



GAMES AND PARTS PRICE LIST

EFFECTIVE JANUARY 26, 1985



THE
AVALON HILL
GAME COMPANY



microcomputer games®

THE AVALON HILL
GAME COMPANY'S
Game of TRIVIA

6,600 QUESTIONS
AND ANSWERS
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THE AVALON HILL GAME COMPANY
4517 Harford Road
Baltimore, Maryland 21214

Numbered circles represent wargame complexity rating on a scale of 1 to 10: 10 being the most complex.

THIS IS a complete listing of all current games and their parts listed in group classifications. Parts which are shaded do not come with the game, but are variants and/or accessories to the game. Discontinued Avalon Hill games are listed on the last pages of this booklet.

Complete AVALON HILL GAMES are available wherever good games are sold. Please check with your favorite games store.

HOW TO ORDER: Using the enclosed postage-paid Order Envelope, list the specific item(s) and price(s) in the spaces provided. If you are ordering an entire game, ignore the costs of the parts. If you do not have an Order Envelope, a blank piece of paper will suffice. In each case, please add up your order for a total cost figure. (Please: no questions should be written on orders to be processed.) All orders are subject to final sale. No merchandise can be shipped on a C.O.D. basis, so you must pay in one of the following ways:

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- TOLL FREE PHONE:** The Avalon Hill Game Company will accept charges against the above four credit cards on a phone-in order. This call is **FREE.** Call: 1-800-638-9292, Operator #1. This **TOLL FREE** number is provided for your **credit card purchases only.*** We are sorry, but our operators cannot supply you with other information.
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HOW WE SHIP: We normally ship within 4-7 days of receipt of your order, however this will vary depending upon the time and season of the year. United Parcel Service (UPS) will be used whenever possible, so be sure someone is home to sign for your package, otherwise request your order by Parcel Post (PP). Third Class Mail is used on all packages less than one pound. APO, FPO, and P.O. Box Addresses will be sent by Parcel Post. If you should have a preference for one method of shipment, please state this on your order. Be sure to add proper postage charges shown on the Postage Chart to your payment (such charges are added automatically to credit card purchases).

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If you are moving in the period for which you expect delivery of this merchandise, please specify an alternate mailing address as we often have to make several delayed shipments when items are temporarily out of stock.

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POSTAGE COUPONS: Subscribers to The General and Heroes receive **FREE** in some issues a postage coupon good for \$1.00 toward the postage required with every mail order for game purchases only.

THE ELITE CLUB: The Elite Club Membership is available to you when you make a one time purchase of six (6) different AH games by mail order. When you receive your games you will also get a discount tab full of coupons. These discount coupons are worth 10% off the entire order of future games you buy from The Avalon Hill Game Company for the rest of your life. The Elite Club is an investment for a fun future of gaming.

QUESTIONS: Kindly send a self-addressed, stamped envelope when sending letters to us on game questions requiring a reply.

Prices subject to change without notice.



*A \$7.50 minimum applies to all credit card orders.

Fantasy & Role Playing Games



Powers & Perils

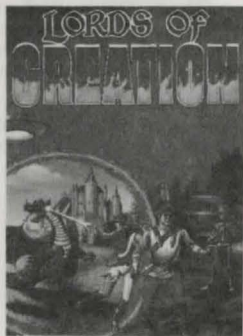
A challenging fantasy role-playing game that charts infinity for your gaming pleasure. For boundless worlds of fantasy adventure **Powers & Perils** is for you.

Powers & Perils	\$24.00
Five exciting books:	
Character Generation	\$5.00
Combat & Magic	5.00
Creature & Encounters	5.00
Humans & Treasures	5.00
County Mordara	5.00
Character Record Pad	3.00
One Six-Sided Die and Two Ten-Sided Die ...	1.50

New Supplements and Modules

NOTE: Ownership of POWERS AND PERILS is necessary to play modules & supplements

NEW Book of Tables	Tower of the Dead	Perilous Lands	NEW
Supplement #1	Module #1	Supplement #2	
Book of Tables	Tower of the Dead	Perilous Lands	
Book of Tables	Rule Book	Book 1 Culture Book	
Combat Screen	Referee Control Screen ...	Book 2 Site Book	
Encounter Screen		Book 3 Map Book	
Adventure Record Pad			



