notables: desert tactics, mortars, first Tigers in combat, the Tiger tank in ASL, and a well-researched one on Finnish armor)] [Note: The reprint was not published with the unmounted counters.]</p>	OOP	sealed
19.95	<p>— <b>Tanks Special Edition reprint</b> (2001) [36 pages; 10 scenarios on cardstock (Finland - '40, '44; Eastern Front - '41, '45; Tunisia - '42, '43{2}; France '44; Bulge '44; Burma '44; Germany - '44{2}, '45); 1 full-color overlay; over 10 columns and articles (notables: desert tactics, mortars, first Tigers in combat, the Tiger tank in ASL, and a well-researched one on Finnish armor)] [Note: The reprint was not published with the unmounted counters.]</p>	OOP	mint
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