

Games and Parts Price List

Effective
February 15, 1986



**THE AVALON HILL
GAME COMPANY**



microcomputer games DIVISION
The Avalon Hill Game Company

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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.

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:

- CREDIT CARD:** give us your credit card number, expiration date, and name of the cardholder, for **AMERICAN EXPRESS, MASTERCARD, VISA, or CHOICE.** No other credit cards are accepted. The order envelope provides spaces for you to write in this information.*
- TOLL FREE PHONE: Normal Operating Hours: M-F 8:00 AM-5:00 PM; Sat. 9:00 AM-12:00 PM (EST).** 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. A \$7.50 minimum for phone orders.
- CHECK OR MONEY ORDER:** USA residents: please send us a check or money order for the total amount plus 10% postage. For example, if your total order comes to \$6.25, your postage would be \$.63, so your payment would be \$6.88 total. See postage charges printed elsewhere on this form for foreign postage costs. Do not send cash money; we cannot be responsible for loss of cash in transit. Please retain your canceled check or money order stub until your order has been received.

FILL OUT ORDER ENVELOPE: Be sure to include your name and shipping address, including apartment number and zip code in all appropriate places. Use an indelible ball-point pen.

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 PO. 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).

IN A RUSH? We can cut the red tape and handle your credit card purchase on a **SPECIAL** basis, with minimal delay. This **IN HOUSE** service will cost \$1.00 extra and guarantees that your order will be given priority. Simply ask for our **"SPECIAL SERVICE"**. For an even faster service, we can send by **AIR MAIL.** These additional charges will be added to your charge slip. Ask for **"SPECIAL AIR MAIL SERVICE"**.

THE AVALON HILL GAME COMPANY'S LARGE FULL COLOR CATALOG featuring Strategy Wargames, Science Fiction and Fantasy Games, Sports Games, Leisure Time Games, Microcomputer Games and more. **\$1.00**

CHANGING YOUR ADDRESS?

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.

WE WILL PHOTOSTAT OUT OF PRINT PARTS AND MAGAZINE ARTICLES: Specify item(s) on separate sheet or order envelope, include \$1.00 per page — \$5.00 minimum per photostatic order. Postage rates apply. "The Avalon Hill General and Company Index" will assist you in finding out what has been available in the past.

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: Members earn 10% discount **FOR LIFE** on mail order purchases of any of The Avalon Hill Game Company's, Victory Games or Microcomputer Games products. Includes games, play-by-mail equipment, magazines, parts ... you get a 10% discount on everything we sell!

YOU BECOME A MEMBER BY making a one-time \$90 minimum purchase by mail. (Store purchases do not qualify.) Be sure to enclose a check or money-order plus 10% to cover postage (or postage coupons you get as a subscriber to THE GENERAL). We are not responsible for cash lost in transit.

WHAT YOU GET: when you receive your \$90 order, you will receive an **ELITE CLUB** Coupon Ticket which allows you, for life, to make an annual one-time purchase of as many products as desired by mail. This Coupon Ticket gives you 10% off on the cost of the entire purchase. (*Elite Club discount purchases are good only on mail order purchases.*)

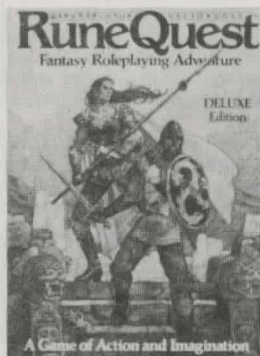
BECOME AN ELITE CLUB MEMBER TODAY—REAP THE DISCOUNT FOR A LIFETIME.

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.

Role Playing Games



RuneQuest

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.

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	6.00
8, 20-sided Dice	ea. 1.00

Supplement #1	
Monster Coliseum	\$16.00
Coliseum Book	3.00
Monster Book	3.00
Character Pad	3.00
Coliseum Floor Map	3.00
Rangestick	2.00
Track Sections (2)	2.00
Game Aid Book	3.00

RQ (Gamemasters Bx)	\$25.00
Includes:	
Creatures Book	6.00
Intro. to Glorantha	5.00
Game Aids Book	4.00
Mapsheet	8.00

RuneQuest (Players Bx)	\$20.00
Players Book	6.00
Magic Book	6.00
Players Notes Books	6.00
8, 20-sided Dice	ea. 1.00

RuneQuest Poster (19" x 29") . . . \$6.00

New Supplements and Modules

VIKINGS	\$21.00
Players Book	6.00
Gamemasters Book	6.00
Scenario Book	6.00
Digest Book	6.00
Adventure Sheets Book	4.00
Players Mapsheet	3.00

GODS OF GLORANTHA	\$18.00
Cults Book	6.00
Prosopaedia Book	6.00
Read Me First/What the	
Priests Say Book	6.00
Calendar	4.00

Human Adventure Supplement (Module #2)	\$10.00
Non-Human Adventurer Supplement (Module #3)	\$10.00

GRIFFIN ISLAND—Yet another in the growing series of *RuneQuest* modules—perfect for the beginning gamemaster.