Lords of Creation

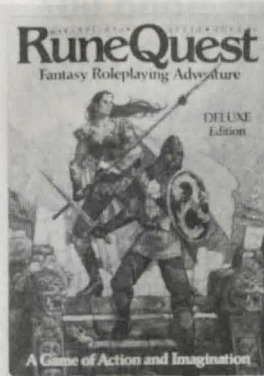
The unique role-playing game for all time. **Lords of Creation** can be played in any era: past, present and future. The simple, yet complete rulebook gets players into the game quickly. Perfect for beginning gamers.

Lords of Creation	\$12.00
Rulebook	6.00
Book of Foes	6.00
10- & 20-sided Dice	ea. 1.00

MODULES

NOTE: Ownership of LORDS OF CREATION is necessary to play modules

Horn of Roland	Yeti Sanction	NEW Omegakron
Module #1	Module #2	Module #3
Horn of Roland	Yeti Sanction	Omegakron
Roland Book	Gamemaster Screen	Rules 3
Adventure Handouts(5)	Adventure Handouts(2)	Adventure Handouts(2)
	Adventure Book	Character Pad



Monster Coliseum

Supplement #1	RQ(Gamemasters Bx)	RuneQuest (Players Bx)
Monster Coliseum	\$25.00	\$20.00
Coliseum Book	Includes:	Players Book
Monster Book	Creatures Book	Magic Book
Character Pad	Intro. to Glorantha	Players Notes Books(2) ...
Coliseum Floor Map	Game Aids Book	8, 20-sided Diceea.
	Mapsheets	

RuneQuest

Recipient of *Omni Magazine's* Top 10 Games of the Year Award!

The new edition! The designers of *RuneQuest* have put together their years of experience to bring you the definitive edition of this popular fantasy role-playing game. Look for the Vikings! and Monster Coliseum supplements!

RuneQuest (Deluxe)	\$38.00
Players Book	6.00
Magic Book	6.00
Creatures Book	6.00
Gamemasters Book	6.00
Intro. to Glorantha	5.00
Mapsheet	8.00
Game Aids Book	4.00
Players Notes Books(2)	6.00
8, 20-sided Dice	ea. 1.00

HEROES

The Avalon Hill Game Company's Role-Playing Game Magazine

Complete your gaming library with a subscription to the only magazine dedicated to our role-playing games. Each 48-page issue contains articles and adventures to keep your campaign fresh and original. Get the latest news on the best from The Avalon Hill Game Co.

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2 Yr. Subscription Rate ..	\$18.00
All Subscriptions Post-Paid	
Sample Issue	\$ 3.00

Canada, Mexico and Overseas Customers use same notes as The General.



Enter the Victory Games World of James Bond 007 Role Playing In Her Majesty's Secret Service

**Winner of the H.G. Well's
Best Role Playing Game Award!**



ADVENTURE MODULES

YOU ONLY LIVE TWICE—An adventure for new agents based on the popular film. **Comps:** 56-page Gamesmaster Guide, M.I.6 Agent Dossier with 8 Mission Sheets, stand-up screen with maps and floorplans. **\$7.95**

LIVE AND LET DIE—A tournament level adventure of danger and excitement! **Comps:** 64-page Gamesmaster Guide, 8-page Map Booklet, M.I.6 Mission Sheets, stand-up screen with map. **\$8.95**

NEW!

GOLDFINGER II: THE MAN WITH THE MIDAS TOUCH—Not based on any book or movie—can be played as a stand alone adventure or as a sequel to the Goldfinger adventure. **COMPS:** 48-page Gamesmaster Guide, M.I.6 Agent Dossier with 8 Mission Sheets, stand-up screen with maps. **\$7.95**

THE MAN WITH THE GOLDEN GUN—Rescue the kidnapped scientist and his brilliant but deadly new invention from the forces of the KGB, Tarot, and the most dangerous assassin of all! **COMPS:** 48-page Gamesmaster Guide, M.I.6 Agent Dossier with 8 Mission Sheets, stand-up screen with maps. **\$7.95**

SUPPLEMENT—NEW!

