

BattleTech & MechWarrior

updated 9 March 2022

PLEASE READ BEFORE BUYING

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

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

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

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

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

Refund Policy

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

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

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

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

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

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

If you have any questions, please ask before buying.

General Condition Notes

All conditions may have an out-of-date price label (or label residue) attached to the plastic shrinkwrap, or to the game box, book, envelope or other game container.

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

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

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

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

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

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

Specific Condition Notes

Shrinkwrapped or Sealed

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

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

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

Mint

For everything except miniatures: doesn't appear to be used; no major problems; there may be some shelf wear, like scuffing or nicks, and light marks on the item but these do not affect use or readability; any countersheets are either unpunched or there may be a few counters that have fallen off (unused) but all counters are present; any cards are not separated into singles (if originally attached to each other).

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

Near Mint

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

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

Excellent

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

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

Very Good

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

Good

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

Fair

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

Poor

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

Abbreviations:

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

	1604	BattleTech (1984)	OOP	
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	1604	BattleTech, Second Edition (1985)	OOP	
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79.95	1604	BattleTech, Third Edition (1992) [box set] [Condition notes: the box is mint with some light scuffing and rub spots (mostly near the corners); the game components are mint and obviously unused; the rulebook is unmarked; only one of the 14 plastic Mechs was removed from the sprue and it is present; the maps are clean and not torn]	OOP	mint
69.95	1604	BattleTech, Fourth Edition (1996) [box set] [Condition notes: the box is mint with some light scuffing and rub spots (mostly near some of the corners); the game components are mint and obviously unused: the 48 stand-up Mechs are unpunched, the stands are still attached, all three soft-cover books are brand new, the maps are clean and the sheet of House emblems is intact]	OOP	mint
64.95	1604	BattleTech, Fourth Edition (1996) [box set] [Condition notes: the box is near mint with medium wear on one corner & some light scuffing and rub spots (mostly near some of the corners); the game components are mint and obviously unused: the 48 stand-up Mechs are unpunched, the stands are still attached, all three soft-cover books are brand new, the maps are clean and the sheet of House emblems is intact]	OOP	the game components are mint & the box is near mint
	1605	Tales of the Black Widow Company	OOP	
	1606	The Fox's Teeth: Exploits of McKinnon's Raiders	OOP	
	1610	BattleTech Map Set #1	OOP	
59.95	1611	BattleForce (1987) [box set] [Condition notes: the box has a few minor scuff marks; the rulebook is not marked and is in pristine, unused condition; the 64 plastic stands are not separated into single stands; the four large countersheets are unpunched; about 5 unit counters on one sheet have some separations but these can be easily repaired; the rulebook states that a counter tray is included but it does not - it actually has several ziplock bags to store the counters]	OOP	mint

	1612	The Succession Wars	OOP	
	1613	The Galtor Campaign	OOP	
	1614	Cranston Snord's Iregulars	OOP	
	1615	BattleTech Technical Blueprints	OOP	
	1616	Mercenary's Handbook	OOP	
49.95	1617	Gray Death Legion (1986)	OOP	excellent
	1618	BattleTech Map Set #2	OOP	
	1619	Jumpships and Dropships	OOP	
39.95	1620	House Kurita (1987) [Condition notes: this soft-cover book has been lightly used though there is a lot of wear, mostly on the spine, and a few light scratches; the inside pages are very clean; the map and planet guide are still attached to the inside of the book and the only mark that could be found inside the book is a thin, light blue line drawn on the map but you can still read the names under this line]	OOP	excellent
59.95	1621	House Steiner (1987) [Condition notes: this soft-cover book has a few very small rub spots on the spine; the spine does not have any cracks which usually indicates that the book has not been used; otherwise, the map and planet guide are still attached to the inside of the book]	OOP	mint
14.95	1621	House Steiner (1987) [Condition notes: this soft-cover book has been heavily used with wear on the cover and spine; name written on inside cover; several pages have separated from the binding but all of the pages are present; the map and planet guide are still attached to the inside of the book]	OOP	good
	1622	House Marik (1987)	OOP	

89.95	1623	House Davion (1988) [Condition notes: this soft-cover book is in mint condition; there are some minor rub spots on the cover edges; the spine does not have any cracks which usually indicates that the book has not been used; the map and planet guide are still attached to the inside of the book]	OOP	mint
	1624	House Liao	OOP	
	1625	Reinforcements 1	OOP	
	1626	BattleTech Manual: The Rules of Warfare	OOP	
	1627	Sorenson's Sabres	OOP	
54.95	1629	The Periphery (1988)	OOP	mint
19.95	1629	The Periphery (1988) [Condition notes: the cover has heavy wear and bends; there is a light pencil notation on the first page - could not find any other writing or marks on the inside; the inside pages are near mint to excellent]	OOP	good
	1630	The Star League	OOP	
74.95	1631	Wolf's Dragoons (1989)	OOP	near mint
	1632	Camo Specs	OOP	
	1633	PlasTech	OOP	
	1634	NAIS 4th SW Atlas Vol 1	OOP	
	1635	NAIS 4th SW Atlas Vol 2	OOP	
	1636	Reinforcements 2	OOP	
	1637	BattleTroops (1989)	OOP	
	1638	BattleTech Map Set #3	OOP	
	1639	20 Year Update	OOP	
24.95	1640	The BattleTech Compendium (1990)	OOP	mint
	1642	Wolf Clan	OOP	
	1643	Rhonda's Irregulars	OOP	
24.95	1644	Jade Falcon (1992)	OOP	mint
47.95	1645	Invading Clans (1994)	OOP	mint

22.95	1647	Record Sheets - Vol 1 Light Mechs [Condition note: the front cover has a small dog-ear on one corner]	OOP	near mint
24.95	1648	Record Sheets - Vol 2 Medium Mechs	OOP	mint
	1649	Record Sheets - Vol 3 Heavy Mechs	OOP	
24.95	1650	Record Sheets - Vol 4 Assault Mechs	OOP	mint
	1651	Rolling Thunder	OOP	
	1652	The Kell Hounds	OOP	
	1653	Battle for Twycross	OOP	
44.95	1654	The Fourth Succession War Scenarios Vol. 1 (1989) [Condition notes: very light wear on spine]	OOP	mint
37.95	1655	Comstar (1982)	OOP	mint
	1657	More Tales of the Black Widow	OOP	
47.95	1659	Solaris: The Reaches (1983) [with 3 maps]	OOP	shrinkwrap
44.95	1659	Solaris: The Reaches (1983) [with 3 maps]	OOP	mint
	1660	Solaris VII: The Game World	OOP	
	1661	Omnimech TechPrints	OOP	
39.95	1662	Medium Omnimech TechPrints	OOP	shrinkwrap
97.95	1663	Map Set 4 (1995)	OOP	shrinkwrap
	1664	ClanTroops	OOP	
	1665	Objective Raids	OOP	
	1667	Record Sheets Volume Five: Vehicles	OOP	
	1668	Record Sheets Volume Six: 3055 Mechs	OOP	
29.95	1669	McCarron's Armored Cavalry (1992)	OOP	mint
	1670	Mercenary's Handbook 3055	OOP	
24.95	1673	Intelligence Operations Handbook (1993)	OOP	near mint
	1674	BattleMechs: Plastic Miniatures	OOP	
	1675	BattleMech Recognition Cards	OOP	
39.95	1677	Day of Heroes (1993)	OOP	mint
	1678	Luthien	OOP	