GRIFFIN ISLAND	\$16.00
Players Book	6.00
Gamemasters Book	4.00
Scenario Book	6.00
22 x 34 Mapsheet	8.00



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

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

Book of Tables

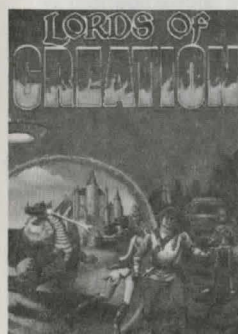
Supplement #1	
Book of Tables	\$10.00
Book of Tables	5.00
Combat Screen	3.00
Magic Screen	3.00
Encounter Screen	3.00
Adventure Record Pad	3.00

Tower of the Dead

Module #1	
Tower of the Dead	\$10.00
Rule Book	7.00
Referee Control Screen	3.00

Perilous Lands

Supplement #2	
Perilous Lands	\$20.00
Book 1 Culture Book	7.00
Book 2 Site Book	5.00
Book 3 Map Book	8.00



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

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

Horn of Roland

Module #1	
Horn of Roland	\$8.00
Roland Book	6.00
Adventure Handouts(5)	3.00

Yeti Sanction

Module #2	
Yeti Sanction	\$8.00
Gamemaster Screen	4.00
Adventure Handouts(2)	1.00
Adventure Book	5.00

Omegakron

Module #3	
Omegakron	\$8.00
Rules 3	5.00
Adventure Handouts(2)	2.00
Character Pad	3.00

HEROES

The Avalon Hill Game Company's Role-Playing Game Magazine
See Page 26 for Details

New Victory Games for James Bond 007 Role-Playing



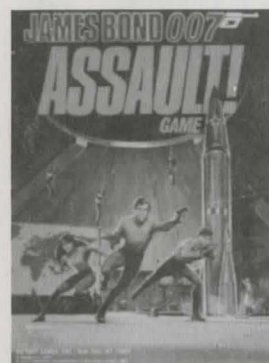
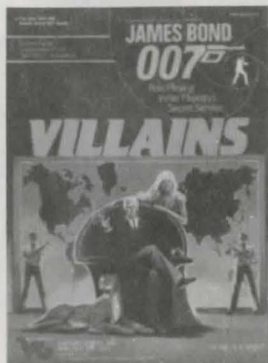
VILLAINS

\$15.95

Gamesmaster Supplement

Are You and Your Players Ready to Challenge Some of the Deadliest Foes Ever to Threaten the World of James Bond 007?

Energize your James Bond Campaign with seven new and original Major Villains and Bond's long-time nemesis, SMERSH. Each Major Villain presents a new challenge for your players as they try to thwart his plans. Test the intelligence and survival instincts of your players to the maximum against SMERSH, with its fierce motto, "Death to Spies!" **Package Includes:** illustrated 72-page booklet detailing the seven new Major Villains, Fortress descriptions, and detailed floorplans, 10 M.I.6 Dossier Sheets, 32-page SMERSH booklet including a SMERSH adventure.



BOND ASSAULT

\$14.95

Board Game for use alone or with the James Bond 007 Role Playing game. **A Complete Assault System for James Bond 007 Role Players and for Simulations Gamers as Well!**

At last, a revolutionary game system design that allows you to play out the most involved assaults! Using the famous assault on the rocket base in *You Only Live Twice*, **Bond Assault** uses individual playing pieces, a grid map, and an easy to understand set of rules to provide an exciting game of commando combat. Bond, Tiger Tanaka, and Kissy Suzuki, together with their intrepid Ninja band, must descend the perilous "volcano" and prevent the rocket launching. **Includes:** Rules Booklet, one 22" x 32" Mapsheet, 176 individual Playing Pieces (plus special pieces), one Range Stick, two Decimal Dice, Counter Storage Tray.