THRILLING LOCATIONS "AN EXCURSION INTO THE WORLD OF LUXURY"—Expand your James Bond 007 role playing campaign with detailed descriptions of "Real Life" elegant restaurants, preeminent lodgings, and sumptuous travel accommodations around the world! The Thrilling Locations Supplement is a must for gamesmaster, player, or Bond fan! **\$9.95**

BASIC GAME

SUPPLEMENTS



BASIC SET—The complete *James Bond 007* Game players' package. **Comps:** Basic Game book, 12 Character Records, two 6-sided and two 10-sided dice. **\$12.95**

BASIC GAME BOOK—The Basic Game book includes all rules for the *James Bond 007* Game. An introductory adventure teaches players the rules while getting them right into the action. **\$9.95**

Q MANUAL SUPPLEMENT—With over 150 illos, this supplement includes weapons, vehicles and covert devices from the movie series, plus other items players can use on a mission **\$9.95**

GAMESMASTER PACK SUPPLEMENT—Adds secrecy and visual aids to the *James Bond 007* Game. **Comps:** 11" x 32" GM Screen, 23 action figures with bases, 40 Character Records, Map grid. **\$8.95**

NOTE: Ownership of BASIC GAME is required to play these modules and supplements

OTHER ADVENTURE MODULES

GOLDFINGER
Adventure based on the exciting original movie. **Comps:** 48-pg. Gamesmaster Guide, M.I.6 Agent Dossier with 8 Mission Sheets, and folder with maps. **\$7.95**

OCTOPUSSY
Film characters and locales. **Comps:** 48-pg. Gamesmaster Guide, M.I.6 Agent Dossier with 8 Mission Sheets, and folder featuring rogues gallery. **\$7.95**

DR. NO
The Dr. No adventure package contains an illustrated 48-pg. Gamesmaster Guide, M.I.6 Agent Dossier with 8 Mission Sheets and a stand up screen. **\$8.95**

FOR YOUR INFORMATION—This Gamemaster Supplement complete with 72 page Rules and Information Book, 12 M.I.6 Documentation Forms and non-player Character Cards **\$9.95**

New from Victory Games! James Bond 007 Action Episode Games

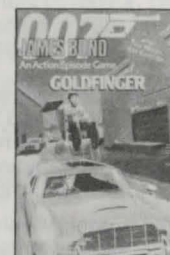
For Children 8 and Up



Based on the exciting movie series, the easy-to-play Action Episodes bring the World of James Bond 007 into your home. Chase villains on land, in the air, on the seas! The fun is just beginning with solitaire and two-player Action Episodes!

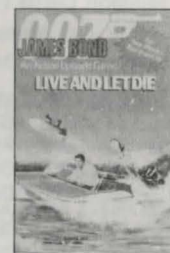
GOLDFINGER ACTION EPISODE

James Bond and his famous Aston Martin DBV in the most famous Bond car chase, in this 2-player game. Includes 11" x 16" four-color mounted mapboard, 5 die-cut figures with bases, 5 game cards, 2 six-sided dice, rules folder. **\$7.95**



LIVE & LET DIE ACTION EPISODE

A high-speed chase through Louisiana bayou with Bond racing for his life in this 2-player game. Includes 11" x 16" four-color mounted mapboard, 5 die-cut figures with bases, 32 game cards, 2 six-sided dice, rules folder. **\$7.95**



