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A multi-player political game in which separatists, federalists and allied groups struggle for dominance while Canada's future hangs in the balance. Optional military end-game. Includes feature-length article. (5.7) \$9

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The Allied breakout from the Normandy peninsula area, tracing from the St. Lo breakthrough to the encirclement of the Falaise Gap, July-August 1944. (6.5) \$9

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The German summer offensive across the Don River to Stalingrad and into the Caucasus and the Russian autumn counterstroke, that decided the outcome of the Second World War. (6.6) \$12

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Operational simulation of Scott's climactic campaign in the Mexican War. Guerillas, morale, leadership, and diseases rules. (6.7) \$9

ADVANCE ANNOUNCEMENTS

Games to Be Published in the First Quarter of '78

Specific publication dates will be announced in the latest issues of *S&T*. Do not order until ad appears. List is in estimated order of publication.

WAR IN THE PACIFIC 1941-45

The Campaign Against Imperial Japan

Map of the Pacific and Indian Oceans in seven 23" x 30" sections. Full land/air/sea simulation; 3200 counters, multiple scenarios and campaign game. (7.3) \$35

CRIMEAN WAR QuadriGame

Four Battles of the Crimean War

The battles of Alma, Balaklava, Inkerman, and Tchernaya are covered in four separate games. Each game has its own map, counters, and an exclusive rules folder. Also included with the QuadriGame (only) is an historical analysis of the Crimean War (*S&T* article format). (6.0) *QuadriGame: \$14*

Individual Folio Game (without article): \$4

TO THE GREEN FIELDS BEYOND

The Battle of Cambrai

For the first time in history, the British Army used massed tank forces to break through the German lines in 1917. A mobile WWI battle in a fluid situation. (6.5) \$9

THE SIEGE OF CONSTANTINOPLE

The End of the Middle Ages, 1453 A.D.

A titanic siege pitting the huge forces of the massive Ottoman Empire against the small but valiant garrison of Byzantines and Italians. Includes feature-length article. (6.7)

Published in S&T 66 and available separately for \$9.

AIR CAV

Modern Helicopter Tactics

An extensively researched treatment of the current US Army doctrine with regard to the deployment and use of helicopters vs. regular army (Soviet) forces. (7.0) \$12

ATLANTIC WALL

The Invasion of Europe, June 1944

A detailed battalion/company simulation of D-Day. Operations include: airdrops, naval gunfire support, air power, and beach-head assaults. Five map section. (7.5) \$26

ADVANCE ANNOUNCEMENTS

Games to Be Published in the Second Quarter of '78

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AGINCOURT

The Triumph of Archery over Armour

Henry V of England and 5400 fighting men, mostly yeoman archers, meet and defeat the massed chivalry of France — over 20,000 armored men. Extensive rules for archery, individual and massed melee, morale, and much more. (6.5) \$10

STONEWALL

The Battle of Kernstown, March 23, 1862

A regimental level simulation of Jackson's spoiling attack against General Shields' division in the Shenandoah valley. Based on the award-winning *Terrible Swift Sword* system. (7.0)

Published in S&T 67 and available separately for \$12

THE ART OF SIEGE WARFARE

Four Sieges from the History of Combat:

Tyre, Acre, Lille, Sevastopol

Four full-size games which trace the development of Siege Warfare throughout the Ages. Pre-gunpowder and Gunpowder game systems in one double-box standard package. (See individual game titles for descriptions.) (7.0) \$25

TYRE: Amphibious Siege and Assault, 332BC

Alexander the Great's siege of the island city of Tyre. Macedonian naval forces fight for naval superiority and launch an amphibious assault. (7.0) \$9

ACRE: The Crusader's Siege is Besieged, 1191

Richard the Lion Hearted and the Crusaders attempt to reduce the city of Acre before Saladin, the Sultan of Egypt, and the entire Moslem army can break the siege. (7.0) \$9

LILLE: The Siege of a Vauban Fortress, 1708

Marlbrough and Prince Eugene lay siege to Lille, the second most important city of France. Its defenses were created at the height of siege warfare by Vauban, the master of Siegeworks. (7.0) \$9

SEVASTOPOL

Siege Parallels Defeat Artillery, 1854-55

The final objective of the Crimean War took the British and French one full year to capture: the city which harbored the Russian Black Sea Fleet. New non-hex grid, full topographical map with double-size siege parallel counters. (7.0) \$9

THE NEXT WAR

Combat in Europe in the 1980's

New weapons, new tactics and organizations of air, ground and naval forces clash as Warsaw Pact and NATO forces maneuver from the Baltic to Northern Italy. (6.5) \$22

SWORDS AND SORCERY

Quest and Conquest in the Age of Magic

A detailed fantasy world provides the background for this individualized, multi-player game that re-creates the fantasy genre. Includes Character and Magic Item Cards. (6.7) \$13

CITY-FIGHT

Modern Tactical Combat in Urban Environments

An examination of the unique military problems involved in fighting in a city — including house-to-house combat, the utilization of airborne troops, and the artillery support difficulties of the situation. Companion to *FireFight*. (7.0) \$12

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An operational-level game depicting the first premeditated Soviet counter-offensive, in May of 1942. (6.5)

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FREEDOM IN THE GALAXY

The Star Rebellion, 5764 CE

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Modern U.S. and Soviet Small Unit Tactics

Individual vehicles, fireteams and squads in attack, defense, delay, contact and meeting engagement scenarios. (6.5) \$12

FULDA GAP: The First Battle of the Next War
Battalion-level game featuring chemical and nuclear warfare, pitting NATO's active defense against the Soviet multi-echelon attack. (6.4) \$9

MECH-WAR '77
Tactical Armored Combat in the 1970's
NATO vs. Warsaw Pact; Arab vs. Israeli; Chinese vs. Soviets in platoon-company level scenarios of modern armored combat. (6.8) \$9

MODERN BATTLES Quadrigame
Four Battles in the 1970's
The battles of Golan (Arab-Israeli, '73); the "Chinese Farm" (Arab-Israeli, '73); Wurzburg (Germany, hypothetical); and Mukden (Sino-Soviet, hypothetical) are all presented in one package. Each battle has a separate map, counter sheet, and rules folder. (Individual battles are available as separate Folio Games, see coupon.) (6.5) Quadrigame: \$12 Individual Folio Game: \$3

MODERN BATTLES II Quadrigame
Four Battles
Battle for Jerusalem (Arab-Israeli, '67); Bundeswehr (NATO-Soviet, hypothetical); DMZ (Korea, hypothetical); and Yugoslavia (US and Yugoslavia vs. Soviets), are all presented in one package. (Individual battles are available separately; see coupon.) (6.8) Quadrigame: \$12 Individual Folio Game: \$3