69.95	1679	Hot Spots (1993)	OOP	mint
	1680	BattleSpace	OOP	
39.95	1681	Explorer Corps (1996)	OOP	mint
74.95	1683	Map Set 5 (1998)	OOP	shrinkwrap
19.95	1684	The Fall of Terra (1996)	OOP	mint
	1685	Tukayyid	OOP	
29.95	1686	The Black Thorns (1994)	OOP	mint
44.95	1687	1st Somerset Strikers (1995)	OOP	mint
34.95	1688	Chaos March (1995)	OOP	mint
49.95	1689	The Falcon and the Wolf (1995)	OOP	mint
	1690	BattleTech Compendium: The Rules of Warfare [hardcover book]	OOP	
	1690L	BattleTech Compendium: The Rules of Warfare (limited edition) [hardcover]	OOP	
	1691	BattleTech Compendium: The Rules of Warfare [soft cover book]	OOP	
34.95	1692	The Periphery (1996)	OOP	mint
24.95	1692	The Periphery (1996) [Condition notes: light wear on cover and spine but the spine is not cracked; light pencil marks on page 3 - no other marks could be found]	OOP	near mint
19.95	1693	The Battle of Coventry (1996)	OOP	mint
24.95	1694	Record Sheets: 3055 & 3058 (1996)	OOP	mint
39.95	1695	Record Sheets: 3025 & 3026 (1996)	OOP	mint
24.95	1696	Record Sheets: 3050 (1996)	OOP	mint
39.95	1697	First Strike (1996)	OOP	mint
24.95	1698	Field Manual: Draconis Combine (1996)	OOP	mint
39.95	1699	Field Manual: Free Worlds League (1997)	OOP	mint
19.95	1700	Maximum Tech (1999)	OOP	mint
24.95	1701	Field Manual: Mercenaries	OOP	mint
29.95	1702	Northwind Highlanders (1997)	OOP	mint
99.95	1703	BattleForce 2 (1997) [box set]	OOP	shrinkwrap

29.95	1704	The Dragon Roars (1998)	OOP	mint
29.95	1705	Battlepack: Fourth Succession War (1998)	OOP	shrinkwrap
84.95	1706	Field Manual: Crusader Clans (1998)	OOP	mint
24.95	1707	BattleTech Master Rules (1998)	OOP	mint
34.95	1708	Record Sheets: 3060 (1998)	OOP	mint
49.95	1709	The Clans: Warriors of Kerensky (1994)	OOP	mint
24.95	1710	Twilight of the Clans (1998)	OOP	mint
17.95	1711	Field Manual: Warden Clans (1998)	OOP	mint
14.95	1712	Shattered Sphere (1999)	OOP	mint
17.95	1713	Operation: Stiletto (1999)	OOP	mint
89.95	1714	Field Manual: ComStar (1999)	OOP	mint
34.95	1717	Field Manual: Capellan Confederation (2000)	OOP	mint
19.95	1718	AeroTech 2 (2000)	OOP	mint
49.95	1719	Field Manual: Federated Suns (2000)	OOP	mint
44.95	1720	Field Manual: Lyran Alliance (2000)	OOP	mint
19.95	1721	Operation: Flashpoint (2000)	OOP	mint
49.95	1723	Map Set 6 (2000)	OOP	shrinkwrap
29.95	1724	Inner Sphere (2000)	OOP	mint
39.95	1726	Field Manual: Periphery (2001)	OOP	mint
24.95	1728	Record Sheets: Upgrades (2000)	OOP	mint
49.95	8603	Technical Readout: 3025 (1996)	OOP	mint
	8604	The Spider and the Wolf	OOP	
44.95	8606	Technical Readout: 3026 (revised 1996 edition)	OOP	mint
49.95	8611	Shrapnel (1988)	OOP	mint
	8613	Technical Readout: 2750	OOP	
39.95	8614	Technical Readout: 3050 (1996)	OOP	mint
29.95	8619	Technical Readout: 3055 (1996 corrected 3rd printing)	OOP	mint
29.95	8620	Technical Readout: 3057 (1994 corrected 3rd printing)	OOP	mint

34.95	8621	Technical Readout: 3058	OOP	mint
24.95	8622	Technical Readout: 3060 (1998)	OOP	mint
MechWarrior RPG				
19.95	1607	MechWarrior (1986) [Condition notes: light wear and rub spots on cover, mainly on edges and spine; near mint inside; 144 pages with 16 in full color]	OOP	excellent cover; near mint inside
	1641	MechWarrior, 2nd Edition	OOP	
27.95	1646	Living Legends - Star League, 2nd edition (1995)	OOP	mint
	1656	Unbound	OOP	
14.95	1666	Bloodright 2nd edition (1992)	OOP	mint
44.95	1671	MechWarrior Companion 2nd edition (1995)	OOP	mint
	1672	Null Set 2nd edition	OOP	
22.95	1676	Royalty and Rogues 2nd edition (1994)	OOP	mint
9.95	1676	Royalty and Rogues 2nd edition (1994) [Condition notes: slight dogear bend on front cover; light wear on edges]	OOP	excellent
49.95	1715	MechWarrior, 3rd Edition (1999)	OOP	mint
59.95	1716	The Mechwarrior's Guide to Solaris VII 3rd edition (1999)	OOP	mint
24.95	1722	LosTech: The MechWarrior Equipment Guide 3rd edition (2000)	OOP	mint
34.95	1725	MechWarrior's Guide to the Clans for 3rd edition (2001)	OOP	mint
	10975	Classic BattleTech Companion 3rd edition	OOP	
	35008	A Guide to Covert Ops 3rd edition	OOP	
MechWarrior Personnel File by Shield Laminating				