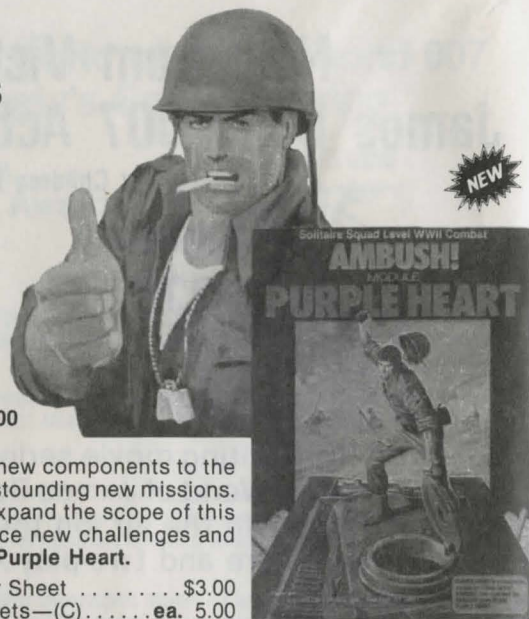
MAN WITH THE GOLDEN GUN ACTION EPISODE

Danger stalks Scaramanga's Funhouse as Bond seeks the remarkable Solex Agitator in this solitaire game. Includes four 4" x 5½" funhouse maze panels, 5 die-cut figures with bases, 50 game cards, 2 six-sided dice, rules folder. **\$7.95**

YOU ONLY LIVE TWICE ACTION EPISODE

"Little Nellie" and 007 team up in a death-defying fight through the skies in this game for 2 players. Includes 11" x 16" four-color mounted mapboard, 5 die-cut figures with bases, record pad, 2 six-sided dice, rules folder. **\$7.95**

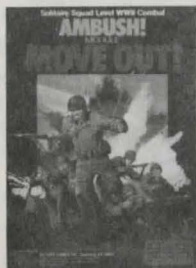
Award Winning Military Simulations From



AMBUSH Follow-On Module PURPLE HEART (5)\$22.00

This new **Ambush** follow-on module adds new components to the original game components to produce six astounding new missions. **Three New Maps** and **108 New Counters** expand the scope of this award-winning solitaire system to introduce new challenges and dangers. You must own **Ambush** to play **Purple Heart**.

Para./Miss. Bklt.\$5.00 Counter Sheet\$3.00
Character Cards (60) 4.00 Mapsheets—(C).....ea. 5.00
Mission Cards (13)..... 7.00 Mapsheets—(D&E) ...ea. 3.00



AMBUSH Follow-On Module

MOVE OUT! (5)\$12.00

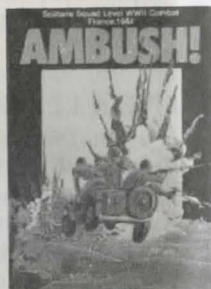
With four new missions, **Move Out!** takes you and your squad of battle-hardened veterans back to war-torn France, picking up the adventure where it left off in **Ambush**. You must own **Ambush** to play **Move Out!**

Paragraph/Mission Booklet .\$.400
Character Cards (60) 4.00
Mission Cards (11) 6.00

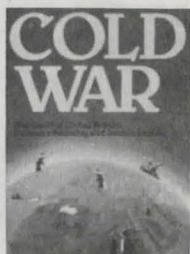
Ambush is Winner of the
Charles Roberts Best 20th Century Wargame Award!

AMBUSH (5)\$24.00
The unique solitaire game of small unit tactics during World War Two.
Mapsheets A & Bea. 5.00
Rules Booklet 5.00
Paragraph Booklet 4.00
Char./Veh. Cards (82) 4.00

Mission Cards (19)\$10.00
Cartridge View Sleeve 3.00
Player Aid Card 2.00
Squad Record Pad 2.50
Decimal Die 1.00
Counter Sheets 1 & 2...ea. 3.00



The Game of Global Politics, Influence Peddling and Double Dealing
A Multi-Player Game of International Intrigue!



COLD WAR (3)\$24.00

The great powers of North America, Western Europe, the Soviet Union and China vie for political and economic domination throughout the world, while trying—with all the means, fair and foul, at their disposal—to disrupt the expansion of their opponents. Diplomats, agents, and military forces abound in this tour de force of world-wide brinkmanship.

Mapsheet\$6.00 Event Cards (50)\$5.00
Rules Booklet 2.00 Action Cards (72) 5.00
Counter Sheet 3.00 Summary Sheets (4)..... 3.00

New Thrilling Wargames From Victory!



PAX BRITANNICA (4)\$24.00

The Colonial Era 1880 to the Great War Pax Britannica pits four to seven players against one another in a tense contest of national wills, as major powers vie on a worldwide stage for colonial control.