NATO: Combat in Europe in the 1970's
The forces of the Warsaw Pact launch themselves against NATO defenders in this game of the Soviet invasion of Western Europe. (6.0) \$9

OCTOBER WAR
Tactical Armored Combat in the Yom Kippur Conflict, October 1973
Platoon/company level simulation of Arab-Israeli combat in the Golan Heights and the Sinai (6.5) \$9

OIL WAR
American Intervention in the Persian Gulf
Operational level Folio game showing possible American military reaction against the Oil Cartel. (6.0) \$3

REVOLT IN THE EAST
Warsaw Pact Rebellion in the 1970's
A Folio Game concerning a hypothetical conflict between the Soviet Union and Eastern European nations in revolt. (6.0) \$3

SINAI: The Arab-Israeli Wars
Multi-scenario, operational level re-creation of the Middle Eastern powder keg. Includes 1973 war (as well as '56, '67, and late '70's). (5.7) \$9

SIXTH FLEET
US/Soviet Naval Warfare in the Mediterranean
An unusual combat before movement system is incorporated in this game of superpower fleet confrontation in the '70's. (6.3) \$9

SOUTH AFRICA: The Death of Colonialism
Simmering resentment breaks out into full-scale warfare between the Black Nationalists and White-ruled South Africa. (6.0) \$9

WORLD WAR THREE
Global Warfare in the 1970's
Hypothetical (hopefully) strategic "conventional" warfare between the superpowers. Multi-scenario, nuclear options. (7.9) \$9

Games Of World War Two

THE ARDENNES OFFENSIVE
The Battle of the Bulge, December, 1944
Perhaps the most dramatic battle of WWII, this simulation of the desperate German offensive is a tension-filled contest. (6.2) \$9

BARBAROSSA
The Russo-German War, 1941-45
From Hitler's invasion to the Battle of Berlin, this multi-scenario strategic level game recreates the entire sweep of the East Front. (5.2) \$9

BATTLE FOR GERMANY
The Destruction of the Reich, 1944-45
Each Player controls an invading Allied army and the German forces facing his opponent, in this Folio game simulating the final offensives in the East and West. (4.0) \$3

DESERT WAR
Tactical Warfare in North Africa
Platoon level game recreating typical desert actions involving the British, Italians and Germans. Simultaneous movement. (5.7) \$9

DREADNOUGHT
Surface Combat in the Battleship Era, 1906-45
All the great battleships from both world wars sail again in this comprehensive, multi-scenario, tactical simulation. (5.4) \$9

THE FAST CARRIERS
Air-Sea Operations 1941-77
A multi-level game presenting attack carriers from WWII through the future engaging in air-sea combat in historical and hypothetical scenarios. (7.2) \$10

GLOBAL WAR
The War Against Japan and Germany, 1939-45
The "two-ocean" war to defeat the Axis. Full land game, plus extensive air and naval rules, including variable scenarios, "mini-games," and unit production. (7.1) \$12

HIGHWAY TO THE REICH (2nd Edition)
Operation Market-Garden, September 1944
A company level simulation of the operation, from the paratroops to the evacuation across the Rhine at Arnhem, with a map of the airborne "corridor" in four interjoining 22" x 34" sections. (7.5) \$20

ISLAND WAR Quadrigame
Four World War II Battles
The battles of Okinawa (April '45), Leyte (October '44), Saipan (June '44), and Bloody Ridge (Guadalcanal, September '42), are all presented in one package. Each battle has a separate map, counter sheet, and rules folder. (Individual battles are available as separate Folio Games; see coupon.) (5.0) Quadrigame: \$12 Individual Folio Game: \$3

KURSK: Operation Zitadelle, 4 July 1943
Division/Corps level game simulating the last major German offensive in the Soviet Union. Includes air units and fortifications. (5.5) \$9

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Strike and Counterstrike: Russia, 1941
Operational simulation of the Nazi drive on Moscow in the Fall of '41. Scenarios for 24 alternate games are provided. (5.5) \$9

Four Battles in NORTH AFRICA
A Quadrigame consisting of Crusader (Tobruk, November '41), Cauldron (Gazala, May '42), Supercharge (Alamein, August '42), and Kasserine (February '43). Each battle has a separate map, counter sheet and rules folder. (Individual battles are available as separate Folio Games; see coupon.) (4.8) Quadrigame: \$12 Individual Folio Game: \$3

PANZER '44
Tactical Armored Combat, Europe, 1944-45
German, American and British mobile engagements in France, Belgium and Germany during WWII. (6.3) \$9

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Rommel in the Desert
Operational level game of bold desert action. Includes critical aspects of logistics which resulted in the Axis defeat. (5.3) \$9

PANZERGRUPPE GUDERIAN
Battle of Smolensk, July 1941
An operational level simulation of the battle in which the German blitzkrieg advance on Moscow was halted. (6.0) \$9

PATROL!
Man-to-Man Combat in the 20th Century
Individual soldiers clash in small unit actions. Multiple scenarios from WWI through the present. A companion to *Sniper!* (7.1) \$9

SEELOWE
The German Invasion of Britain, 1940
A fascinating "what if" game of Operation Sealion, the never-executed amphibious assault on Britain. (5.3) \$9

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Unique man-to-man combat simulation employing simultaneous movement rules to re-create urban warfare in Europe and the U.S.S.R. (7.1) \$9

SPITFIRE
Tactical Aerial Combat in Europe, 1939-42
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Armored Combat from the 1930's to the '70's
Individual tanks duel in typical mechanized actions from the beginning of the Blitzkrieg to the present. (7.0) \$9

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The Soviet attack that crushed the stalled German Sixth Army, and which proved to be the turning point of the war. 16 alternate scenarios. (5.4) \$9

USN: The War in the Pacific, 1941-43
All the essential elements of air, land and sea combat are represented in this all-encompassing, strategic level game on the decisive early years of the war with Japan. (8.1) \$9

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The Battle of the Bulge, December 1944
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WAR IN EUROPE
The Struggle Against Germany and Italy, 1939-45
This complete package contains both *War in the West* and *War in the East, Second Edition*, plus the additional rules and material necessary to link the two games. (7.3) \$40

WAR IN THE EAST
The Russo-German Conflict (2nd Edition)
Using newly designed three-color maps and counters compatible with the *War in Europe* system, the rules have been "cleaned up," but the familiar game is essentially unchanged. (7.2) \$20

