

Advanced Squad Leader

updated 23 May 2022

PLEASE READ BEFORE BUYING

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

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

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

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

Refund Policy

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

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

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All conditions may have an out-of-date price label (or label residue) attached to the plastic shrinkwrap, or to the game box, book, envelope or other game container.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

Pre-ordering ASL

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

Abbreviations:

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

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

Game Company or Genre

Price	Title	SRP	Condition
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Avalon Hill Game Co. & Multi-Man Publishing

Rules & Reference

79.95	ASL Rulebook 2nd edition [includes a 3-ring binder and chapter divider set]	96.00	shrinkwrap
OOS	ASL Rulebook 2nd edition [there is no 3-ring binder and no chapter divider set]	OOP	
14.95	ASL Rulebook Divider Set (2nd edition chapter dividers for chapters A, B, C, D, E, H, K and includes the QRDC, ASOP, and Player Aid Card)	18.00	shrinkwrap
42.95	ASL Rule Book - Pocket Edition [softcover bound book]	50.00	mint
NYA	ASL Overlay Bundle [pre-order this from us for \$34.95]	48.00	pre-order
47.95	ASL Pocket Rulebook v2 [softcover bound book]	50.00	mint
18.95	ASL Pocket Charts [spiral bound book]	20.00	mint
37.95	ASL Pocket Chapter H [softcover bound book]	40.00	mint

Core Modules

138.95	Armies of Oblivion SAVE OVER \$24.00	163.00	shrinkwrap
111.95	Beyond Valor 3rd edition SAVE \$20.00	132.00	shrinkwrap
159.95	Croix de Guerre 2nd edition SAVE \$20.00	180.00	shrinkwrap
79.95	Deluxe ASL	92.00	shrinkwrap
OOS	Doomed Battalions 3rd edition	OOP	

99.95	For King and Country SAVE \$20.00	120.00	shrinkwrap
120.95	Forgotten War SAVE \$20.00	141.00	shrinkwrap
OOS	Hakkaa Päälle	OOP	
149.95	Hollow Legions 3rd edition	172.00	shrinkwrap
51.95	The Last Hurrah 2nd edition	OOP	shrinkwrap
52.95	Partisan!	OOP	shrinkwrap
199.95	Rising Sun SAVE \$25.00	225.00	shrinkwrap
	Solitaire ASL 1st edition [box]	OOP	
	Solitaire ASL 2nd edition [box]	OOP	
142.95	Solitaire ASL 2nd edition [ziplock]	OOP	mint, unpunched
128.00	Yanks 2nd edition SAVE \$20.00	148.00	mint, unpunched
14.95	US MMC countersheet from Yanks 1st edition	OOP	mint, unpunched
14.95	US Armor countersheet from Yanks 1st edition	OOP	mint, unpunched
14.95	US Vehicles & Ordnance countersheet from Yanks 1st edition	OOP	mint, unpunched
	Historical Modules		
OOS	A Bridge Too Far	OOP	
339.95	Blood Reef Tarawa [Condition notes: complete and absolutely mint; countersheets are unpunched; the scenarios are still attached as a pad; includes: a mint BRT Gamers Guide and an additional, unpunched countersheet of Japanese (247 MMC & SMC, 6 small ACQ, and 7 Collapsed PTC)]	OOP	mint, unpunched with additional game items
19.95	Blood Reef: Tarawa Gamers Guide	OOP	mint
269.95	Festung Budapest [only one at this price]	OOP	shrinkwrap
55.95	Hatten in Flames	66.00	shrinkwrap
OOS	Kampfgruppe Peiper I	OOP	
OOS	Kampfgruppe Peiper II	OOP	
OOS	Operation Veritable	OOP	
171.95	Operation Watchtower	OOP	shrinkwrap
99.95	Pegasus Bridge	OOP	shrinkwrap