Mapsheets A&BEA.\$6.00 Administrative Record Sheet Pad....\$4.00
Rules Booklet 5.00 Reference Sheets (8)..... 4.00
Counter Sheets (1, 2 & 3).....EA. 3.00

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Modern Naval Combat in the Mediterranean—Over 600 counters, two maps and 14 different scenarios in this panoramic simulation of Naval Combat in the Mediterranean.

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Rules Booklet 5.00
Counter Sheets (1, 2)EA. 3.00

VIETNAM: 1965-1975 (9)\$20.00

A detailed multi-scenario simulation with particular emphasis on operations and political control.

Mapsheets A & BEA. 6.00
Rules Booklet 4.00
Counter Sheets #1, #2, #3EA. 3.00

CIVIL WAR (7)\$20.00

Winner of the 1983 Charles Roberts Best Pre-20th Century Wargame Award.

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Rules Booklet 4.00
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Mapsheets A & BEA. 6.00
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Rules Folder 5.00
Counter Sheets: #1 Arab, #2 Russian, USA/Marker
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Mapsheets AEA. 6.00
Rules Folder 4.00
Chart Card 2.00
Counter Sheets: #1 Allied
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Mapboard	\$8.00	Character Shields: (Spec. by Char.) .. ea.	\$1.00
Rules	3.00	Player Aid Pad	3.00
Leader Counters	3.00	Combat Wheel/Pin	1.50
Spice & Combat Counters	3.00	Spice/Treachery Cards Set	3.00

PLUS ..



NEW
**DUNE MODULE
SPICE HARVEST**—The first of the Dune game modules re-creating the conflicts for control of the life-preserving mineral.
\$10.00



Rules	\$2.00
Die Cut Spice Counters	3.00
Set of Share/Vote Cards	2.00
Set of Access/Harvest Cards	2.00
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**DUNE MODULE
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\$14.00



Mapboard 11" x 16"	\$6.00
Set of Duel Cards	2.00
Set of Treachery Cards	2.00
Die Cut Leader Counters	3.00

NOTE: Ownership of **Dune Basic Game** is required to play Adventure Modules

STELLAR CONQUEST—A science-fiction game of intergalactic conquest based on the 25th century **\$24.00**

Rules	\$4.00	Record Pad	\$3.00
Mapboard 22" x 24"	8.00	2-Sets Star Cards	2.00
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ALPHA OMEGA ④	14.00	Mapboard	8.00	Terran Counters	3.00
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				Set of 11	3.00
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Rules	4.00	Mapboard	4.00	Mapboard	6.00
Set of Playing Aid Cards	3.00	Rules	4.00	Rules	2.00
Event Cards	4.00	Counters	3.00	Counters	3.00
Record Pad	2.50	MAGIC REALM ⑨	16.00		
Counters	3.00	Boards: Specify Elf, Fabulous, Myriad, Witch	EA.	WIZARDS ⑥	20.00
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Mapboard	8.00	Major Counters	3.00	Rules	3.00
Rules	4.00	Minor Counters	3.00	Counters	3.00
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Counters A&B	EA.	Rules	3.00	WIZARD'S QUEST ②	16.00
Rules	4.00	Deck of Role Cards	4.00	Mapboard	8.00
Chit/Table Card	1.00	Set of Pawns	1.00	Rules 3rd Edition	2.00
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Mapboard	8.00	Mapboard	8.00	Petition Cards Set	3.00
Counters A,B,C,D	EA.	Rules	4.00		
Rules	4.00	Alien Counters	3.00		
FREEDOM IN THE GALAXY ④ ⑦ & ⑩	21.00				

Numbered circles represent complexity rating on a scale of 1 to 10: 10 being the most complex.

STRATEGY/WARGAMES NEW FROM THE AVALON HILL GAME COMPANY

BANZAI

The first of the **Up Front** game modules, expanding upon the 1983 Charles S. Roberts Award-winning system. Includes 12 SW Pacific scenarios ideal for solitaire play. Requires ownership of **UP FRONT**.