7.95	SL8804	Marik (1988) [Condition note: a small tab has broken through the front cover which can be easily repaired]	OOP	shrinkwrap
BattleTech by Catalyst				
39.95	35004	Strategic Operations (2009) [hardcover book]	OOP	mint
34.95	35142	Hexpack: Mountains and Canyons	OOP	shrinkwrap
49.95	35230	Historical: Operation Klondike (2010)	OOP	mint
59.95	35304	Jihad Hot Spots: 3076 (2009)	OOP	mint
BattleTech by FanPro (WKGames)				
24.95	10970	Technical Readout: 3067 (2002, corrected 2nd printing)	OOP	mint
94.95	10972	Map Set 7 (2002)	OOP	shrinkwrap
24.95	35002	MapPack: Solaris VII (2004)	OOP	shrinkwrap
24.95	35014	Historical: War of 3039 (2004)	OOP	mint
24.95	35017	Combat Equipment (2005)	OOP	mint
49.95	35019	Handbook: House Marik (2005)	OOP	mint
39.95	35024	Handbook: House Davion (2007)	OOP	mint
49.95	35025	Mercenaries Supplemental II (2005)	OOP	mint
BattleTechnology				
[professional magazine published by Pacific Rim Publishing Company]				
	Issue	Cover Title		
	0101	[no subtitle] 1st issue	OOP	
	0102	[no subtitle]	OOP	
	0201	[no subtitle]	OOP	
	0202	[no subtitle]	OOP	

	0203	[no subtitle]	OOP	
	0204	WAR!	OOP	
	0205	Hanse Davion's New Mech?	OOP	
	8	Kurita Slays Steiner	OOP	
	9	War Over	OOP	
	10	Janos Marik Slain	OOP	
	11	Kurita Wins a War	OOP	
	12	Silence From the Periphery?	OOP	
	13	Mystery Attackers!	OOP	
	14	What Hit Us?	OOP	
	15	Princes in Peril!	OOP	
	16	Rasalhague Falls!	OOP	
	17	Who ARE They?	OOP	
14.95	18	In Trouble NOW!	OOP	mint
	19	TRUCE!	OOP	
	20	Up To Our Necks	OOP	
14.95	21	The Dragon Dies	OOP	mint
19.95	Special Edition	The Lost Issues (1992) [Condition notes: light rub marks on spine but no cracks; otherwise, it's mint]	OOP	mint
19.95	Special Edition	The Early Years (1995)	OOP	mint
Mech War Times / Future Wars				
[fanzine published by Herb Barents]				
[The first issue was Mech War Times. Starting with the second issue, the name was changed to Future Wars.]				
	Issue	Cover Title (publishing date)		
	1	Mech War Times	OOP	
	2	Future Wars	OOP	

	3		OOP	
	4		OOP	
	5		OOP	
	6		OOP	
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	36		OOP	
	37		OOP	
	38		OOP	
	39		OOP	
	40		OOP	
	41		OOP	
		Best of Future Wars #1	OOP	

Mech - The Magazine for Today's MechForce Warrior

[professional magazine published by MechForce North America fan club]

	Issue	Cover Title (publishing date)		
24.95	1	1st issue (1st Quarter, 1991)	OOP	mint
	2	"Summer 3052" (2nd Quarter 1991)	OOP	
	3	(3rd Quarter, 1991)	OOP	
	4	"Is this the End" (4th Quarter, 1991)	OOP	
	5	"Suiting Up for 1992" (1st Quarter, 1992)	OOP	
	6	"Summer 3055" (2nd Quarter, 1992)	OOP	
	7	"Fall 3055" (3rd Quarter, 1992)	OOP	
	8	"Winter 3055" (4th Quarter, 1992)	OOP	
	9	"Winter 3056" (1st Quarter, 1993)	OOP	
19.95	10	"Spring 3056" (2nd Quarter, 1993)	OOP	mint
	11	"Fall 3056" (3rd Quarter, 1993)	OOP	
	12	"Winter 3056" (4th Quarter, 1993)	OOP	
	13	"Spring 3057" (1st Quarter, 1994)	OOP	

	14	"Summer 3057" (2nd Quarter, 1994)	OOP	
		Special Issue	OOP	
		Special IssueRetro-Fit	OOP	
		MechForce Manual 1st edition	OOP	
		MechForce Manual 2nd edition	OOP	
		MechForce Manual 3rd edition	OOP	
The Mech Factory / The Tech Factory				
[fanzine published by Tech Factory]				
	Vol / Issue	Cover Title (publishing date)		
	1	The Mech Factory	OOP	
	2	The Mech Factory	OOP	
	3	The Mech Factory	OOP	
	4	The Tech Factory	OOP	
	5	The Tech Factory	OOP	
	6	The Tech Factory	OOP	
	7	The Tech Factory	OOP	
	8	The Tech Factory	OOP	
	9	The Tech Factory	OOP	
	10	The Tech Factory	OOP	
	11	The Tech Factory	OOP	
	11.1	The Tech Factory	OOP	
	12	The Tech Factory	OOP	
	13	The Tech Factory	OOP	
MechForce Quarterly (aka MechForce North America Quarterly)				
[professional magazine published by MechForce North America fan club]				

	Vol / Issue	Cover Title (publishing date)		
	1 / 1		OOP	
	1 / 2		OOP	
	1 / 3		OOP	
	1 / 4		OOP	
	2 / 1		OOP	
	2 / 2		OOP	
	2 / 3		OOP	
	2 / 4		OOP	
	3 / 1		OOP	
	3 / 2		OOP	
	3 / 3		OOP	
	3 / 4		OOP	
	4 / 1		OOP	
	4 / 2		OOP	
	4 / 3		OOP	
	4 / 4		OOP	
	5 / 1		OOP	
	5 / 2		OOP	
	5 / 3		OOP	
		MechForce Manual 1st edition	OOP	
		MechForce Manual 2nd edition	OOP	
BattleTech Collectible Card Game				
	WotC	BattleTech CCG (1996)	OOP	
	WotC	Counterstrike	OOP	
	WotC	Mercenaries	OOP	
	WotC	MechWarrior	OOP	

	WotC	Arsenal	OOP	
	WotC	Commander's Edition	OOP	
	WotC	Crusade	OOP	
BattleTech Posters				
[posters are folded, high-quality, high-gloss, full-color paper prints]				
[these posters are mint and never used - no tears and no tape]				
14.95	WotC	BattleTech TCG World Championship (1997) [22" x 28"]	OOP	mint
17.95	FASA	BattleTech - Now It's Our Turn 10th Anniversary (1991) [22" x 30"]	OOP	mint
17.95	FASA	BattleTech - Take Command! (1998) [22" x 34"]	OOP	mint
BattleTech Miniatures by Ral Partha				
[lead or pewter metal unless otherwise noted]				
Miniatures are in blister packs unless otherwise noted.				
The Ral Partha BattleTech miniatures in blister packs have the Atlas firing on the card unless it's marked "blue BC". The "blue BC" means that the card has a black header and a blue color lower section with side and front line drawings of an Atlas in white.				
57.95	10-101	Atlas (Museum Scale box)	OOP	shrinkwrap
	10-102	Zeus (Museum Scale box)	OOP	
64.95	10-103	Mad Cat (Museum Scale box)	OOP	shrinkwrap
	10-104	Vulture (Museum Scale box)	OOP	
	10-801	Recon Lance [box set]	OOP	
	10-802	Light Lance [box set]	OOP	
	10-803	Medium Lance [box set]	OOP	
	10-804	Fire Lance [box set]	OOP	
	10-805	Heavy Lance [box set]	OOP	