19.95	Map set for Red Barricades [these 2 maps were published with Red Barricades }	OOP	mint
143.95	Red Factories SAVE \$20.00	164.00	shrinkwrap
94.95	Red October [you must have Red Barricades]	OOP	shrinkwrap
NYA	Sword and Fire: Manila [pre-order this from us for \$109.95]	132.00	pre-order
267.95	Valor of the Guards	OOP	shrinkwrap
Other Modules & Scenario Packs			
OOS	ASL Action Pack #1	OOP	
OOS	ASL Action Pack #2	OOP	
59.95	ASL Action Pack #3 - Few Returned	OOP	shrinkwrap
57.95	ASL Action Pack #4 - Normandy 1944	OOP	shrinkwrap
62.95	ASL Action Pack #5 - East Front	OOP	shrinkwrap
49.95	ASL Action Pack #6 - The Decade of War	OOP	shrinkwrap
79.95	ASL Action Pack #7	OOP	shrinkwrap
64.95	ASL Action Pack #7 [includes all mapboards]	OOP	mint
29.95	ASL Action Pack #8 - Roads through Rome	37.00	shrinkwrap
29.95	ASL Action Pack #9 - To The Bridge!	37.00	shrinkwrap
18.95	ASL Action Pack #10	22.00	shrinkwrap
23.95	ASL Action Pack #11 - 29 Let's Go!	28.00	shrinkwrap
14.95	ASL Action Pack #12 - Oktoberfest XXX	18.00	shrinkwrap
19.95	ASL Action Pack #13 - Oktoberfest XXXII	24.00	shrinkwrap
26.95	ASL Action Pack #14 - Oktoberfest XXXIV	32.00	shrinkwrap
62.95	ASL Action Pack #15 - Swedish Volunteers	OOP	shrinkwrap
21.95	ASL Action Pack #16 - From the Land Down Under	28.00	shrinkwrap
26.95	ASL Action Pack #17 - Oktoberfest XXXV	34.00	shrinkwrap
10.95	ASL Roma 2020	12.00	shrinkwrap
14.95	Best of Friends	18.00	shrinkwrap
19.95	Best of Friends 2	24.00	shrinkwrap

54.95	Hedgerow Hell	OOP	shrinkwrap
44.95	Hedgerow Hell	OOP	excellent
18.95	Rivers to the Reich	22.00	shrinkwrap
39.95	Streets of Fire [box shows signs of wear; the gaming components are Near Mint]	OOP	near mint
34.95	Turning the Tide	OOP	shrinkwrap
	[There is no discount to retailers for the Winter Offensive packs - MMP's profits are generously donated to charities - so a small fee is added to my cost for these.]		
12.95	Winter Offensive 2010 Bonus Pack #1	11.00	shrinkwrap
12.95	Winter Offensive 2011 Bonus Pack #2	11.00	shrinkwrap
21.95	Winter Offensive 2012 Bonus Pack #3	OOP	shrinkwrap
14.95	Winter Offensive 2013 Bonus Pack #4	13.00	shrinkwrap
14.95	Winter Offensive 2014 Bonus Pack #5	13.00	shrinkwrap
14.95	Winter Offensive 2015 Bonus Pack #6	13.00	shrinkwrap
16.95	Winter Offensive 2016 Bonus Pack #7	15.00	shrinkwrap
14.95	Winter Offensive 2017 Bonus Pack #8	13.00	shrinkwrap
32.95	Winter Offensive 2018 Bonus Pack #9	31.00	shrinkwrap
25.95	Winter Offensive 2019 Bonus Pack #10	24.00	shrinkwrap
21.95	Winter Offensive 2020 Bonus Pack #11	20.00	shrinkwrap
21.95	Winter Offensive 2021 Bonus Pack #12	20.00	shrinkwrap
29.95	Winter Offensive 2022 Bonus Pack #13	28.00	shrinkwrap
	Starter Kits, Packs & Modules		
23.95	ASL Starter Kit #1 - 10th Anniversary Ed	28.00	shrinkwrap
44.95	ASL Starter Kit #2 - Guns	OOP	shrinkwrap
49.95	ASL Starter Kit #3 - Tanks!	OOP	shrinkwrap
55.95	ASL Starter Kit #4 – Pacific Theater of Operations!	65.00	shrinkwrap
35.95	ASL Starter Kit Expansion Pack #1 2nd edition	42.00	shrinkwrap
30.95	ASL Starter Kit Expansion Pack #2	36.00	shrinkwrap