PRICE	PARTS
\$12.00	Counters: 3.00
	Rules: 4.00
	Infantry Cards Set (60): 5.00
	Armored Cards Set (20): 3.00



FIREPOWER

Man-to-Man combat involving modern day weaponry and its effects on military tactics and strategy.

\$22.00	PARTS
	Basic Rules: 4.00
	Scenario Manual: 3.00
	4 Sep. 8 x 22 Mapboards 1,2,3,4: 4.00 ea.
	Die Cut Counters: 3.00
	Playing Aids Card Sets (5): 3.00



HITLER'S WAR ④

Three games in one; examines WWII at several levels focusing on political and military decision-making.

\$16.00	PARTS
	Mapboard: 8.50
	Unit Counters—specify #1 or #2: 3.00 ea.
	Rules: 4.00
	Record Card—specify Allied, Axis, or Soviet: 1.00 ea.



Numbered circles represent complexity rating on a scale of 1 to 10: 10 being the most complex.

AFRIKA KORPS ②	14.00	Panormon	3.00	BLITZKRIEG ⑥ ⑦ thru ⑩	16.00
Mapboard	8.00	Malta	3.00	Mapboard	8.00
Counters	3.00	Rules	4.00	Red Troop Counters	3.00
Rules (3rd Edition)	4.00	Counters: Allied & Axis	EA.	Blue Troop Counters	3.00
TRC	1.00	Player Aid Charts	1.50	Rules	4.00
Situation Card	1.00			Attrition Table Card	1.00
CRT	1.00			O/A Card Set	2.00
				Time Record Card	1.00
AIR FORCE ⑥	16.00	B-17 (Queen of the Sky) ③	16.00		
Mapboard	8.00	Mapboard (11 x 16)	8.00	BULL RUN ④	16.00
Rules	4.00	Rules	4.00	Mapboard (4-section)	8.00
Airplane Data Card Set	6.00	Counters	3.00	Rules	4.00
Counters	3.00	Airplane Cards	6.00	Counters	3.00
Log Pad	2.50	Mission Pad	2.50	Confederate Set-up Card	1.00
		Charts & Tables Pad	2.50	Union Set-up Card	1.00
				Player Aid Card	1.00
ALEXANDER ⑤	14.00	BATTLE OF ITALY ④	6.00	CAESAR ALESIA ④	14.00
Mapboard	8.00	Mapboard	EA.	Mapboard	8.00
Rules	3.00	Rules	3.00	Rules	4.00
CRT	1.00	Counters	3.00	Roman Troop Counters	3.00
Counters	3.00	Charts & Tables Cards	3.00	Gallio Troop Counters	3.00
				CRT	1.00
ANZIO ④ ⑦ thru ⑩	14.00	BATTLE OF THE BULGE ④ '81 Ed.	16.00	Offboard Movement Chart	1.00
Mapboard	8.00	Mapboard (2nd Edition)	8.00		
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VIEW FROM THE TRENCH

Reprint from Vol. 21, No. 5 The GENERAL

By Jon Mishcon

Now that you've heard a biased viewpoint on the impending release of ASL (namely, Don's in this issue's AH Philosophy), here's one that isn't. Few people have played more SQUAD LEADER—in all its forms—than Jon Mishcon, who has been active in the "blind playtesting" of the game system since its inception. And he's proved, in these pages, to be a living "Gamer's Guide" to the system. This is what he thinks.

Don has asked that I write down my feelings about ADVANCED SQUAD LEADER as "something of an outsider". I say "something" because Joe Suchar and I have been involved with the ASL development pretty much since its first word was set to paper BUT (and this is a big "but") we are not employees of The Avalon Hill Game Company. We're gamers. Just that and only that. We read the rules, plunk down those pieces of cardboard, and roll the dice just like you do. The only reason we are on the playtest team is to give Don grief over scenarios and rules we won't enjoy playing. I write this on the last day of January 1985 after having reviewed the latest—and hopefully last—complete rewrite. So allow me to anticipate your ASL questions:

Is it perfect? No, but it's good.