	10-806	Assault Lance [box set]	OOP	
64.95	10-807	Regimental Command Lance [box set]	OOP	shrinkwrap
	10-808	Pursuit Lance [box set]	OOP	
69.95	10-840	Light Omni Mechs [box set]	OOP	shrinkwrap
89.95	10-841	Medium Omni Mechs [box set]	OOP	shrinkwrap
	10-842	Heavy Omni Mechs [box set]	OOP	
	10-842P	Heavy Omni Mechs [box set]	OOP	
	10-843	Assault Omni Mechs [box set]	OOP	
	10-843P	Assault Omni Mechs [box set]	OOP	
49.95	10-844	MechWarrior 3 - Clan [box set]	OOP	shrinkwrap
49.95	10-845	MechWarrior 3 - InnerSphere [box set]	OOP	shrinkwrap
39.95	10-846	Mech Commander - Clan [box set]	OOP	shrinkwrap
44.95	10-847	Mech Commander - InnerSphere [box set]	OOP	shrinkwrap
	10-850	Kurita MG Assault Platoon	OOP	
	10-851	Steiner Laser Rifle Platoon	OOP	
	20-600	Vulture	OOP	
	20-601	Loki	OOP	
	20-602	Thor	OOP	
19.95	20-603	Madcat	OOP	BC, mint
17.95	20-604	Man O'War	OOP	blue BC, mint
	20-605	Blackjack	OOP	
	20-605	Masakari	OOP	
12.95	20-606	Gladiator	OOP	BC, mint
	20-607	Daishi	OOP	
	20-608	Dragonfly	OOP	
	20-609	Fenris	OOP	
	20-610	Blackhawk	OOP	
	20-611	Ryoken	OOP	
	20-612	Dasher	OOP	

	20-613	Koshi	OOP	
19.95	20-614	Uller	OOP	blue BC, mint
12.95	20-615	Puma	OOP	BC, mint
	20-616	Grand Titan	OOP	
	20-617	Tempest	OOP	
14.95	20-618	Hellfire	OOP	BC, mint
	20-618	Hitman	OOP	
	20-619	Thor Self Propelled Artillery	OOP	
	20-620	Gunslinger	OOP	
14.95	20-621	Wraith	OOP	BC, mint
	20-622	Nightsky	OOP	
17.95	20-623	SRM Carrier (2)	OOP	BC, mint
12.95	20-624	Galahad	OOP	BC, mint
	20-625	Huron Warrior	OOP	
	20-626	Phoenix Hawk IIC	OOP	
17.95	20-627	LRM Carrier (2)	OOP	BC, mint
19.95	20-628	Athena Combat Vehicle (2)	OOP	BC, mint
	20-628	Thunder	OOP	
	20-629	Phantom	OOP	
	20-629	Ti Ts'Ang	OOP	
	20-630	Pouncer	OOP	
	20-630	Yu Huang	OOP	
12.95	20-631	Marksman Self Propelled Artillery	OOP	BC, mint
17.95	20-632	Clan Predator	OOP	BC, mint
	20-632	Grim Reaper	OOP	
	20-633	Naga OmniMech	OOP	
12.00	20-634	Epona Pursuit Tank (2)	OOP	BC, mint
	20-634	Locust IIC	OOP	
	20-635	Puma 95 Ton Tank (2)	OOP	

12.95	20-636	Bishamon	OOP	BC, mint
17.95	20-636	Bushwacker	OOP	BC, mint
	20-637	Goshawk	OOP	
12.95	20-637	Mantis Vtol	OOP	BC, mint
	20-638	Rakshasa	OOP	
	20-639	Kanga AFV (2)	OOP	
	20-640	Blood Asp	OOP	
	20-640	Stealth	OOP	
	20-641	Cerberus	OOP	
	20-641	Initiate	OOP	
14.95	20-642	Berserker	OOP	BC, mint
	20-643	Hellhound	OOP	
19.95	20-644	Barghest	OOP	BC, mint
	20-644	Penetrator	OOP	
	20-645	Ha-Otoko	OOP	
	20-645	Marauder IIC	OOP	
	20-646	Jinggau	OOP	
	20-646	Venom	OOP	
	20-647	Rhino AFV (2)	OOP	
9.95	20-647	Sirocco	OOP	BC, mint
	20-648	Daimyo	OOP	
19.95	20-649	Battlehawk	OOP	blue BC, mint
19.95	20-649	Wyvern IIC	OOP	BC, mint
	20-650	Bandersnatch	OOP	
14.95	20-651	Hunchback IIC	OOP	BC, mint
12.95	20-651	Snow Fox	OOP	BC, mint
	20-652	Kraken	OOP	
9.95	20-652	Mandrill	OOP	BC, mint
	20-653	Scarabus	OOP	

	20-654	Watchman	OOP	
	20-655	Daikyo	OOP	
12.95	20-655	Fire Scorpion	OOP	BC, mint
	20-656	Apollo	OOP	
	20-656	Thunder Stallion	OOP	
	20-657	Daikyu Mech	OOP	
	20-657	Fireball	OOP	
	20-658	Grim Reaper	OOP	
	20-658	Shadow Hawk IIC	OOP	
24.95	20-659	Naginata	OOP	BC, mint
14.95	20-660	Kodiak	OOP	blue BC, mint
12.95	20-660	Kodiak	OOP	BC, mint
	20-661	Vixen	OOP	
17.95	20-662	Battle Cobra	OOP	blue BC, mint
14.95	20-662	Battle Cobra	OOP	BC, mint
	20-663	Viper	OOP	
12.95	20-664	Linebacker Omni	OOP	blue BC, mint
	20-665	Sunder	OOP	
16.95	20-666	Grizzly	OOP	blue BC, mint
13.95	20-666	Grizzly	OOP	BC, mint
	20-667	Tokugawa Heavy Tank (2)	OOP	
	20-668	Dart	OOP	
	20-669	Anvil	OOP	
	20-670	Grand Crusader	OOP	
14.95	20-671	Regulator Hovertank (2)	OOP	BC, mint
	20-672	Shadow Cat	OOP	
	20-673	Starslayer	OOP	
	20-674	Falconer	OOP	
	20-675	Nightstar	OOP	