44.95	ASL Starter Kit Bonus Pack #1 - Beyond the Beaches (2009)	OOP	mint
OOS	ASL Starter Kit Bonus Pack #1 - Beyond the Beaches (2017)	OOP	
19.95	ASL Starter Kit Bonus Pack #2	24.00	shrinkwrap
162.95	Decision at Elst [ASL Starter Kit Historical Module #1]	OOP	shrinkwrap
ASL Magazines			
[All magazines are complete unless otherwise noted. None of the problems or imperfections noted below adversely affect the use and readability of any magazine.]			
59.95	ASL Annual 89	OOP	mint
49.95	ASL Annual 89 [two small cuts on back cover repaired by tape; there's no appreciable wear on the spine; mint inside]	OOP	near mint
47.95	ASL Annual 89 [very light wear on spine and edges]	OOP	near mint
33.95	ASL Annual 89 [the spine and edges show wear; the front cover is lightly dogeared]	OOP	excellent
21.95	ASL Annual 89 [ruffled pages]	OOP	very good
11.95	ASL Annual 89 [complete but well used; none of the problems affect use or readability; there's wear on the outer edges and spine; about 1" piece of tape on bottom of spine; light smudges in a few places; small stain on back cover]	OOP	fair
44.95	ASL Annual 90 [light wear on spine, on cover edges, and on some pages; very small, hard-to-see stain on back cover]	OOP	excellent
39.95	ASL Annual 90 [no appreciable wear on spine (which usually indicates that the magazine has been very lightly used or even never been read); light wear on the front and back covers; there are 2 small, dark dots and 2 very small, light spots on the back cover]	OOP	excellent
14.95	ASL Annual 90 [complete but well used; heavy wear on spine; price label on front cover; ruffled pages; none of the problems affect use or readability; an inexpensive gamer's copy]	OOP	good
7.95	ASL Annual 90 [complete but well used; medium wear on spine and pages; a small piece is torn off the front cover; a large coffee stain on back cover has bled through to several pages but does not affect the use of any page; overall, it's ugly but a very inexpensive gamer's copy]	OOP	fair

34.95	ASL Annual 91	OOP	mint
32.95	ASL Annual 92	OOP	mint
34.95	ASL Annual 93a [price tag on back cover]	OOP	mint
	ASL Annual 93b [with Gavutu-Tanambogo mini-HASL and uncut, full-color maps]	OOP	mint
44.95	ASL Annual 93b [with Gavutu-Tanambogo mini-HASL and uncut, full-color maps] [price tag on back cover]	OOP	mint
54.95	ASL Annual 95 [with mailing cover and uncut DASL overlays; price tag on back cover]	OOP	mint
59.95	ASL Annual 96 [there is about a 1" ruffle on the front cover probably caused by a drop of water not removed quickly; except for two very small rub spots on the top and bottom of the spine, the spine doesn't show any wear and isn't broken (this usually indicates that the magazine has never been read or was only very lightly used); except for these minor imperfections, the magazine cover and inside pages would be graded as mint condition]	OOP	near mint
3.00	ASL Annual 96 [the magazine cover is in excellent condition with a price tag on the front cover; the spine is lightly worn; there is light wear on the magazine pages]	OOP	excellent
OOS	ASL Annual 97	OOP	
49.95	Classic ASL [published 1997 by Avalon Hill; 16 ASL scenarios; 6 ASL articles]	OOP	mint
OOS	Out of the Attic #1 [16 ASL scenarios; 7 ASL articles including: 2 on learning Night Rules and tactics; series replay; beginner's guide to infantry tactics; most excellent concealment tips and tactics]	OOP	
27.95	Out of the Attic #2 [16 ASL scenarios and 6 ASL articles including: 2 on anti-tank tactics; an in-depth analysis of tank tactics; 13 tips on improving your game; sniper and anti-sniper tactics; bypass movement]	OOP	mint
19.95	Blood Reef: Tarawa Gamers Guide	OOP	mint
OOS	ASL Journal #1	OOP	
57.95	ASL Journal #2 [official sealed re-print]	OOP	shrinkwrap
62.95	ASL Journal #3	OOP	mint
97.95	ASL Journal #4 [includes uncut overlay sheet]	OOP	mint