After all these years, why isn't it perfect? Every SL player has his own idea of perfection. Playability versus realism issues. "Little" rules that reflect this or that nuance. The task of resolving the conflicting views of a bunch of strong-minded playtesters would have given even Job ulcers. One player's favorite rule is another's curse. The present mix must be considered a reasonable compromise for players of all persuasions.

OK, let's have the bad news. First, it is a new game. Closely akin to SL but NOT the same. All your old reflexes will need to be reviewed and re-evaluated; some of those old patterns will earn you a whole new crop of KIAs. Second, we feel that even after you get comfortable with the system, most scenarios will take between 10% and 50% longer to play (depending on the infantry/armor mix). Third, this version still has a greater "realism" flavor than playability. Make no mistake, the playability has been increased (see below) but there are still a number of those "little rules" that seem to have impact only in very special situations. (of course, you have to understand that we speak as very strong advocates of playability over realism.) Fourth, the scenarios are nothing to write home about; they seem designed to allow "introduction" to the system rather than demonstrate its strengths.

Strengths? Sounds like I'm better off with GI? Listen, it's loaded with strong features. A strong systems approach to rules has been made in ASL. Learn a concept and it applies, with varying DRM, in all similar situations. This makes the game easier to learn and play. The rules make more sense. Most of the old "funny" rules that allowed "cute" tricks have been deleted. Mostly, I guess, it's a distillation of the best of SL.

What is it like to play? Set-up has to be done for both players before game onset. No sniper or scout pieces (although searching and sniper fire are still present). Prep Fire is pretty close to that of GI with the notable exceptions that artillery fire isn't called until the Fire Phase and that most weapons now have a rate of fire (Roll less than or equal to that ROF and you get another shot; e.g., HMG—ROF 3). Movement is very close to the system of GI, but you'll have to spend one MF to start or stop an AFV. The biggest change is that ALL defensive fire is handled in one manner, very similar to the way you've

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that artillery fire isn't called
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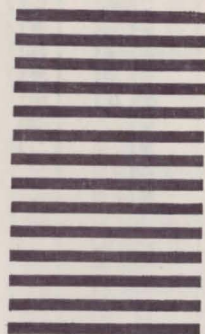
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always fired upon vehicles. A good compromise has been reached to prevent flooding an infantry position while still allowing you to "draw" fire. MGs still have lanes of fire but now they can, if you're lucky, sweep back and forth. The Advancing Fire Phase is also integrated into movement with vehicles (only) allowed to move, stop, shoot, restart, and move again. The Rout Phase's biggest changes are the "Low Crawl" (allowing a one-hex rout away in the open) and the prohibition of routing adjacent to enemy units. More huge changes to the Advance Phase are evident. Close Combat now prevents the use of LMGs or leadership DRMs when the leader is alone in a hex, but each SMC always has a CC strength of one.

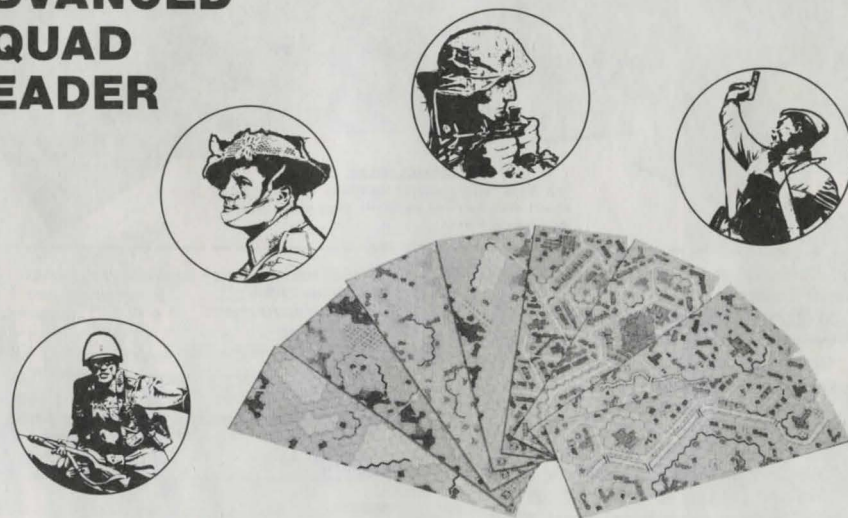
In short, there's a lot less fooling around in the rules. Most importantly, the vast majority of the rules really will tend to benefit the player who thinks as did his historical counterpart. (Sigh, an end to our torching most of the map-board.) Otherwise, it is pretty close to *GI*.