WAR IN THE WEST
Germany vs. Europe, 1939-45
Map of Europe from Casablanca to Murmansk, in nine interjoining 22" x 34" sections! Over a thousand counters. Scenarios include Poland (1939), France (1940 & 44), Italy (1943-45), and Campaign Game. (7.2) \$30

WEST WALL Quadrigame
Four World War II Battles
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The European Theater of Operations
The entire European war on a grand strategic level; seasonal turns, air, land, and sea operations. Many new concepts. (6.1) \$9

Games Of World War One

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THE FIRST WORLD WAR, 1914-1918
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WORLD WAR I, 1914-1918
A strategic level folio game covering the entire war on every European front. Novel combat and manpower rules; six-month Game-Turns. (3.9) \$3

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THE AMERICAN CIVIL WAR, 1861-65
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BLUE & GRAY Quadrigame
Four Civil War Battles
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The battles of Quatre Bras, Ligny, Wavre and La Belle Alliance (Waterloo) are all presented in one package. Each battle has a separate counter sheet and map, and may be played separately or combined to allow the simulation of the entire campaign. (Individual battles are available as separate Folio Games; see coupon.) (6.0) Quadrigame: \$12 Individual Folio Game: \$3

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A simulation of the critical three days of the battle between McClellan's Army of the Potomac and Lee's Army of Northern Virginia. A Folio Game. (6.0) \$3

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The Three Days of Gettysburg
A regimental level simulation, using a map of the battlefield in three 22" x 35" sections (120 yards per hex), and 2000 counters! The ultimate Gettysburg game. (7.5) \$20

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WELLINGTON'S VICTORY
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A Folio Game of the Years War

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Two strategies for conquering the major Mediterranean powers

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An operational level

STARFORCE
Interstellar Conflict
Starships flash across

Games Of The Pre-19th Century

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Austrians vs. Swedes, November 1642

A Folio Game and companion to the four games of the Thirty Years War QuadriGame. (3.9) \$3

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The Macedonians and The Romans

Two strategic simulations (with Tactical Battle Display) covering the major campaigns of Alexander in Persia, and the Roman Mediterranean expansion. (6.7) \$15

CONQUISTADOR!

Exploration of the New World, 1495-1600

Players organize expeditions of naval exploration, followed by colonization and inland expeditions. Includes naval combat, piracy, historical explorers and missionaries. (6.8) \$9

FREDERICK THE GREAT

The Wars of the Soldier King, 1756-59

Multi-scenario simulation of the major campaigns of Frederick in the Seven Years War. (5.8) \$9

FRIGATE

Tactical Naval Warfare, 1600's to early 1800's

Ship-to-ship combat in the age of cannon and sail. Multiple scenarios include actions involving British, Spanish, French and Dutch fleets. (6.1) \$9

LEGION: Tactical Warfare in the Roman Age

Famous battles of the Roman legions, tracing their development and ultimate degeneration as a military system. (6.0) \$9

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Five complete games of the Pre-Seventeenth Century Tactical Game System in one double-box standard package. (See individual game titles for descriptions.) (6.0) \$25

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A multi-scenario game enables players to re-fight the major battles of the ancient world. Special rules embody the "feel" of ancient tactics. (6.0) \$9

STRATEGY I: Strategic Warfare, 350BC to 1984

Perhaps the most comprehensive simulation ever produced. It covers all the aspects of warfare in seventeen scenarios from Alexander the Great to the potential nuclear holocaust. (3.9) \$15

THIRTY YEARS WAR QuadriGame

Four Seventeenth Century Battles

The battles of Freiburg (August 1644), Lutzen (November 1632), Nordlingen (September 1634), and Rocroi (May 1643) are all presented in one package. Each battle has a separate map, counter sheet, and rules folder. (Individual battles are available as separate Folio Games; see coupon.) (4.5) \$12

QuadriGame: \$12
Individual Folio Game: \$3

VIKING: Tactical Warfare in the Dark Ages

Covers all the major military systems that fought in the period, including vikings, Crusaders, Moslem cavalry and Byzantine legions. Many scenarios, covering significant battles from Tours to Liegnitz. (6.0) \$9

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Space Combat in the 21st Century

Tactical and Strategic level combat in the solar system; includes political and economic aspects. (6.8) \$12

DIXIE

North vs. South in the Twentieth Century

A Folio Game postulating a Confederate victory in the Civil War, with a rematch being fought in the 1930's. (4.9) \$3

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Death-throes of the Superpower

A hypothetical amphibious invasion of the United States occurring within the next 25 years, led by the Sino-Soviet forces and their allies. Double-size map shows all of North America. (5.5) \$12

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Galactic Expansion in the 30th Century

A game of exploration, colonization and warfare as the frontier of humanity is pushed out into the Milky Way Galaxy. (6.0) \$9

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Magical Conflict Between Conjured Armies

An operational level game set on a mythical continent in which magic actually works. Demons, Dragons, Trolls and Human armies, Sorcerers and Vortexes. (5.0) \$9

STARFORCE

Interstellar Conflict in the 25th Century

Starships flash across the light-years to do combat with human and non-human adversaries. Strategic/tactical level. (6.0) \$9

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Tactical Combat in the 25th Century

An individual-level game based on the science-fiction future scenario developed for *StarForce*. (7.1) \$9

Power Politics Series Games

RUSSIAN CIVIL WAR

Reds vs. Whites, 1918-19

A multi-Player game depicting the struggle for power between the fragmented political forces in the wake of the collapse of the Russian Empire and the fall of the Czar. (6.5) \$12

AFTER THE HOLOCAUST

The Nuclear Devastation of America: Recovery and Reunification

A multi-Player, Power Politics Series game on the fragmentation of the United States into regional sub-nations, set twenty years after a shattering nuclear war. Heavily economic in orientation. (7.5) \$12

The Plot To ASSASSINATE HITLER

A two-Player conspiracy game concerning the Generals' Plot, which culminated in several unsuccessful attempts before and during the war. (6.2) \$12

Other Publishers' Games

DIPLOMACY

Multi-Player European, WWI-era power politics. (4.3) \$11

QUEBEC 1759

French-British battle on Plains of Abraham. (3.0) \$12

Backlisted Games

Because of their slow rate of sale, these games' prices have been raised to cover the cost of maintaining them in print.