YOU ONLY LIVE TWICE II BACK OF BEYOND

\$7.95

Adventure Module

Past Horrors, Present Death ... in a Totally Original Adventure Module Never Before Seen in Book or Movie!

Q lab security has been breached! A file containing chemical warfare secrets from Nazi Germany is missing, stolen by one of the most trusted and loyal Q Branch technicians. You must find and plug the security breach, and retrieve the missing file. Your search will take you from the cold death of a wintry London to the merciless desolation of the Australian Outback. Can you come from **Back of Beyond**? **Includes:** illustrated 32-page Gamesmaster's Guide, Agent's Briefing Dossier with 6 Mission Sheets, Stand-Up Screen illustrating Major Villain's fortress.



JAMES BOND 007

Action Episode Games \$7.95 each

Live and Let Die • You Only Live Twice
Man With The Golden Gun • Goldfinger

FOR PLAYERS 8 AND UP

More Role Playing in Her Majesty's Secret Service



James Bond 007 Role Playing Game

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

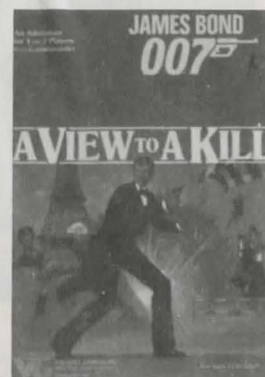
BASIC GAME BOOK \$9.95

FOR YOUR INFORMATION \$9.95

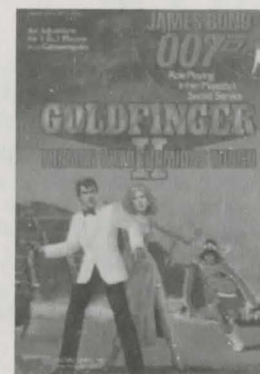
Gamesmaster Supplement

GAMESMASTER PACK \$8.95

Gamesmaster Supplement



A VIEW TO A KILL
Discover clues that point to a madman's lust for power in the adventure based on the newest Bond film. \$7.95



GOLDFINGER II: THE MAN WITH THE MIDAS TOUCH
Has Goldfinger returned or is someone mimicking his lethal methods? \$7.95



Q MANUAL \$9.95
Fully Illustrated guide of '00' agents equipment

OCTOPUSSY \$7.95
Adventure Module

DR. NO \$8.95
Adventure Module

YOU ONLY LIVE TWICE \$7.95
Adventure Module
Where is the Missing Space Lab and its Cargo of Death? Find out in this adventure for Rookie Rank Characters!

THE MAN WITH THE GOLDEN GUN \$7.95
Adventure Module
Can you rescue the kidnapped scientist and his deadly invention from the forces of the KGB, TAROT, and the ultimate assassin?

GOLDFINGER \$7.95
Adventure Module
Is Someone Tampering with the World's Gold Supply?

LIVE AND LET DIE \$8.95
Adventure Module
Is Death in the Cards for More M.I.6 Agents? Find out in this Tournament Level Adventure!

THRILLING LOCATIONS \$9.95
Gamesmaster Supplement
Enter the sophisticated world of James Bond!

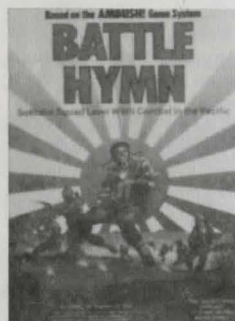


Military Simulations

Aegean Strike ⑨ \$20.00

Based on the acclaimed integrated system pioneered in *Gulf Strike*, this intense simulation treats with extraordinary detail the tumultuous military and political arena of the Aegean Sea. Includes a special bonus link-up scenario with *Gulf Strike*!

Rules	\$5.00
Mapsheet	6.00
Counter Sheets (#1, #2)	ea. 3.00
Gulf Strike Counter Sheet (#4)	ea. 3.00
Air Base Display (#1, #2, #3)	ea. 2.00



Battle Hymn ⑤ \$30.00

Based on the award-winning *Ambush!* programmed paragraph system, *Battle Hymn* takes you on a solitaire adventure into the thick of World War II Pacific theater combat. *Ownership of Ambush! not required.*

Rules	\$5.00	Mission Cards (17)	\$10.00
Paragraph Booklet	4.00	View Screen	3.00
Counters 1&2	ea. 3.00	Squad Record Pad	5.00
Mapsheets A,B,C	ea. 5.00	Player Aid Card	2.00
Char./Vehic. Crds (90)	5.00		

The Korean War ⑤ \$24.00

Was the Korean War the first war ever lost by the United States? Or was the struggle the first US triumph over Communism? History's verdict has not yet been reached, but you can decide for yourself with this comprehensive operational level game.