64.95	ASL Journal #5	OOP	mint
114.95	ASL Journal #6 [complete magazine with Primosole Bridge components]	OOP	mint
44.95	ASL Journal #6 [complete magazine only...there are no Primosole Bridge components]	OOP	mint
54.95	ASL Journal #7 [with ASLSK style board "v"]	OOP	mint
67.95	ASL Journal #8	OOP	mint
54.95	ASL Journal #8 [There is a very small torn area (about ½" square) on the top of the front cover and has been taped. This problem does not affect the inside of the magazine which is in mint condition.] [only one at this price]	OOP	near mint
124.95	ASL Journal #9	OOP	shrinkwrap
64.95	ASL Journal #10	OOP	shrinkwrap
36.95	ASL Journal #11	42.00	shrinkwrap
25.95	ASL Journal #12	29.00	shrinkwrap
NYA	ASL Journal #13 [pre-order this from us for \$ (to be determined)]		pre-order

Operations magazine

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

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

[Detailed information on all 53 issues can be found at <http://www.gamersarchive.net/OpsContents.html>]

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

	Issue #	Date (hard copy magazine format)		
14.95	1	Summer 1991	OOP	mint
7.95	4	Spring 1992	OOP	mint
7.95	5	Summer 1992	OOP	mint
4.95	11	Winter 1993	OOP	near mint
24.95	43	Summer 2002	OOP	mint
24.95	44	Winter 2002	OOP	mint

21.95	45	Spring 2004	OOP	mint
21.95	47	Winter 2005	OOP	mint
19.95	48	Autumn 2005	OOP	mint
19.95	50	Winter 2007	OOP	mint
24.95	53	Fall 2008 [last issue]	OOP	mint
	Issues #	CD format		
29.95	1-25	Operations magazine CD	35.00	mint
29.95	26-50	Operations magazine CD	35.00	mint

Operations - Special Issue magazine

[published by MultiMan Publishing]

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

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

	Issue #	Date (hard copy magazine format) [game title]		
74.95	1	Summer 2008 [IGS game Iwo Jima - Rage Against The Marines] [ASL mini-CG HASL Singling]	OOP	mint, unpunched
33.95	2	Summer 2009 [mini-game Panzerblitz: Carentan] [Bravery in the Sand]	40.00	mint, unpunched
OOS	3	Summer 2010 [two IGS games - Fury in the East and Starvation Island] [HASL Hell's Corner]	OOP	

Special Ops magazine

[published by MultiMan Publishing]

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

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

	Issue #	Date (hard copy magazine format) [Game title]		
21.95	1	Summer 2011 [SCS Raphia; Savage Streets]	26.00	shrinkwrap
34.95	2	Winter 2012 [Ukraine '44]	OOP	shrinkwrap

	3	Summer 2012 [Tannenberg 1914]	OOP	
	4	Summer 2013 [IGS What Price Glory?]	OOP	
	5	Summer 2014 [Battle of Bushy Run]	OOP	
42.95	6	Summer 2015 [Storm Over Normandy]	OOP	shrinkwrap
47.95	7	Summer 2017 [SCS Autumn for Barbarossa]	OOP	shrinkwrap
27.95	8	Summer 2018 [Avenge Pearl Harbor]	32.00	shrinkwrap
27.95	9	Summer 2019 [Greater East Asia Co-Prosperity Sphere]	32.00	shrinkwrap
ASL Maps & Mapboards				
[Not all mapboards and mapsheets are in stock. Please ask for availability.] [Prices on the original mounted mapboards vary due to condition.]				
Starter Kit style maps (current, unmounted)				
149.95	ASL Supplemental Map Bundle [40 geomorphic maps]		176.00	shrinkwrap
4.95	ASL current style maps [e.g., 1, z]		6.00	mint
5.95	ASL double-sided style maps [e.g., 1a/b]		7.00	mint
6.95	ASL Deluxe ASL current style maps [e.g., a]		8.00	mint
NYA	ASL Overlay Bundle [pre-order this from us for \$34.95]		48.00	pre-order
Original style, mounted mapboards				
9.95	Deluxe ASL mounted mapboards [these are the original Deluxe mapboards]		OOP	mint
9.95	ASL mounted mapboard 52 [this is the last numbered, mounted mapboard]		OOP	mint
varies (from 2.95 to 7.95 each)	ASL mounted mapboards used [these are the ones published with the Squad Leader game & gametes and early ASL modules and packs] TELL US WHICH #s YOU ARE LOOKING FOR		OOP	used