AUSTERLITZ

Battle of Three Emperors, 2 Dec 1805

One of Napoleon's greatest victories simulated on the operational level using an elegantly simple game system. A tensely balanced game. (4.0) \$10

BREAKOUT & PURSUIT

The Battle for France, 1944

Allied armies chase the Germans to the Rhine in a reverse Blitzkrieg. Operational game with strong logistical features. (5.4) \$10

BLITZKRIEG MODULE SYSTEM

An expansion kit for Avalon Hill's *Blitzkrieg* game (which is necessary for use). No maps are included. (6.3) \$10

BULL RUN: Manassas 1861 and '62

An operational level American Civil War game utilizing simultaneous movement and hidden units. Five scenarios. (5.2) \$10

"CA"

Tactical Naval Warfare in the Pacific, 1942

Ship-to-ship combat set in the waters around Guadalcanal. Ten scenarios employing battleships, cruisers and destroyers. (4.6) \$10

CHARIOT

Tactical Warfare in the "Biblical" Age

Tactical combat in the "biblical" era. Multi-scenario re-creation representing battles from the dawn of civilization. (6.0) \$10

FOXBAT & PHANTOM

Tactical Aerial Combat in the 1970's

Plane vs. plane at supersonic speeds. Fourteen types of jet fighter aircraft are available to simulate the air action taking place today over the world's trouble spots. (5.4) \$10

GRENADIER: Tactical Warfare, 1680-1850

A company/battery/squadron scale game depicting sixteen famous battles in the period dominated by musket and cannon. (5.8) \$10

KOREA: The Mobile War, 1950-51

A four-scenario game depicting the ebb and flow of Communist forces sweeping over the Korean Peninsula. (6.0) \$10

LA GRANDE ARMEE

The Campaigns of Napoleon in Central Europe, 1805, 1806, 1809

Actually three distinct games in one, sharing the same battlefield map and counters. Napoleonic grand strategy. (5.3) \$10

LEE MOVES NORTH

The Confederate Summer Offensives, 1862-63

Actually two distinct games in one, this simulation of the battles of Antietam and Gettysburg uses hidden movement, reconnaissance, and leadership rules. (5.2) \$10

MUSKET & PIKE: Tactical Combat, 1550-1680

A multi-scenario game covering the period in which the introduction and development of firearms transformed warfare from a hand-to-hand slugging match to a grislier contest of speed, precise tactics, and massed power. (5.8) \$10

NAPOLEON AT WATERLOO

The classic presentation of history's most well-known battle, complete with expansion kit. (3.5) \$10

RED STAR/WHITE STAR

Tactical Combat in Europe in the 1970's

Ten hypothetical battles, between US/West German forces and elements of the invading Soviet Army, played on a map of actual West German terrain. (6.4) \$10

SOLDIERS: Tactical Combat, 1914-15

Simulates the small-unit tactics of the early stage of WWI, before the trench lines were constructed and artillery duels began. (5.5) \$10

WINTER WAR

The Russo-Finnish Conflict, 1939-40

Tiny Finland strains to stem the invading Red Army. Game includes special political events which could have radically altered the outcome. (4.5) \$10

YEOMAN

Tactical Warfare in the Renaissance Age

Re-fight the battles of Bannockburn, Crecy, Bicocca, Agincourt, and many others in this multi-scenario, small-unit simulation. (6.0) \$10

Lower Rated Backlisted Games

The following are backlisted games with an acceptability rating below "6" (on a scale of 1 to 9).

AMERICAN REVOLUTION

The Struggle for Independence, 1775-1783 (4.0) \$10

BASTOGNE: The Battle of the Bulge

and ANZIO BEACHHEAD (6.0) \$12

COMBINED ARMS

Operational/ Tactical Combat, 1940-1970's (5.8) \$10

DESTRUCTION OF A.G. CENTER

The Soviet Summer Offensive, 1944 (6.0) \$10

THE EAST IS RED

Sino-Soviet Conflict in the late 1970's. (5.2) \$10

EL ALAMEIN: Battles in North Africa, 1942 (6.1)

\$10

FLIGHT OF THE GOEBEN

WWI naval chase in the Mediterranean (5.8) \$10

KAMPFPANZER

Tactical Armored Combat, 1939-40 (5.9) \$10

MINUTEMAN

The Second American Revolution (5.9) \$10

NORMANDY

Amphibious Assault on Europe, June 1944 (5.6) \$10

OPERATION OLYMPIC

The Invasion of Japan, 1945 (5.6) \$10

SEARCH & DESTROY

Tactical Combat in Vietnam, 1965-66 (5.9) \$10

SOLOMON'S CAMPAIGN

Air, Land and Sea Operations, 1942-43 (6.7) \$10

THE WILDERNESS CAMPAIGN

Lee vs. Grant, 1864 (5.4) \$10

WOLFPACK

Solitaire game of sub operations, 1942-44 (5.5) \$10

MINIATURES CONVERSION KITS

for Wagram and Battle of Nations

These are complete orders of battle in 15mm, cast metal miniatures which may be used to replace the die-cut counters in the two games. Each set comes in its own box with labeled clear plastic trays plus a spare set of cardboard counters to use as stands if desired. All figures are unpainted and have a light amount of flash to be filed smooth. (Note that these kits are *not* subject to discounts.)

Battles of Nations Conversion Kit (99 pieces): \$15
Wagram Conversion Kit (98 pieces): \$18

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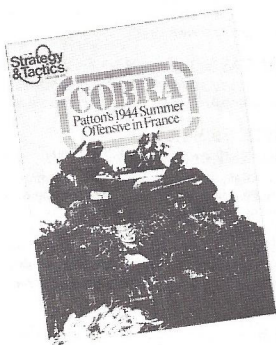
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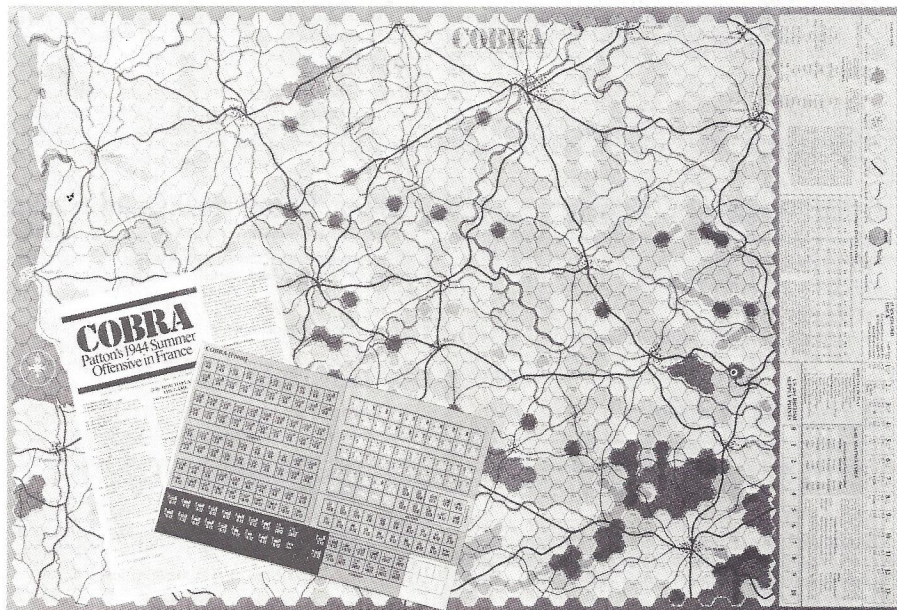
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Strategy & Tactics



the military history magazine with a game in it!