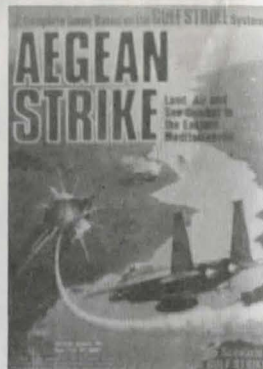
Rules	\$5.00	Counters (2)	ea. 3.00
Mapsheets A&B	ea. 6.00	Player Aid Card	2.00

Pacific War ⑤ - ⑨ (depending on scenario played) \$45.00

The Struggle Against Japan: 1941-1945

Over 20 Scenarios! A 44" x 32" equal-area projection map of the Pacific; more than 2300 playing pieces; rules and scenario booklets; and numerous full-color displays!

Map A	\$6.00	Allied Combat Screen	\$5.00
Map B	6.00	Japanese Combat Screen	6.00
Counter Sheets	ea. 3.00	Replacement Record Pad	5.00
#1 Hit Markers, #2 Airfields, #3 Force Markers, #4 Allied Naval/Air, #5 Allied Air #6 Allied Air/Ground, #7 Japanese Naval/Air, #8 Japanese Air/Ground, #9 Japanese Ground/Misc. Markers		Allied Display	4.00
Force Displays (8 sheets)	4.00	Japanese Display	6.00
		Operations Display	4.00
		Rules Booklet	5.00
		Scenario Booklet	5.00



Other Military Simulations from Victory

AMBUSH ⑤	\$24.00
<i>The unique solitaire game of small unit tactics during World War Two.</i>	
Mapsheets A & B	EA. 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

AMBUSH Follow-On Module	
MOVE OUT ⑤	\$12.00
<i>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!</i>	
Paragraph/Mission Booklet	4.00
Character Cards (60)	4.00
Mission Cards (11)	6.00

AMBUSH Follow-On Module	
PURPLE HEART ⑤	\$22.00
<i>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.</i>	
Paragraph/Mission Booklet	5.00
Character Cards (60)	4.00
Mission Cards (13)	7.00
Counter Sheet	3.00
Mapsheets C	EA. 5.00
Mapsheets D & E	EA. 3.00

CIVIL WAR ⑦	\$20.00
Mapsheets A & B	EA. 6.00
Rules Booklet	4.00
Chart Card	2.00
Counter Sheets: #1, #2	EA. 3.00

COLD WAR ③	\$18.00
Mapsheet	6.00
Rules Booklet	2.00
Counter Sheet	3.00
Event Cards (50)	5.00
Action Cards (72)	5.00
Summary Sheets (4)	3.00

GULF STRIKE ⑨	\$30.00
Mapsheets A & B	EA. 6.00
Mapsheets C & D	EA. 6.00
Rules Folder	5.00
Counter Sheets: #1 Arab, #2 Russian, #3 USA/Marker, #4 Misc. Markers	EA. 3.00
Tables/Charts Booklet	2.00
Special Die	1.00

HELL'S HIGHWAY ⑦	\$20.00
Mapsheets A	EA. 6.00
Rules Folder	4.00
Chart Card	2.00
Counter Sheets: #1 Allied #2 German/Misc.	EA. 3.00

MOSBY'S RAIDERS ⑤	\$18.00
<i>The first solitaire game on the Civil War, Mosby's Raiders takes you along on the daring raids of John Mosby and his band of Southern partisans against the Union Army in Northern Virginia.</i>	
Mapsheet	6.00
Rules Booklet	5.00
Counter Sheet	3.00
Plastic Stand50
Random Event Cards (60)	5.00
Action Cards (60)	5.00

1809: NAPOLEON'S DANUBE CAMPAIGN ⑦	\$18.00
<i>Mapsheets: Western, Central, Eastern (Includes Organization Displays) ..</i>	
Rules Booklet	4.00
Counter Sheet	3.00

NATO ⑤	\$15.00
Mapsheet	6.00
Rules Booklet	4.00
Display Cards (2)	3.00
Counter Sheets (2)	5.00

PANZER COMMAND ⑥	\$20.00
<i>A tactical level simulation of armored combat, recreating the battles that raged across the steppes of the Soviet Union during the middle years of World War II.</i>	
Mapsheet	6.00
Rules Booklet	5.00
Counter Sheets (1, 2)	EA. 3.00