3.95 each	ASL regular-size unmounted mapsheets [In stock: 1, 2, 3, 4, 5, 6, 8, 9, 12, 14, 23, 24, 25, 26, 27, 28, 29, 30, 31, 34, and 38] [these are the full-color map sheets which were glued to the mounted mapboards]	OOP	mint
BattleSchool			
	<p>BattleDice are 6-sided, ball-cornered (rounded corners) precision dice. Basically, each side of a precision die is machined to an extremely close tolerance so that each side weighs the same as each of the other sides, which is why some people called these balanced dice. On the other hand, the sides of regular (i.e., non-precision) dice don't weigh the same since more material is removed from the sides of the higher numbered pips which makes those sides lighter. This usually results in a higher probability of the sides of the lower numbered pips (which are heavier) to stop on the bottom thus the higher numbered sides will be at the top. More info on these dice is at: http://asl-battleschool.blogspot.com/2011/06/what-precisely-are-precision-dice.html</p>		
	The single Precision Backgammon Dice are in mint, unused condition. The other precision dice are in mint condition and sealed in the publisher's original, unopened, display packages. The silver and gold descriptions refer only to color, not to any precious metal.		
	Precision Backgammon Dice		
	1/2" (12.5mm), 6-sided		
	[SRP for two dice = \$27.00]		
Prices: 1 - 9.95	Transparent die with white pips: Amber, Green (2 left in stock)		mint
2 - 19.95	Opaque White die with same color pips on all faces: Green (2 left in stock), Blue (2 left in stock), Red (1 left in stock)		mint
3 - 28.95	Opaque White die with red for the one pip and blue pips on the other faces (2 left in stock)		mint
4 - 36.95	Opaque Black die with same color pips on all faces: Pink (2 left in stock)		mint
Mix or Match			

	9/16" (14mm), 6-sided		
	[SRP for two dice = \$27.00]		
Prices: 1 - 9.95 2 - 19.95 3 - 28.95 4 - 36.95 Mix or Match	Opaque Black die with white pips on all faces		mint
	Opaque White die with black pips on all faces		mint
	Opaque White die with same color pips on all faces: Green (2 left in stock), Blue (2 left in stock), Red (2 left in stock)		mint
	Opaque White die with red for the one pip and blue pips on the other faces (2 left in stock)		mint
	Opaque Black die with same color pips on all faces: Pink (3 left in stock)		mint
	Transparent die with white pips: Amber (3 left in stock), Dark Blue (3 left in stock), Green		mint
	5/8" (16mm), 6-sided		
	[SRP for two dice = \$22.00]		
Prices: 1 - 8.95 2 - 16.95 3 - 23.95 4 - 29.95 Mix or Match	Opaque White die with black pips on all faces		mint
	Transparent die with white pips: Amber		mint
	Transparent die with white pips: Dark Blue (2 left in stock)		mint
	Transparent die with white pips: Dark Red		mint
	1/2" (12.5mm) [6-sided] Series		
8.95	Hakaristi Finland [one die] [one left in stock]	10.00	shrinkwrap
17.95	Crown Jewels Pack [two dice] [British Indian Army (Star of India) and South Africa (Springbok)] [two sets left in stock]	20.00	shrinkwrap
33.95	First to Fight Pack [five dice] [Poland, Norway, Denmark, Netherlands and Belgium] [one set left in stock]	44.00	shrinkwrap
33.95	Axes to Grind Pack [five dice] [Croatia, Bulgaria, Romania, Hungary and Slovakia] [two sets left in stock]	44.00	shrinkwrap
17.95	Partizan Pack [two dice] [Titos' Partizan Army and Armia Krajowa (Polish Underground)] [one set left in stock]	20.00	shrinkwrap
17.95	Balkan Blues Pack [two dice] [Greece and Yugoslavia] [one set left in stock]	20.00	shrinkwrap