	20-676	Piranha	OOP	
	20-677	Grendel	OOP	
	20-678	Typhoon	OOP	
9.95	20-679	Raptor	OOP	BC, mint
12.95	20-680	Gallowglas	OOP	BC, mint
14.95	20-681	Longbow	OOP	BC, mint
	20-682	Komodo	OOP	
	20-683	Hankyu	OOP	
12.95	20-684	Shootist	OOP	BC, mint
	20-685	Bandit Hovercraft (2)	OOP	
	20-686	Mackie	OOP	
	20-687	Thunder Hawk	OOP	
	20-688	Baboon	OOP	
14.95	20-689	Nexus	OOP	BC, mint
	20-690	Owens	OOP	
	20-691	Peregrine	OOP	
12.95	20-692	Hercules	OOP	BC, mint
	20-693	No-Dachi	OOP	
9.95	20-694	Toyama	OOP	BC, mint
	20-695	Fire Falcon	OOP	
12.95	20-696	Supernova	OOP	BC, mint
10.95	20-697	Chameleon	OOP	BC, mint
	20-698	Buccaneer	OOP	
11.95	20-699	Emperor	OOP	BC, mint
	20-701	Sparrowhawk	OOP	
	20-702	Corsair	OOP	
	20-703	Stuka	OOP	
	20-704	Cheetah	OOP	
	20-705	Stingray	OOP	

	20-706	Chippewa	OOP	
	20-707	Riever	OOP	
	20-708	Seydlitz	OOP	
	20-709	Lucifer	OOP	
	20-710	Samurai	OOP	
	20-711	Sholagar	OOP	
	20-712	Shilone	OOP	
	20-713	Slayer	OOP	
	20-714	Batu	OOP	
10.95	20-715	Jagatai	OOP	BC, mint
	20-720	TR-7 Thrush	OOP	
	20-721	TR-10 Transit	OOP	
9.95	20-722	Anhur Transport Plane	OOP	BC, mint
	20-722	Transgressor	OOP	
	20-723	Warrior Helicopter	OOP	
	20-724	Mechbuster Fighter	OOP	
	20-725	Cavalry Attack Helicopter	OOP	
12.95	20-726	Yellow Jacket Gun Boat	OOP	BC, mint
9.95	20-727	Karnov Transport	OOP	BC, mint
	20-729	Aries Medium Tank	OOP	
9.95	20-730	Matador	OOP	BC, mint
12.95	20-731	Tai-Sho	OOP	BC, mint
10.95	20-732	Blood Kite	OOP	BC, mint
14.95	20-733	Oro Heavy Tank	OOP	BC, mint
	20-734	Orion IIC	OOP	
	20-735	Bushwacker	OOP	
14.95	20-739	Ontos Tank (2)	OOP	BC, mint
14.95	20-740	Behemoth Heavy Tank (2)	OOP	BC, mint
	20-741	J-27 Tow Vehicle & Thumper Towed Gun	OOP	

9.95	20-742	Mash Units (2)	OOP	BC, mint
9.95	20-743	Mobile Headquarters	OOP	BC, mint
	20-744	Mixed Auxiliary Weapons	OOP	
	20-744	Badger Tracked Transport	OOP	
	20-745	Heavy & Assault Mech Arms	OOP	
	20-745	Sculker Wheeled Scout Vehicle (2)	OOP	
14.95	20-746	Light & Medium Mech Arms	OOP	blue BC, mint
	20-746	Alacorn Mk V1 Heavy Tank (2)	OOP	
	20-747	Shoulder Socket Weapons	OOP	
	20-747	Zhukov Heavy Tank	OOP	
	20-748	Missiles	OOP	
	20-748	Challenger X MBT (2)	OOP	
12.95	20-749	Jump Jets & Fins	OOP	blue BC, mint
12.95	20-749	Goblin Infantry Support Vehicle (2)	OOP	BC, mint
14.95	20-750	Rommel / Patton 65 Ton Tank (2)	OOP	BC, mint
	20-751	Long Tom Artillery	OOP	
	20-752	Canis Battlemech	OOP	
	20-752	Galleon Light Tank (2)	OOP	
17.95	20-753	Schrek PPC Carrier (2)	OOP	BC, mint
	20-754	Lineholder	OOP	
14.95	20-755	Spartan	OOP	BC, mint
16.95	20-756	Akuma	OOP	BC, mint
	20-757	Strider	OOP	
17.95	20-758	Cauldron-Born	OOP	BC, mint
	20-759	Turkina	OOP	
	20-760	Black Lanner	OOP	
10.95	20-761	Devastator	OOP	BC, mint
14.95	20-762	Pillager	OOP	BC, mint
	20-763	Maelstrom	OOP	

12.95	20-764	Spector	OOP	BC, mint
10.95	20-765	Enfield	OOP	BC, mint
9.95	20-766	Lynx	OOP	BC, mint
19.95	20-767	Talon	OOP	BC, mint
	20-768	Night Gyr	OOP	
14.95	20-769	Excalibur	OOP	BC, mint
	20-770	Axeman	OOP	
	20-771	Cataphract	OOP	
	20-772	Caesar	OOP	
	20-773	Guillotine	OOP	
	20-774	Black Knight	OOP	
	20-775	Wyvern	OOP	
	20-776	Coolant Truck (2)	OOP	
	20-777	Falcon	OOP	
14.95	20-778	Crockett	OOP	BC, mint
	20-779	Manticore Heavy Tank (2)	OOP	
	20-780	Hussar	OOP	
	20-781	Kintaro	OOP	
	20-782	Packrat LRPV (2)	OOP	
	20-783	J. Edgar Hover Tank (2)	OOP	
	20-784	Thorn	OOP	
	20-784	Myrmidon Medium Tank (2)	OOP	
	20-784	Thorn	OOP	
	20-785	Demolisher II Heavy Tank	OOP	
	20-785	Hermes	OOP	
20.95	1920-786	Flashman	OOP	BC, mint
12.95	1920-786	Flashman [the Mech was assembled and primed but not painted; the blister is taped to the card]	OOP	BC, excellent
	20-786	Kachiman Fire Support	OOP	

19.95	1920-787	Champion	OOP	BC, mint
	20-787	Ishtar Heavy Fire Support (2)	OOP	
12.95	1920-788	Sentinel	OOP	BC, mint
	20-789	Tarantula	OOP	
	20-790	Salamander	OOP	
	20-791	Rifleman IIC	OOP	
17.95	20-792	Behemoth	OOP	BC, mint
	20-793	Hollander	OOP	
	20-794	Albatross	OOP	
22.95	20-795	Jenner IIC	OOP	BC, mint
	20-796	Warhammer IIC	OOP	
	20-797	War Dog	OOP	
	20-798	Hammer	OOP	
	20-799	Flight Bases (6)	OOP	
8.95	20-800	Hex Bases (4)	OOP	BC, mint
	20-801	Hornet	OOP	
	20-801	Thug	OOP	
	20-802	Falcon	OOP	
	20-802	Mongoose	OOP	
	20-803	Gladiator	OOP	
	20-803	Hoplite	OOP	
	20-804	Fire Bee	OOP	
	20-804	Crab	OOP	
	20-805	Flea	OOP	
	20-806	Hunter 35 Ton Missile Tank (2)	OOP	
	20-807	Striker Light Tank (2)	OOP	
	20-808	Pegasus Light Hover Tank (2)	OOP	
	20-809	Mauler	OOP	
	20-810	Hatamoto-Chi	OOP	