Strategy & Tactics Magazine is a paper time machine: you return to the point of decision and alter the course of history to explore alternative outcomes. Through the technique of conflict simulation, the famous battles and campaigns of military history become yours to re-create, substituting your judgment for that of the actual commanders. Other magazines and books can only speculate about the many paths that history could have taken: *Strategy & Tactics* enables you to find out for yourself — by redirecting the forces of change at the historical turning points.

Conflict simulations are serious, adult-level games. They are powerful analytic tools — paper computers that focus your mind on the critical elements of an historical problem. The games are played on maps portraying the battlegrounds, with playing pieces that simulate the characteristics of the participating military units. Although most games are designed for

two players, they may be played by one (or three or more).

Strategy & Tactics also provides a full-length article dealing with the same subject as the game in the issue — plus other articles dealing with historical and contemporary military and conflict simulation subjects. Subscribers are eligible for many special offers and discounts on Simulations Publications large selection of historical games.

Here are some of the great games that have been published in *S&T Magazine*:

World War I • PanzerArmee Afrika Tank! • The Punic Wars • Sixth Fleet The American Civil War • Conquistador Operation Olympic • Road to Richmond Panzergruppe Guderian • Breitenfeld Frederick the Great • October War Veracruz • South Africa • Raid

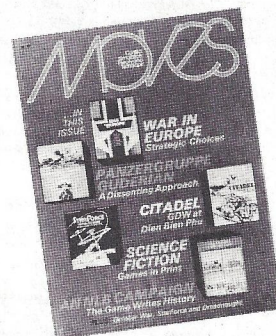
Note: all of these games are now available separately as either \$9 boxed games or as \$3 Folio games (see Order Form).

A FREE INTRODUCTORY GAME will be sent to all new *S&T* subscribers: *Strike Force One*, a simulation of a hypothetical Soviet-American confrontation presented in a game design specially created to introduce you to conflict simulations.

BIG DISCOUNTS FOR S&T SUBSCRIBERS ON ALL SPI GAMES

See "How to Order" on back of order form.

Subscribe to MOVES



MOVES Magazine appears on alternate months as a companion to *S&T*, and is especially created for the serious gamer. It provides the commentary, criticism, advice and news necessary for him to get the most out of his games. A wide variety of articles generated by the readership and the SPI staff deal with the "nuts and bolts" of game-playing and designing. The articles concentrate on the gaming aspects of the newest and best military simulations and are intended to be useful and informative whether or not the reader is familiar with the game under discussion; to help him form an educated opinion on the game or reach a clearer understanding of its subtleties.

STRATEGY & TACTICS STAFF STUDY BOOKS

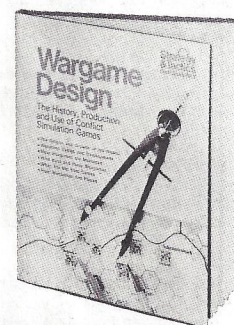
These are attractive, hardbound books in a large 9 1/4 x 7 1/4 format, printed in two colors on quality paper. Approximately 700 words per page of text/186 + 6 pages per book.

S&T Staff Study Nr. 1

THE WAR IN THE EAST

The Russo-German Conflict, 1941-45

A comprehensive survey of the main theater of action in World War Two. Thirteen strategic battle maps, dozens of organizational diagrams, complete order of battle, extensive manpower and weapons data, plus bibliography and index. \$9.95.



S&T Staff Study Nr. 2

WARGAME DESIGN

The History Production and Use of Conflict Simulation Games

The "inside" story of how games are designed and produced plus guidelines for creating your own games. Extensive section on the history and marketing of games. \$9.95

ORDER FORM: Send to Simulations Publications, Inc., 44 E. 23rd St., New York, N.Y. 10010

New Games Now Available

To order Boxed versions of games, check the box under the left hand column next to the appropriate game. For Z-Packs, check the box to the right of the appropriate title.

Boxed	Title	Z-Pack
<input type="checkbox"/> CW	\$9 Canadian Civil War	<input type="checkbox"/> ZCW \$8
<input type="checkbox"/> CO	\$9 Cobra	<input type="checkbox"/> ZCO \$8
<input type="checkbox"/> DC	\$15 Descent on Crete	<input type="checkbox"/> ZDC \$14
<input type="checkbox"/> RR	\$12 Drive on Stalingrad	<input type="checkbox"/> ZRR \$11
<input type="checkbox"/> MG	\$9 A Mighty Fortress	<input type="checkbox"/> ZMG \$8
<input type="checkbox"/> QRT	\$20 Middle Earth	<input type="checkbox"/> ZQR \$19
<input type="checkbox"/> OM	\$20 Objective: Moscow	<input type="checkbox"/> ZOM \$18
<input type="checkbox"/> RA	\$9 Raid!	<input type="checkbox"/> ZRA \$8
<input type="checkbox"/> RE	\$12 Red Sun Rising	<input type="checkbox"/> ZRE \$11
<input type="checkbox"/> UP	\$12 Up Scope!	<input type="checkbox"/> ZUP \$11
<input type="checkbox"/> VC	\$9 Veracruz	<input type="checkbox"/> ZVC \$8
<input type="checkbox"/> LR	\$15 War of the Ring	<input type="checkbox"/> ZLR \$14

Regular Games

The Boxed Versions of these games are attractively packaged using a specially designed, compartmented plastic game box, and consist of cardstock playing map (usually 22" x 34"), 100 to 400 (or more) die-cut, cardboard playing pieces, and rules. The components of Z-packs are identical except that they are packaged in zip-lock plastic bags instead of boxes. To order Boxed versions of games, check the box under the left hand column next to the appropriate game. For Z-Packs, check the box to the right of the appropriate title.