12.95	Red Chinese [one die] [one left in stock]	OOP	shrinkwrap
13.95	Sniper! Big Baby [one die] [two left in stock]	16.00	shrinkwrap
9.95	Rate of Fire (ROF) - Baby green [one die] [one left in stock]	OOP	shrinkwrap
9.95	Rate of Fire (ROF) - Baby purple [one die] [one left in stock]	OOP	shrinkwrap
9/16" (14mm) [6-sided] Series			
12.95	Heretical Rate of Fire (ROF) Russian [one black die with gold, silver and bronze metallic foils] [two left in stock]	15.00	shrinkwrap
12.95	Heretical Rate of Fire (ROF) Master Gunner [one black die with gold, silver and bronze metallic foils] [last one in stock]	15.00	shrinkwrap
11.95	Sniper! Effects [one red die with white markings]	14.00	shrinkwrap
6.95	Tommy single [one die (black die with white marking)] [three left in stock]	8.00	shrinkwrap
10.95	Tommy pair [two dice (white die w/ red foil & red die w/ silver foil)] [last pair in stock]	12.00	shrinkwrap
10.95	Tommy pair [two dice (white die w/ red foil & red die w/ gold foil)] [three pair left in stock]	12.00	shrinkwrap
10.95	Tommy pair [two dice (white die & black die, both w/ light-green foil)] [two pair left in stock]	12.00	shrinkwrap
10.95	Tommy pair [two dice (white w/ teal foil & black w/ teal foil)] [last pair in stock]	12.00	shrinkwrap
10.95	Tommy pair [two dice (white die w/ black inlay & black die w/ silver foil)] [last pair in stock]	12.00	shrinkwrap
5/8" (16mm) [6-sided] Series			
13.95	Starshell [1 die] [two left in stock]	16.00	shrinkwrap
13.95	Panzerknackern (tank busters) ATMM/PF [one white die with red foil (1 pip) and black print (2 to 6 pips)] [two left in stock]	16.00	shrinkwrap
13.95	Panzerknackern (tank busters) ATMM/PF [one black die with red foil (1 pip) and white print (2 to 6 pips)] [last one in stock]	16.00	shrinkwrap

Historical ASL Series [5/8" (16mm)]			
26.95	Operation Overlord - 4th Infantry Division ("Ivy Division"), 9th Infantry Division ("29, Let's Go!") [2 dice] [last set in stock]	30.00	shrinkwrap
12.95	Operation Overlord - US First Army [1 die] [last one in stock]	16.00	shrinkwrap
26.95	Operation Overlord - 709th Bodenständig Infantry Division, 91st Luftlande Infantry Division [2 dice] [last set in stock]	30.00	shrinkwrap
26.95	Operation Market-Garden - 82nd Airborne, 101st Airborne [2 dice]	30.00	shrinkwrap
11.95	Operation Market-Garden - US Parachute Infantry [1 die]	14.00	shrinkwrap
26.95	Operation Market-Garden – Guards Armoured Div & British Red Devils Div [2 dice] [two sets left in stock]	30.00	shrinkwrap
26.95	Operation Market-Garden – 43rd Wessex Division [2 dice] [last set in stock]	30.00	shrinkwrap
26.95	Operation Market-Garden - German units at Arnhem 1944 [2 dice]	30.00	shrinkwrap
11.95	Operation Market-Garden - Panzer-Brigade 107 [1 die]	14.00	shrinkwrap
Pacific Series [5/8" (16mm)]			
19.95	US Marine Corps (USMC) (white die - flag raising on Iwo Jima; red die - USMC emblem) [two dice]	24.00	shrinkwrap
Europa Series [5/8" (16mm)]			
19.95	Finland (Sisu / Suomi) (white die - Finnish soldier with binos; blue die - stylized Finnish lion emblem) [two dice]	24.00	shrinkwrap
Bill Durrant			
[produced in association with View from the Trenches]			
27.95	Shingle's List [wrap-around cover; 8 scenarios in and around the Anzio beachhead (Operation Shingle), Jan – Mar 1944; includes British and Italian Generation Tables for SASL] [only one in stock]	OOP	mint