	20-811	Battleax	OOP	
	20-811	Wolftrap	OOP	
	20-812	Vulcan	OOP	
	20-812	Raven	OOP	
	20-813	Crossbow	OOP	
12.95	20-813	Mercury	OOP	BC, mint
	20-813	Guillotine	OOP	
	20-814	Cestus	OOP	
	20-814	Lancelot	OOP	
	20-814	Zeus	OOP	
	20-815	Archer	OOP	
	20-815	Bombadier	OOP	
19.95	20-815	Jager Mech III	OOP	BC, mint
	20-816	Vedette, 50 Ton Tank (2)	OOP	
	20-817	Condor, 50 Ton Hover Tank (2)	OOP	
	20-818	Drillson, 50 Ton Hover Tank (2)	OOP	
	20-819	Maxim, 50 Ton Hover Transport (2)	OOP	
14.95	20-820	Marshal	OOP	BC, mint
	20-821	Behemoth	OOP	
	20-821	Clan Elemental Infantry (30)	OOP	
	20-822	Demolisher Super Heavy Tank (2)	OOP	
10.95	20-823	Kurita Infantry	OOP	BC, mint
	20-824	Davion Infantry	OOP	
	20-825	Bulldog, 60 Ton Tank (2)	OOP	
	20-826	Pike, 60 Ton Support Vehicle (2)	OOP	
19.95	1920-827	Ontos Tank (2)	OOP	BC, mint
12.95	20-828	Savannah Master Hovercraft (4)	OOP	BC, mint
	20-829	Hetzer Wheeled Assault Gun, 40 Tons (2)	OOP	
	20-830	Von Luckner Heavy Tank (2)	OOP	

	20-831	Stinger	OOP	
	20-832	Wasp	OOP	
	20-833	Phoenix Hawk	OOP	
	20-834	Crusader	OOP	
	20-835	Griffin	OOP	
	20-836	Shadow Hawk	OOP	
	20-837	Wolverine	OOP	
	20-838	Battlemaster	OOP	
	20-839	Thunderbolt	OOP	
	20-840	Warhammer	OOP	
	20-841	Rifleman	OOP	
	20-842	Archer	OOP	
	20-843	Marauder	OOP	
19.95	20-844	Locust	OOP	BC, mint
	20-845	Atlas	OOP	
	20-846	Goliath	OOP	
19.95	20-847	Awesome	OOP	BC, mint
22.95	barcode shows 00-019	WRP-019 Awesome [similar to above (same designer) but it includes a separate metal base]	OOP	BC, mint
	20-848	Orion	OOP	
	20-849	Centurion	OOP	
19.95	20-850	Firestarter	OOP	blue BC, mint
	20-851	Valkyrie	OOP	
	20-852	Catapult	OOP	
11.95	20-853	Panther	OOP	BC, mint
12.95	20-854	Hunchback	OOP	BC, mint
	20-855	Ostsol	OOP	
9.95	20-856	Zeus	OOP	BC, mint
	20-857	Urbanmech	OOP	

	20-858	Cicada	OOP	
	20-859	Scorpion	OOP	
	20-860	Victor	OOP	
	20-861	Jager Mech	OOP	
7.95	20-862	Stalker [the Mech was assembled but not painted; the blister is taped to the card]	OOP	BC, excellent
12.95	20-863	Cyclops	OOP	BC, mint
14.95	20-864	Hatchetman	OOP	BC, mint
14.95	20-865	Commando	OOP	BC, mint
14.95	20-866	Javelin	OOP	BC, mint
17.95	20-867	Enforcer	OOP	BC, mint
14.95	20-868	Dragon	OOP	BC, mint
9.95	20-868	Dragon [the Mech was assembled and primed but not painted; the blister is taped to the card]	OOP	BC, excellent
19.95	20-869	Jenner	OOP	BC, mint
12.95	20-869	Jenner [the blister is taped to the card]	OOP	BC, excellent
14.95	20-870	Whitworth	OOP	blue BC, mint
19.95	20-870	Whitworth	OOP	BC, mint
10.95	1920-870	Whitworth [the blister is taped to the card]	OOP	BC, excellent
17.95	20-871	Vindicator	OOP	blue BC, mint
	20-872	Quickdraw	OOP	
12.95	20-873	Spider	OOP	BC, mint
	20-874	Ostscout	OOP	
10.95	20-875	Assassin	OOP	BC, mint
8.95	20-875	Assassin [the blister is taped to the card]	OOP	BC, excellent
	20-876	Dervish	OOP	
	20-877	Ostroc	OOP	
	20-878	Stinger LAM	OOP	
	20-879	Clint	OOP	
14.95	1920-79	Clint	OOP	BC, mint

14.95	1920-879	Clint	OOP	BC, mint
16.95	1920-880	Blackjack	OOP	BC, mint
	20-881	Charger	OOP	
	20-882	Banshee	OOP	
	20-883	Wasp LAM	OOP	
	20-884	Phoenix Hawk LAM	OOP	
	20-885	Hermes II	OOP	
	20-886	Vulcan	OOP	
	20-887	Trebuchet	OOP	
	20-888	Grasshopper	OOP	
	20-889	Longbow	OOP	
	20-890	Hornet	OOP	
	20-891	Wolfhound	OOP	
	20-892	Shogun	OOP	
	20-893	Marauder II	OOP	
	20-894	Firefly	OOP	
	20-895	Exterminator	OOP	
	20-896	Highlander	OOP	
10.95	20-897	Annihilator	OOP	BC, mint
	20-898	Imp	OOP	
	20-899	King Crab	OOP	
18.95	20-900	Cicada	OOP	BC, mint
	20-900	Steiner MechWarriors	OOP	
14.95	20-901	Trebuchet	OOP	BC, mint
	20-901	Steiner Ground Troopers	OOP	
12.95	20-902	Charger	OOP	BC, mint
	20-902	Steiner Aerospace Pilot	OOP	
	20-903	Blackwatch	OOP	
	20-903	Steiner Security Guard	OOP	