Boxed	Title	Z-Pack
<input type="checkbox"/> AI	\$12 Air War	<input type="checkbox"/> ZAI \$11
<input type="checkbox"/> AW	\$9 American Civil War	<input type="checkbox"/> ZAW \$8
<input type="checkbox"/> AN	\$9 Ardennes Offensive	<input type="checkbox"/> ZAN \$8
<input type="checkbox"/> BA	\$9 Barbarossa	<input type="checkbox"/> ZBA \$8
<input type="checkbox"/> BF	\$12 BattleFleet Mars	<input type="checkbox"/> ZBF \$11
<input type="checkbox"/> QBG	\$12 Blue & Gray Quad	<input type="checkbox"/> ZQG \$11
<input type="checkbox"/> QBT	\$12 Blue & Gray II Quad	<input type="checkbox"/> ZQT \$11
<input type="checkbox"/> BD	\$9 Borodino	<input type="checkbox"/> ZBD \$8
<input type="checkbox"/> CR	\$15 The Conquerors	<input type="checkbox"/> ZCR \$14
<input type="checkbox"/> CQ	\$9 Conquistador!	<input type="checkbox"/> ZCQ \$8
<input type="checkbox"/> DW	\$9 Desert War	<input type="checkbox"/> ZDW \$8
<input type="checkbox"/> DR	\$9 Dreadnought	<input type="checkbox"/> ZDR \$8
<input type="checkbox"/> FS	\$10 Fast Carriers	<input type="checkbox"/> ZFS \$9
<input type="checkbox"/> FF	\$12 FireFight	<input type="checkbox"/> ZFF \$11
<input type="checkbox"/> GA	\$12 First W. War (Module I)	<input type="checkbox"/> ZGA \$11
<input type="checkbox"/> WM	\$25 First W. War (with maps)	<input type="checkbox"/> ZWM \$23
<input type="checkbox"/> FK	\$9 Frederick the Great	<input type="checkbox"/> ZFK \$8
<input type="checkbox"/> FG	\$9 Frigate	<input type="checkbox"/> ZFG \$8
<input type="checkbox"/> FU	\$9 Fulda Gap	<input type="checkbox"/> ZFU \$8
<input type="checkbox"/> GW	\$12 Global War	<input type="checkbox"/> ZGW \$11
<input type="checkbox"/> HR	\$20 Hway to Reich (2nd Ed.)	<input type="checkbox"/> ZHR \$18
<input type="checkbox"/> IA	\$12 Invasion: America	<input type="checkbox"/> ZIA \$11
<input type="checkbox"/> QIW	\$12 Island War Quad	<input type="checkbox"/> ZQW \$11
<input type="checkbox"/> KS	\$9 Kursk	<input type="checkbox"/> ZKS \$8
<input type="checkbox"/> LO	\$9 Legion	<input type="checkbox"/> ZLO \$8
<input type="checkbox"/> MW	\$9 Mech War '77	<input type="checkbox"/> ZMW \$8
<input type="checkbox"/> QMB	\$12 Modern Battles Quad	<input type="checkbox"/> ZOB \$11
<input type="checkbox"/> QMT	\$12 Modern Battles II Quad	<input type="checkbox"/> ZOM \$11
<input type="checkbox"/> MC	\$9 Moscow Campaign	<input type="checkbox"/> ZMC \$8
<input type="checkbox"/> QNP	\$12 Napoleon at War Quad	<input type="checkbox"/> ZOP \$11
<input type="checkbox"/> QNL	\$12 Napoleon's Last Battles	<input type="checkbox"/> ZOL \$11
<input type="checkbox"/> NT	\$9 NATO	<input type="checkbox"/> ZNT \$8
<input type="checkbox"/> QNA	\$12 North Africa Quad	<input type="checkbox"/> ZQA \$11
<input type="checkbox"/> OC	\$9 October War	<input type="checkbox"/> ZOC \$8
<input type="checkbox"/> OT	\$9 Outreach	<input type="checkbox"/> ZOT \$8
<input type="checkbox"/> PF	\$9 Panzer '44	<input type="checkbox"/> ZPF \$8
<input type="checkbox"/> PA	\$9 PanzerArmee Afrika	<input type="checkbox"/> ZPA \$8
<input type="checkbox"/> PG	\$9 Panzergruppe Guderian	<input type="checkbox"/> ZPG \$8
<input type="checkbox"/> PL	\$9 Patrol	<input type="checkbox"/> ZPL \$8
<input type="checkbox"/> PRS	\$25 Prestags Master Pack	<input type="checkbox"/> ZPS \$23
<input type="checkbox"/> SE	\$9 Seelowe	<input type="checkbox"/> ZSE \$8
<input type="checkbox"/> SA	\$9 Sinai	<input type="checkbox"/> ZSA \$8
<input type="checkbox"/> SX	\$9 Sixth Fleet	<input type="checkbox"/> ZSX \$8
<input type="checkbox"/> SN	\$9 Sniper!	<input type="checkbox"/> ZSN \$8
<input type="checkbox"/> SO	\$9 Sorcerer	<input type="checkbox"/> ZSO \$8
<input type="checkbox"/> UN	\$9 South Africa	<input type="checkbox"/> ZUN \$8
<input type="checkbox"/> ST	\$9 Spartan	<input type="checkbox"/> ZST \$8
<input type="checkbox"/> SP	\$9 Spitfire	<input type="checkbox"/> ZSP \$8
<input type="checkbox"/> SF	\$9 StarForce	<input type="checkbox"/> ZSF \$8
<input type="checkbox"/> SFT	\$17 StarForce Trilogy	<input type="checkbox"/> ZSS \$16
<input type="checkbox"/> SI	\$9 StarSoldier	<input type="checkbox"/> ZSI \$8
<input type="checkbox"/> SY	\$15 Strategy I	<input type="checkbox"/> ZSY \$14
<input type="checkbox"/> TK	\$9 Tank!	<input type="checkbox"/> ZTK \$8
<input type="checkbox"/> TS	\$20 Terrible Swift Sword	<input type="checkbox"/> ZTS \$18
<input type="checkbox"/> TP	\$9 Turning Point: Stalingrad	<input type="checkbox"/> ZTP \$8
<input type="checkbox"/> QTY	\$12 30 Years War Quad	<input type="checkbox"/> ZOY \$11
<input type="checkbox"/> US	\$9 USN	<input type="checkbox"/> ZUS \$8
<input type="checkbox"/> VK	\$9 Viking	<input type="checkbox"/> ZVK \$8
<input type="checkbox"/> WA	\$20 Wacht am Rhein	<input type="checkbox"/> ZWA \$18
<input type="checkbox"/> WN	\$20 War Between the States	<input type="checkbox"/> ZWN \$18
<input type="checkbox"/> WE	\$20 War in the East (2nd Ed.)	<input type="checkbox"/> ZWE \$18
<input type="checkbox"/> WR	\$40 War in Europe	<input type="checkbox"/> ZWR \$37
<input type="checkbox"/> WS	\$30 War in the West	<input type="checkbox"/> ZWS \$28
<input type="checkbox"/> WV	\$20 Wellington's Victory	<input type="checkbox"/> ZWV \$18
<input type="checkbox"/> QWS	\$12 West Wall Quad	<input type="checkbox"/> ZQS \$11
<input type="checkbox"/> WT	\$9 World War II	<input type="checkbox"/> ZWT \$8
<input type="checkbox"/> WO	\$9 World War Three	<input type="checkbox"/> ZWO \$8

Advance Announcements

Do not order these games until their publication is announced. To order Boxed versions of games, check the box under the left hand column next to the appropriate game. For Z-Packs, check the box to the right of the appropriate title.