Bounding Fire Productions

94.95	Beyond the Beachhead 2	OOP	shrinkwrap
99.95	Blood and Jungle 1st ed [+ official updated rules & errata to bring it to the current edition]	OOP	shrinkwrap
118.95	Blood and Jungle v2 revised edition [current edition] SAVE \$20.00	139.00	shrinkwrap
73.95	Corregidor the Rock	87.00	shrinkwrap
99.95	Crucible of Steel 1st ed [+ official updated rules & errata to bring it to the current edition]	OOP	shrinkwrap
118.95	Crucible of Steel revised edition [current edition] SAVE \$20.00	139.00	shrinkwrap
OOS	Hell on Wheels [with DASL map]	OOP	
87.95	High Ground 2	OOP	shrinkwrap
39.95	Into the Rubble	OOP	shrinkwrap
72.95	Into the Rubble 2 [This is an updated version of the original with additional scenarios.]	85.00	shrinkwrap
87.95	Operation Cobra	OOP	shrinkwrap
94.95	Objective Schmidt	110.00	shrinkwrap
103.95	Onslaught to Orsha 2 SAVE \$20.00	124.00	shrinkwrap
51.95	Operation Neptune	60.00	pre-order
118.95	Poland in Flames SAVE \$20.00	139.00	shrinkwrap
Break Contact			
19.95	Break Contact! – Aussie Tournament Pack	OOP	mint
19.95	Break Contact 2 - The Armoured Aussie Pack	OOP	mint
41.95	Break Contact 3 - Razorback Pack [with 15 unique, mounted counters]	OOP	mint
24.95	Break Contact 4 - The Aussie Battler Pack	OOP	mint

Broken Ground Design

19.95	Map Pad Pack [unique computer mouse pad map with 4 scenarios]	OOP	mint
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Countersmith Workshop

29.95	Steel Master Module A [set of 3 full-size, die-cut, unpunched countersheets of German & Russian AFVs' turrets; each countersheet is different]	OOP	mint, sealed
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49.95	Steel Master Module B [set of 3 identical, full-size, die-cut, unpunched countersheets of British & American AFVs' turrets; each countersheet is the same]	OOP	mint, sealed
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22.95	Steel Master Module B (1 full-size countersheet only) [1 full-size, die-cut, unpunched countersheet of British & American AFVs' turrets]	OOP	mint, sealed
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Eastside Gamers

14.95	Dezign Pak 1	OOP	mint, ziplock
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19.95	Dezign Pak 2	OOP	mint, ziplock
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19.95	Dezign Pak 3	OOP	mint, ziplock
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19.95	Dezign Pak 4	OOP	mint, ziplock
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19.95	Dezign Pak 5	OOP	mint, ziplock
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19.95	Dezign Pak 6	OOP	mint, ziplock
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19.95	Dezign Pak 7	OOP	mint, ziplock
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14.95	Dezign Pak 8	OOP	mint, ziplock
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14.95	Dezign Pak 9	OOP	mint, ziplock
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OOS	Dezign Pak 10	OOP	mint, ziplock
6.95	Zombie Pack 1 (ASL against the undead)	OOP	mint, ziplock
Encircled Productions			
[see listings under Kansas City ASL Club & Encircled Productions]			
Fanatic Enterprises			
<i>Scenario Packs</i>			
34.95	Fanatic Pack #1 [12 scenarios]	OOP	mint
52.95	Oblivion Pack [12 scenarios]	OOP	mint
<i>AFV Cards</i>			
8.95	Allied Minors AFV Cards [42 unseparated cards]	OOP	mint
9.95	Axis Minors AFV Cards [56 unseparated cards]	OOP	mint
Friendly Fire			
22.95	Friendly Fire Pack 1 [8 scenarios]	OOP	mint
22.95	Friendly Fire Pack 2 [8 scenarios]	OOP	mint
14.95	Friendly Fire Pack 3 [8 scenarios]	16.50	mint
OOS	Friendly Fire Pack 4 [10 scenarios]	16.50	
OOS	Friendly Fire Pack 5 [10 scenarios]	16.50	
34.95	Friendly Fire Pack 6 [8 scenarios and FrFA map (ASLSK-style)]	OOP	mint
42.95	Friendly Fire Pack 6 [8 scenarios and FrFA map (ASLSK-style)]	OOP	shrinkwrap
14.95	Friendly Fire Pack 7 [8 scenarios]	16.50	shrinkwrap