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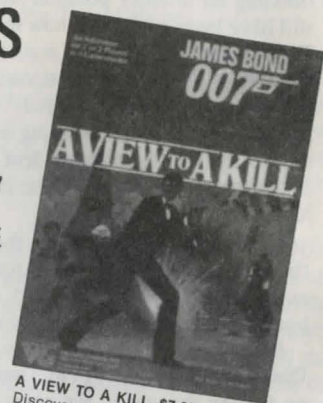
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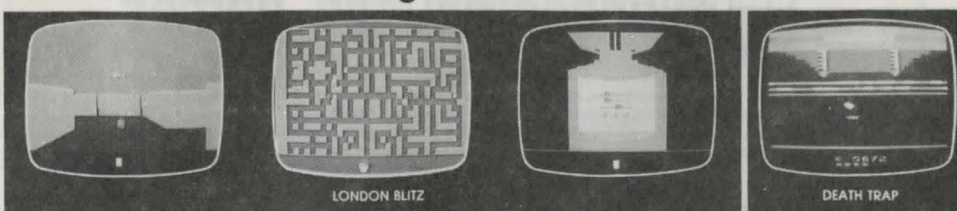
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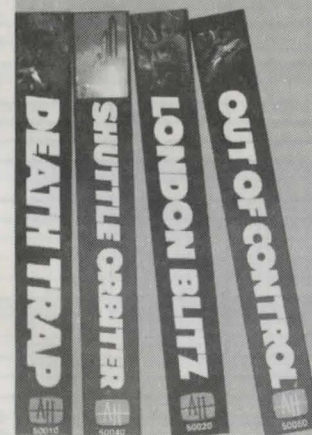
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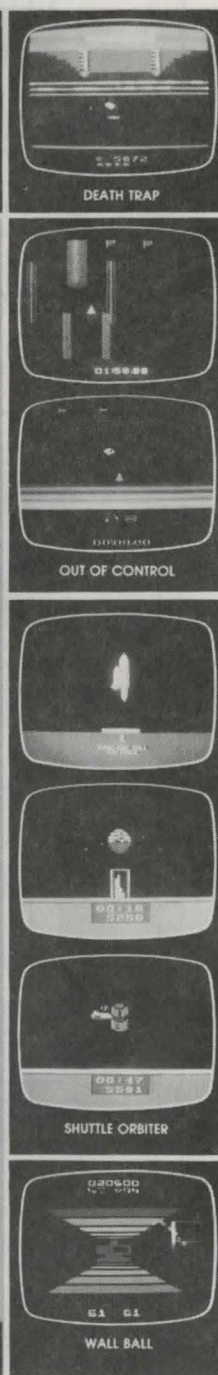
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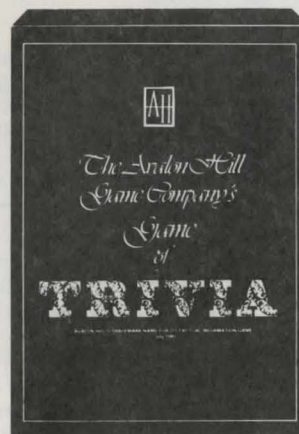
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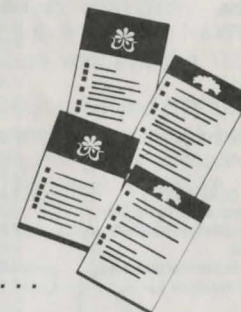
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HEROES

The Avalon Hill Game Company's Role-Playing Magazine

SEE PAGE 5 FOR MORE DETAILS

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This is our complete list of available discontinued games and parts. Please note, there are no boxes available except where we offer complete games. Many of these parts are in very short supply, and so orders will be filled on a first come, first served basis.

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