PAX BRITANNICA ④	\$24.00
Mapsheets A&B	EA. 6.00
Rules Booklet	5.00
Counter Sheets #1,#2,#3	EA. 3.00
Administrative Record Sheet Pad	4.00
Reference Sheets (8)	4.00

SIXTH FLEET ⑤	\$30.00
<i>Over 600 counters, two maps and 14 different scenarios in this panoramic simulation of Naval Combat in the Mediterranean.</i>	
Mapsheets A&B	EA. 6.00
Rules Booklet	5.00
Counter Sheets (1, 2 & 3)	EA. 3.00
Roster Pads (2)	5.00
Player-Aid Cards (3)	5.00

VIETNAM: 1965-1975 ⑨	\$20.00
Mapsheets A & B	EA. 6.00
Rules Booklet	4.00
Counter Sheets #1, #2, #3	EA. 3.00

FANTASY AND SCIENCE FICTION GAMES

DARK EMPEROR ⑥ \$19

A fantasy wargame encompassing diplomatic, magical and military factors. As a great Necromancer, you enlist mighty heroes and heroines to defeat the forces of evil. Includes full-color mounted mapboard, 16-page rulebook and playing aids for play by two people, ages 12 and up.

22"x32" Die Cut Mapboard	\$10.00
Unit Counters	3.00
Rules Manual	4.00



STELLAR CONQUEST ⑤ A science-fiction game of intergalactic conquest based on the 25th century\$24.00

Rules	\$4.00	Record Pad	\$3.00
Mapboard 22"x24"	8.00	2-Sets Star Cards	2.00
#1 Die Cut Counters	3.00	4 Task Force Cards	2.00
#2 Die Cut Counters	3.00		

ALPHA OMEGA ④	14.00	ELRIC ③	16.00	Die Cut Spice Counters	3.00
Mapboard	8.00	Mapboard	8.00	Set of Share/Vote Cards	2.00
Rules 2nd Edition	4.00	Counters A,B,C,D	EA.	Set of Access/Harvest Cards	2.00
Counters:		Rules	4.00	Sets of Planet Cards	2.00
Identification	3.00				
Ship	3.00	FREEDOM IN THE GALAXY ④ ⑦ & ⑩	20.00	STARSHIP TROOPERS ⑤	16.00
Log Pad	3.00	Mapboard	8.00	Mapboard	8.00
Game Tables Card	1.00	Rules	3.00	Rules	4.00
		Counters:		Alien Counters	3.00
		Section No. 1	3.00	Terran Counters	3.00
		Section No. 2	3.00	Map/Roster Pad	2.50
		Galactic Guide	3.00	CRT	1.00
		Set of Player Cards	7.50	TITAN ④	16.00
		Charts & Tables Card	2.00	Mapboard	8.00
		Track Record Card	2.50	Rules	3.00
				Counters (8)	EA.
DOWN WITH THE KING ⑤	11.00			Hit Marker Counters	3.00
Rules	4.00	THE LEGEND OF ROBIN HOOD ④	8.00	Battlelands Displays:	
Set of Playing Aid Cards	3.00	Mapboard	4.00	Set of 11	3.00
Event Cards	4.00	Rules	4.00		
Record Pad	2.50	Counters	3.00	UFO ①	6.00
Counters	3.00			Mapboard	6.00
		MAGIC REALM ⑨	16.00	Rules	2.00
DRAGONHUNT ③	16.00	Boards: Specify Ell, Fabulous,	EA.	Counters	3.00
Mapboard	8.00	Myriad, Witch	EA.		
Rules	4.00	Rules	4.00	WIZARDS ⑥	20.00
Player Counter Sheet	3.00	Major Counters	3.00	Mapboard	8.00
Miscellaneous Counter Sheet	3.00	Minor Counters	3.00	Rules	3.00
Set of Playing Cards	3.00	Treasure Spell Cards	2.00	Counters	3.00
		Personal History Pad	3.00	Hex Territory Tiles	3.50
DRAGON PASS ⑥	16.00	Treasure Set-Up Card	1.00	Task, Wizard, Event &	
Mapboard	8.00	Character Cards Deck	2.50	Gem Cards Set	6.00
Counters A&B	EA.			Record Board Card	1.50
Rules	4.00	MYSTIC WOOD ②	11.00	Record Sheet Pad	3.00
Chit/Table Card	1.00	Set of Map Tiles	6.00	Plastic Character Bases Set (4)	1.00
		Rules	3.00	WIZARD'S QUEST ②	16.00
DUNE ③	16.00	Deck of Role Cards	4.00	Mapboard	8.00
Mapboard	8.00	Set of Pawns	1.00	Rules 3rd Edition	2.00
Rules	3.00			Counters	3.00
Leader Counters	3.00	SPICE HARVEST (Dune Module) ③	10.00	Petition Cards Set	3.00
Combat Wheel w/Pin	1.50	Rules	2.00		
Spice & Combat Counters	3.00				
Character Shields					
(Spec. by Char.)	EA.				
THE DUEL (Dune Module) ③	14.00				
Mapboard 11"x16"	6.00				
Set of Duel Cards	2.00				
Set of Treachery Cards	2.00				
Die Cut Leader Counters	3.00				