Games to be published in the first quarter of 1978, listed in estimated order of publication.

Boxed	Title	Z-Pack
<input type="checkbox"/> WC	\$35 War in the Pacific	<input type="checkbox"/> ZWC \$32
<input type="checkbox"/> QCW	\$14 Crimean War Quad	<input type="checkbox"/> ZQC \$13
	Balaclava	<input type="checkbox"/> YBA \$4
	Tchernaya River	<input type="checkbox"/> YTC \$4
	Inkerman	<input type="checkbox"/> YIN \$4
	Battle of the Alma	<input type="checkbox"/> YAM \$4
<input type="checkbox"/> GF	\$9 Green Fields Beyond	<input type="checkbox"/> ZGF \$8
<input type="checkbox"/> CS	\$9 Siege of Constantinople	<input type="checkbox"/> ZCS \$8
<input type="checkbox"/> AV	\$12 Air Cav	<input type="checkbox"/> ZAV \$11
<input type="checkbox"/> AT	\$26 Atlantic Wall	<input type="checkbox"/> ZAT \$24

Games to be published in the second quarter of 1978, listed in estimated order of publication.

Boxed	Title	Z-Pack
<input type="checkbox"/> AO	\$10 Agincourt	<input type="checkbox"/> ZAO \$9
<input type="checkbox"/> SB	\$12 Stonewall	<input type="checkbox"/> ZSB \$11
<input type="checkbox"/> AS	\$25 Art of Siege	<input type="checkbox"/> ZAS \$23
<input type="checkbox"/> AC	\$9 Acre	<input type="checkbox"/> ZAC \$8
<input type="checkbox"/> LI	\$9 Lille	<input type="checkbox"/> ZLI \$8
<input type="checkbox"/> SV	\$9 Sevastopol	<input type="checkbox"/> ZSV \$8
<input type="checkbox"/> TY	\$9 Tyre	<input type="checkbox"/> ZTY \$8
<input type="checkbox"/> NA	\$22 The Next War	<input type="checkbox"/> ZNA \$20
<input type="checkbox"/> SW	\$13 Swords & Sorcery	<input type="checkbox"/> ZSW \$12
<input type="checkbox"/> CI	\$12 CityFight	<input type="checkbox"/> ZCI \$11
<input type="checkbox"/> IZ	\$9 Izyum	<input type="checkbox"/> ZIZ \$8
<input type="checkbox"/> FR	\$15 Freedom in the Galaxy	<input type="checkbox"/> ZFR \$14

Backlisted Games

To order Boxed versions of games, check the box under the left hand column next to the appropriate game. For Z-Packs, check the box to the right of the appropriate title. (For explanation of Backlisted Games, see page 3.)

Boxed	Title	Z-Pack
<input type="checkbox"/> AR	\$10 American Revolution	<input type="checkbox"/> ZAR \$9
<input type="checkbox"/> AZ	\$10 Austerlitz	<input type="checkbox"/> ZAZ \$9
<input type="checkbox"/> BS	\$12 Bastogne/Anzio	<input type="checkbox"/> ZBS \$11
<input type="checkbox"/> BZ	\$10 Blitz Module System	<input type="checkbox"/> ZBZ \$9
<input type="checkbox"/> BP	\$10 Breakout & Pursuit	<input type="checkbox"/> ZBP \$9
<input type="checkbox"/> BR	\$10 Bull Run	<input type="checkbox"/> ZBR \$9
<input type="checkbox"/> CA	\$10 CA	<input type="checkbox"/> ZCA \$9
<input type="checkbox"/> CH	\$10 Chariot	<input type="checkbox"/> ZCH \$9
<input type="checkbox"/> CB	\$10 Combined Arms	<input type="checkbox"/> ZCB \$9
<input type="checkbox"/> DE	\$10 Destruction of AG Center	<input type="checkbox"/> ZDE \$9
<input type="checkbox"/> ER	\$10 The East is Red	<input type="checkbox"/> ZER \$9
<input type="checkbox"/> AL	\$10 El Alamein	<input type="checkbox"/> ZAL \$9
<input type="checkbox"/> FL	\$10 Flight of the Goeben	<input type="checkbox"/> ZFL \$9
<input type="checkbox"/> FX	\$10 Foxbat & Phantom	<input type="checkbox"/> ZFX \$9
<input type="checkbox"/> GR	\$10 Grenadier	<input type="checkbox"/> ZGR \$9
<input type="checkbox"/> KP	\$10 Kampfpanser	<input type="checkbox"/> ZKP \$9
<input type="checkbox"/> KO	\$10 Korea	<input type="checkbox"/> ZKO \$9
<input type="checkbox"/> LG	\$10 La Grande Armee	<input type="checkbox"/> ZLG \$9
<input type="checkbox"/> LN	\$10 Lee Moves North	<input type="checkbox"/> ZLN \$9
<input type="checkbox"/> MM	\$10 Minuteman	<input type="checkbox"/> ZMM \$9
<input type="checkbox"/> MP	\$10 Musket & Pike	<input type="checkbox"/> ZMP \$9
<input type="checkbox"/> NX	\$10 Napoleon at Waterloo	<input type="checkbox"/> ZNX \$9
<input type="checkbox"/> NO	\$10 Normandy	<input type="checkbox"/> ZNO \$9
<input type="checkbox"/> OL	\$10 Operation Olympic	<input type="checkbox"/> ZOL \$9
<input type="checkbox"/> RW	\$10 Red Star/White Star	<input type="checkbox"/> ZRW \$9
<input type="checkbox"/> SR	\$10 Search & Destroy	<input type="checkbox"/> ZSR \$9
<input type="checkbox"/> SD	\$10 Soldiers	<input type="checkbox"/> ZSD \$9
<input type="checkbox"/> SC	\$10 Solomons Campaign	<input type="checkbox"/> ZSC \$9
<input type="checkbox"/> WD	\$10 Wilderness Campaign	<input type="checkbox"/> ZWD \$9
<input type="checkbox"/> WW	\$10 Winter War	<input type="checkbox"/> ZWW \$9
<input type="checkbox"/> WP	\$10 Wolfpack	<input type="checkbox"/> ZWP \$9
<input type="checkbox"/> YO	\$10 Yeoman	<input type="checkbox"/> ZYO \$9

Folio Series Games

These games are now packaged in a plastic bag and consist of 17" x 22" cardstock map, 100 die-cut playing pieces, and eight-page rules folder.