14.95	20-904	O'Bakemono	OOP	BC, mint
14.95	20-904	Bakemono	OOP	BC, mint
14.95	20-905	Blackjack	OOP	BC, mint
17.95	20-906	Raijin	OOP	BC, mint
14.00	20-907	Blackhawk-Ku	OOP	BC, mint
14.95	20-908	Thresher	OOP	
18.95	20-909	Dragon Fire	OOP	BC, mint
9.95	20-910	Nobori-Nin	OOP	BC, mint
14.95	20-911	Crossbow	OOP	BC, mint
	20-912	Kingfisher	OOP	
9.95	20-913	Perseus P1	OOP	BC, mint
9.95	20-914	Cougar	OOP	BC, mint
14.95	20-915	Avatar Omnimech	OOP	BC, mint
11.95	20-916	Merlin	OOP	BC, mint
16.95	20-917	Nova Cat	OOP	BC, mint
9.95	20-918	Stalking Spider	OOP	BC, mint
	20-919	Strooping Hawk	OOP	
	20-920	Centaur Protomechs (5)	OOP	
	20-920	Kurita MechWarriors	OOP	
18.95	20-921	Roc Protomechs (5)	OOP	BC, mint
	20-921	Kurita Ground Troopers	OOP	
14.95	20-922	Gorgon Protomechs (5)	OOP	BC, mint
	20-922	Kurita Death Squad Assassin	OOP	
	20-923	Minotaur Protomechs (5)	OOP	
	20-923	Kurita Mech Tech	OOP	
	20-924	Satyr Protomechs (5)	OOP	
	20-925	Harpy Protomechs (5)	OOP	
	20-926	Siren Protomechs (5)	OOP	
	20-927	Hydra Protomechs (5)	OOP	

12.95	20-928	Corvis	OOP	BC, mint
9.95	20-929	Ursus	OOP	BC, mint
12.95	20-930	Catapult	OOP	BC, mint
12.95	20-931	Urbanmech IIC	OOP	BC, mint
11.95	20-932	Vindicator	OOP	BC, mint
12.95	20-933	Viking	OOP	BC, mint
	20-934	Pack Hunter	OOP	
17.95	20-935	Axeman	OOP	BC, mint
16.95	20-936	Highlander IIC	OOP	BC, mint
	20-937	Beowulf	OOP	
	20-938	Mars Assault Vehicle	OOP	
	20-939	Cobra	OOP	
	20-940	Great Wyrn	OOP	
	20-940	Liao Mech Warriors	OOP	
	20-941	Menshen	OOP	
	20-941	Liao Ground Troopers	OOP	
18.95	20-942	Atlas	OOP	BC, mint
	20-942	Liao Death Commando	OOP	
	20-943	Arctic Wolf	OOP	
	20-943	Liao Aerospace Pilot	OOP	
	20-944	Yeoman	OOP	
	20-945	Chevalier Light Tank (2)	OOP	
13.95	20-946	Blitzkrieg	OOP	BC, mint
	20-949	Helios	OOP	
	20-950	Clan Elemental Infantry (25mm scale)	OOP	
16.95	20-951	Innersphere Battle Armor	OOP	BC, mint
	20-952	Kanazuchi Battle Armor	OOP	
	20-953	Longinus Battle Armor	OOP	
	20-954	Achileus Light Battle Armor	OOP	

10.95	20-955	Gray Death Legion Battle Armor	OOP	BC, mint
	20-956	Tessen	OOP	
	20-957	Lao Hu	OOP	
	20-958	Vanquisher	OOP	
	20-959	Templar	OOP	
	20-960	Savage Coyote	OOP	
	20-960	Marik Mech Warriors	OOP	
	20-961	Sha Yu	OOP	
	20-961	Marik Ground Troopers	OOP	
	20-962	Marik Security Guard	OOP	
	20-963	Gnome Battle Armor	OOP	
	20-963	Marik Dropship Crewman	OOP	
	20-964	Salamander Battle Armor	OOP	
10.95	20-965	Purifier Battle Armor	OOP	BC, mint
9.95	20-966	Falcon Hawk	OOP	BC, mint
12.95	20-967	Hauptmann	OOP	BC, mint
	20-968	Argus	OOP	
	20-969	Banshee	OOP	
	20-970	Osirus	OOP	
	20-971	Thanatos	OOP	
	20-972	Uziel	OOP	
	20-973	Fa-Shin Battle Armor	OOP	
	20-974			
	20-975			
	20-976			
	20-977	Cestus	OOP	
	20-978			
	20-979			
	20-980	Davion Mech Warriors	OOP	

	20-981	Davion Ground Troopers	OOP	
	20-982	Davion Aerospace Fighter Pilot	OOP	
	20-983	Davion Jumpship Crewman	OOP	
	20-984			
	20-985			
	20-986			
	20-987			
	20-988	Phoenix Hawk	OOP	
	20-989			
	20-990			
	20-991			
	20-992			
	20-993			
	20-994			
	20-995			
	20-996			
	20-997			
	20-998			
	20-999			
	77-742	Axeman	OOP	
	INFOCOM Special	Phoenix Hawk LAM	OOP	
	2510	Madcat Battlemech	OOP	
	2511	Vulture Battlemech	OOP	
BattleTech miniatures by M3 Miniatures				
[metal minis with BattleTech stats on the card]				
[miniatures are in header display bags]				
22.95	1002	Cooler Truck (4 trucks)	OOP	shrinkwrap

22.95	1004	Cooler Trailer Truck (2 trucks & 2 trailers)	OOP	shrinkwrap
20.95	1101	"Jack Flash" Attack Aircraft (2 aircraft)	OOP	shrinkwrap
BattleTech miniatures by M3 Miniatures				
(painted metal minis)				
74.95	multiple	Set of 15 painted tanks, SRM, LRM and support vehicles (photo available upon request) [includes plastic case with foam cushioning]	OOP	painted
MechWarrior Dice by WizKids				
[three 6-sided dice in a clear plastic tube]				
[there may be more than 1 set in stock - if you're looking for more than one set, please ask]				
17.95	2901	Swordsworn Faction Dice (set of 3)	OOP	mint
17.95	2903	Dragon's Fury Faction Dice (set of 3)	OOP	mint
17.95	2904	Highlanders Faction Dice (set of 3)	OOP	mint
17.95	2905	Spirit Cats Faction Dice (set of 3)	OOP	mint
17.95	2906	Steel Wolves Faction Dice (set of 3)	OOP	mint
BattleTech Dice by ?				
[the manufacturer is not known but these high-quality dice appear to have been made by Chessex]				
[6-sided, 5/8" die with the pips on the sixth side replaced by the house/clan symbol]				
[there may be more than 1 of each in stock - if you're looking for more than one, please ask]				