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

AH STRATEGY/WARGAMES

Advanced Squad Leader!

Advance to the Ultimate in Realism

Not a full game, but a complete set of rules tying together the entire SQUAD LEADER system, including the modules CROSS OF IRON, CRESCENDO OF DOOM and G.I. ANVIL OF VICTORY. Also required for play of new modules STREETS OF FIRE and BEYOND VALOR. Comes in a 3-ring binder with appropriate foldout charts and playing aids ... all packaged in a handsome full-color sleeve. **\$45**

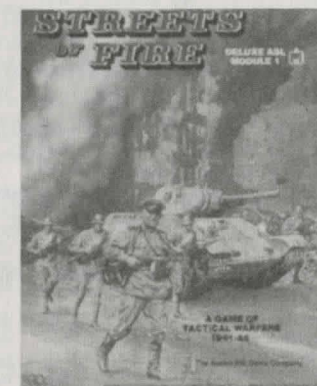
(parts not offered separately)

Advanced Squad Leader Poster . \$10.00

Also Module #1 of Deluxe ASL STREETS OF FIRE

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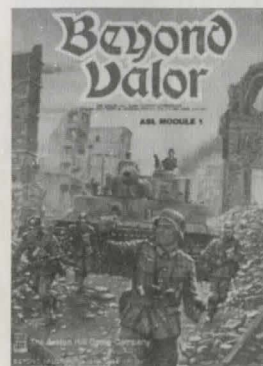
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Strategy/Wargames Continued

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Strategy/Wargames Continued

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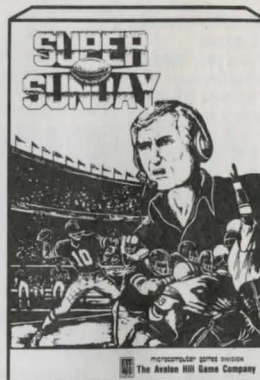
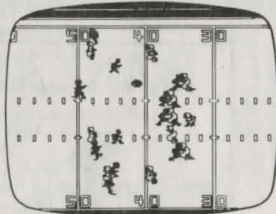


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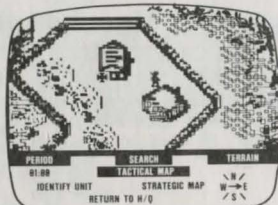
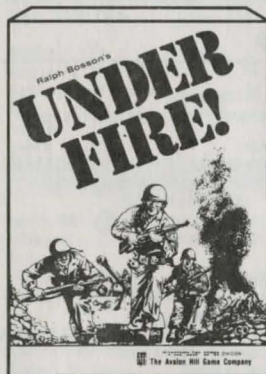


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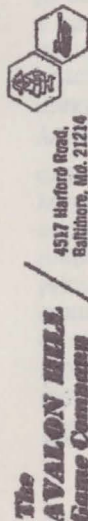
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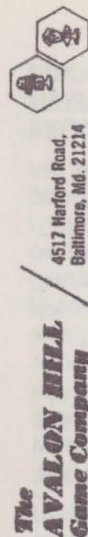
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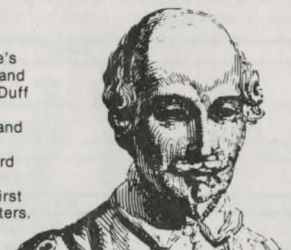
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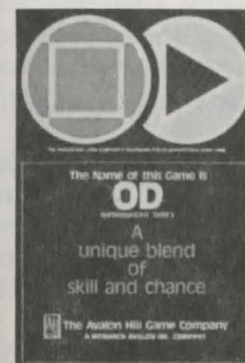
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