Blue & Gray Folios:
<input type="checkbox"/> YCH \$3 Chickamauga
<input type="checkbox"/> YSH \$6 Shiloh
<input type="checkbox"/> YAN \$3 Antietam
<input type="checkbox"/> YCM \$3 Cemetery Hill

Blue & Gray II Folios:
<input type="checkbox"/> YCT \$3 Chattanooga
<input type="checkbox"/> YBW \$3 Battle of Wilderness
<input type="checkbox"/> YHL \$3 Hooker & Lee
<input type="checkbox"/> YFR \$3 Fredericksburg

Island War Folios:
<input type="checkbox"/> YLY \$3 Leyte
<input type="checkbox"/> YOK \$3 Okinawa
<input type="checkbox"/> YSI \$3 Saipan
<input type="checkbox"/> YBR \$3 Bloody Ridge

Modern Battles Folios:
<input type="checkbox"/> YGO \$3 Golan
<input type="checkbox"/> YCF \$3 Chinese Farm
<input type="checkbox"/> YWZ \$3 Wurzburg
<input type="checkbox"/> YMU \$3 Mukden

Modern Battles II Folios:
<input type="checkbox"/> YJR \$3 Jerusalem
<input type="checkbox"/> YBD \$3 Bundeswehr
<input type="checkbox"/> YYG \$3 Yugoslavia
<input type="checkbox"/> YDZ \$3 DMZ

Nap's Last Battles Folios:
<input type="checkbox"/> YWV \$3 Wavre
<input type="checkbox"/> YLB \$3 La Belle Alliance
<input type="checkbox"/> YQB \$3 Quatre Bras
<input type="checkbox"/> YLG \$3 Ligny

Napoleon at War Folios:
<input type="checkbox"/> YWG \$3 Wagram
<input type="checkbox"/> YBN \$3 Battle of Nations
<input type="checkbox"/> YJN \$3 Jena-Auerstadt
<input type="checkbox"/> YMR \$3 Marengo

North Africa Folios:
<input type="checkbox"/> YCL \$3 Cauldron
<input type="checkbox"/> YCR \$3 Crusader
<input type="checkbox"/> YKR \$3 Kasserine
<input type="checkbox"/> YSC \$3 Supercharge

Thirty Years War Folios:
<input type="checkbox"/> YFB \$3 Freiburg
<input type="checkbox"/> YLZ \$3 Lutzen
<input type="checkbox"/> YNL \$3 Nordlingen
<input type="checkbox"/> YRR \$3 Rocroi

West Wall Folios:
<input type="checkbox"/> YHF \$3 Hurtgen Forest
<input type="checkbox"/> YBS \$3 Bastogne
<input type="checkbox"/> YRM \$3 Remagen
<input type="checkbox"/> YAH \$3 Arnheim

Strategy & Tactics Folios:
<input type="checkbox"/> YBG \$3 Battle for Germany
<input type="checkbox"/> YWW \$3 World War I
<input type="checkbox"/> YOW \$3 Oil War
<input type="checkbox"/> YPW \$3 Punic Wars
<input type="checkbox"/> YDX \$3 Dixie
<input type="checkbox"/> YBT \$3 Breitenfeld
<input type="checkbox"/> YRE \$3 Revolt in the East
<input type="checkbox"/> YRT \$3 Road to Richmond

Middle Earth Folios:
(in illustrated cover)
<input type="checkbox"/> XMT \$5 Gondor
<input type="checkbox"/> XRN \$5 Sauron

Special Edition Games

These games are packaged in 9" x 12" illustrated cardboard boxes, with maps mounted on hard board, and with interior plastic storage trays (except those marked nt). Other components in Designer's and Collector's Editions are identical to the same SSG and Folio titles. Power Politics games are available in hard box only.

Designer's Edition Games
<input type="checkbox"/> HBF \$18 BattleFleet Mars (nt)
<input type="checkbox"/> HFX \$12 Foxbat & Phantom
<input type="checkbox"/> HIA \$18 Invasion: America (nt)
<input type="checkbox"/> HMW\$12 Mech War '77
<input type="checkbox"/> HNL \$18 Nap's Last Battles (nt)
<input type="checkbox"/> HPG \$12 Panzergruppe Guderian
<input type="checkbox"/> HSA \$12 Sinai
<input type="checkbox"/> HSN \$12 Sniper!
<input type="checkbox"/> HSO \$12 Sorcerer
<input type="checkbox"/> HSF \$12 StarForce
<input type="checkbox"/> HLR \$18 War of the Ring (nt)
<input type="checkbox"/> HWO \$12 World War Three

Collector's Edition Games
<input type="checkbox"/> JAH \$9 Arnheim
<input type="checkbox"/> JBG \$9 Battle for Germany
<input type="checkbox"/> JHN \$9 Battle of Nations
<input type="checkbox"/> JCM \$9 Chickamauga
<input type="checkbox"/> JGO \$9 Golan
<input type="checkbox"/> JOW \$9 Oil War
<input type="checkbox"/> JOK \$9 Okinawa

Power Politics Games
<input type="checkbox"/> KAH \$12 After the Holocaust
<input type="checkbox"/> KAS \$12 Assassinate Hitler
<input type="checkbox"/> KRC \$12 Russian Civil War

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2S	<input type="checkbox"/> 2 yr. (12 issues) \$26
3S	<input type="checkbox"/> 3 yr. (18 issues) \$36

MOVES Subscriptions

<input type="checkbox"/> New Sub	<input type="checkbox"/> Renewal*
*if renewing, give current exp. #:	
1M	<input type="checkbox"/> 1 yr. (six issues) \$8
2M	<input type="checkbox"/> 2 yr. (12 issues) \$15
	<input type="checkbox"/> Current issue, \$2.50

S&T BACK ISSUES (without games):

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<input type="checkbox"/> B2 Book II (7-12) \$6
<input type="checkbox"/> B3 Book III (13-15) \$6
<input type="checkbox"/> B4 Book IV (16-18) \$6
<input type="checkbox"/> 4B Book Set I-IV \$20

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