House Kurita

Clan Wolf

Clan Ghost Bear

Clan Smoke Jaguar

14.95		House Kurita	OOP	mint
14.95		Clan Wolf	OOP	mint
14.95		Clan Ghost Bear	OOP	mint
14.95		Clan Smoke Jaguar	OOP	mint



Clan Jade Falcon

House Steiner

House Liao

14.95		Clan Jade Falcon	OOP	mint
14.95		House Steiner	OOP	mint
14.95		House Liao	OOP	mint



Clan Steel Viper

Wolf's Dragons

Wolfnet

14.95		Clan Steel Viper	OOP	mint
14.95		Wolf's Dragons	OOP	mint
14.95		Wolfnet	OOP	mint

BattleTech MechWarrior Pins by Reaper Miniatures

[colour metal pins with post and clasp]

[there may be more than 1 of each in stock - if you're looking for more than one, please ask]

9.95	81001	House Liao Colour Pin [BC]	OOP	shrinkwrap
10.95	81003	House Steiner Colour Pin [BC]	OOP	shrinkwrap
10.95	81005	House Davion Colour Pin [BC]	OOP	shrinkwrap
10.95	81007	House Marik Colour Pin [BC]	OOP	shrinkwrap
10.95	81009	House Kurita Colour Pin [BC]	OOP	shrinkwrap
12.95	81011	Clan Ghose Bear Colour Pin [BC]	OOP	shrinkwrap
12.95	81013	Clan Jade Falcon Colour Pin [BC]	OOP	shrinkwrap
12.95	81015	Clan Smoke Jaguar Colour Pin [BC]	OOP	shrinkwrap
12.95	81017	Clan Wolf Colour Pin [BC]	OOP	shrinkwrap
	81019	Nova Cat Colour Pin	OOP	
	81021	Steel Vipers Colour Pin	OOP	
9.95	81023	Fed Com Colour Pin [BC]	OOP	shrinkwrap
9.95	81025	ComStar Colour Pin [BC]	OOP	shrinkwrap
	81027	Rasalhague Republic Colour Pin	OOP	
	81029	Diamond Shark Colour Pin	OOP	
10.95	81031	Wolf's Dragoons Colour Pin [BC]	OOP	shrinkwrap
10.95	81032	Wolf's Dragoons Colour Pin [BC]	OOP	shrinkwrap

BattleTech MechWarrior Patches by FASA

	8701	House Davion colour cloth patch	OOP	
	8702	House Kurita colour cloth patch	OOP	
	8703	House Steiner colour cloth patch	OOP	
	8704	House Marik colour cloth patch	OOP	
	8705	House Liao colour cloth patch	OOP	

	8708	Wolf Clan colour cloth patch	OOP	
	8709	Smoke Jaguar Clan colour cloth patch	OOP	
	8710	Jade Falcon Clan colour cloth patch	OOP	
	8711	Ghost Bear Clan colour cloth patch	OOP	
	8712	Federated Commonwealth colour cloth patch	OOP	

BattleTech Comics

[all comics are softcover in mint, unread condition unless otherwise noted]

Price	Issue #	Publisher // Series // Title	Date Published	Condition
		Malibu Comics Entertainment, Inc.		
		BattleTech Fallout series (based on the animated series)		
	0	special issue - 3 stories	Feb 95	
1.95	1	Last Chance on Star's End	Dec 94	mint
1.95	2	Long, Long Way from Home	Jan 95	mint
	3	Fallout	Feb 95	
	4	Blow this Rock to Bits!	Mar 95	

BattleTech Novels

[all novels are paperback in mint, unread condition unless otherwise noted]

Price		Title & Author	Year Published	Condition
9.95		Assumption of Risk by Michael A. Stackpole	1993	mint
9.95		Binding Force by Loren Coleman	1997	mint
9.95		Blood of Heroes by Andrew Keith	1993	mint
9.95		Bred for War by Michael A. Stackpole	1995	mint
9.95		Close Quarters by Victor Milán	1994	mint

10.95		D.R.T. by James D. Long	1994	mint
11.95		Decision at Thunder Rift by William H. Keith	1986	mint
9.95		Falcon Guard by Robert Thurston	1991	mint
11.95		Far Country by Peter L. Rice	1993	mint
8.95		Flashpoint by Loren Coleman	2001	mint
9.95		Hearts of Chaos by Victor Milán	1996	mint
9.95		Heir to the Dragon by Robert N. Charrette	1989	mint
9.95		Heir to the Dragon by Robert N. Charrette	1996	mint
11.95		Highlander Gambit by Blaine Lee Pardoe	1995	mint
9.95		Ideal War by Christopher Kubasik	1993	mint
9.95		Illusions of Victory by Loren Coleman	2000	mint
9.95		Lethal Heritage by Michael A. Stackpole	1989	mint
9.95		Lethal Heritage by Michael A. Stackpole	1995	mint
9.95		Main Event by James D. Long	1993	mint
9.95		Malicious Intent by Michael A. Stackpole	1996	mint
8.95		Measure of a Hero by Blaine Lee Pardoe	2000	mint
9.95		Natural Selection by Michael A. Stackpole	1992	mint
8.95		Path of Glory by Randall N. Bills	2000	mint
9.95		Star Lord by Donald G. Phillips	1996	mint
9.95		Tactics of Duty by William H. Keith	1995	mint
9.95		Warrior: Coupe by Michael A. Stackpole	1989	mint
8.95		Warrior: Coupe by Michael A. Stackpole	1998	mint
8.95		Warrior: En Garde by Michael A. Stackpole	1988	mint
9.95		Warrior: Riposte by Michael A. Stackpole	1988	mint
8.95		Warrior: Riposte by Michael A. Stackpole	1998	mint
9.95		Way of the Clans by Robert Thurston	1991	mint
10.95		Wolf Pack by Robert N. Charrette	1992	mint
9.95		Wolves on the Border by Robert N. Charrette	1996	mint

Twilight of the Clans series

7.95		Exodus Road by Blaine Lee Pardoe	1997	near mint
8.95		Falcon Rising by Robert Thurston	1999	mint
9.95		Freebirth by Robert Thurston	1998	mint
11.95		Prince of Havoc by Michael A. Stackpole	1998	mint
9.95		Shadows of War by Thomas S. Gressman	1998	mint
9.95		Sword and Fire by Thomas S. Gressman	1998	mint
7.95		The Hunters by Thomas S. Gressman	1997	near mint

The Capellan Solution series

9.95		The Killing Fields by Loren Coleman	1999	mint
9.95		Threads of Ambition by Loren Coleman	1999	mint

MechWarrior series

9.95		A Call to Arms by Loren Coleman	2003	mint
8.95		By Blood Betrayed by Blaine Lee Pardoe & Mel Odom	1999	mint
9.95		Ghost of Winter by Stephen Kenson	1999	mint
9.95		Ghost War by Michael A. Stackpole	2002	mint
8.95		Roar of Honor by Blaine Lee Pardoe	1999	mint
9.95		The Ruins of Power by Robert E. Vardeman	2003	mint
9.95		Truth and Shadows by Martin Delrio	2003	mint

END OF LISTING