OOS	Friendly Fire Pack 8 [8 scenarios]	OOP	
OOS	Friendly Fire Pack 9 [8 scenarios]	OOP	
Front Line Productions			
29.95	Baraque de Fraiture: The Battle for Parker's Crossroads [Battle of the Bulge] [ziplock] [http://www.desperationmorale.com/products/baraque-de-fraiture-the-battle-for-parkers-crossroads/]	OOP	mint
Hazardous Movement Gaming			
27.95	Scenario Pack 1: A World at War [folio, zip lock]	29.95	mint
27.95	Scenario Pack 2: The Un-Civil Wars 1936-1949 [folio, sealed]	29.95	mint
NYA	Scenario Pack 3: City of Steel	TBA	pre-order
Heat of Battle			
69.95	Berlin: Red Vengeance [complete; unpunched, die-cut, mounted countersheet; scenarios are official black & white reprints on cardstock; full color map; in a manila envelope]	OOP	mint
21.95	Buckeyes	25.00	mint
97.95	Beyond the Beachhead - Fighting the Bocage [with two mounted mapboards]	OOP	shrinkwrap
39.95	Firefights 1	OOP	mint
26.95	Firefights 2	30.00	shrinkwrap
58.95	Kreta - Operation Merkur [German air assault and battles on Crete]	66.00	shrinkwrap

18.95	Kreta Heavy Map Upgrade [same map in the pack but heavier paper stock]	21.00	shrinkwrap
94.95	Onslaught to Orsha [1st version; unpunched countersheet; includes the updated pages]	OOP	mint
32.95	Special Forces I [includes unpunched countersheet]	37.00	mint
6.95	Countersheet for Special Forces I [same mini countersheet that's in the pack]	8.00	mint
32.95	Special Forces II - Küstenjäger [includes mini countersheet]	37.00	shrinkwrap
6.95	Countersheet for Special Forces II [same mini countersheet that's in the pack]	8.00	mint
28.95	The Long March	32.00	mint
49.95	Tropic Thunder	OOP	mint
OOS	Waffen SS I – No Quarter, No Glory [with unpunched countersheet]	OOP	
122.95	Waffen SS II – The Führer's Firemen [with unpunched countersheet]	OOP	mint
26.95	HoB Update [updated scenarios for Waffen SS I & II] [this scenario pack was published without counters]	30.00	shrinkwrap
42.95	Waffen SS III – Neither Fear Nor Hope	OOP	mint
	Magazines		
44.95	Recon by Fire 1	OOP	mint
37.95	Recon by Fire 2	OOP	shrinkwrap
32.95	Recon by Fire 3	37.00	shrinkwrap
49.95	Recon by Fire 4 [includes original and re-printed mounted countersheets]	55.00	shrinkwrap
JagerSoft Games			
29.95	China-Burma-India: The Lost Theater Part 1: The Japanese Invade (Dec 1941 – May 1942) [60-page, high quality magazine with 12 scenarios]	35.00	mint

Kansas City ASL Club & Encircled Productions

94.95	March Madness 2007 – Pusan Perimeter Pack [6 scenarios, 1 player aid, 4 mounted counters and 4 pages of rules] [limited, numbered edition (total of 50 copies printed)] [only one in stock]	OOP	mint
89.95	March Madness 2008 – ASL Goes to the Movies [9 scenarios, full-color map (MM1), 2 overlays and 7 mounted counters] [limited, numbered edition (total of 75 copies printed)]	OOP	mint
84.95	March Madness 2009 – Partisan Pack [8 scenarios, 8 mounted counters and 1 uncut, full-color overlay] [limited, numbered edition (total of 75 copies printed)]	OOP	mint
OOS	March Madness 2010 – Irregular Forces Pack M (OOP) [7 scenarios and 2 overlays] [limited, numbered edition (total of 75 copies printed)]	OOP	
74.95	March Madness 2011 – Texel Pack [7 scenarios] [limited, numbered edition (total of 75 copies printed)]	OOP	mint
69.95	March Madness 2012 – Double-Blind Pack...The Germans are Coming [10 scenarios printed single-sided so the players can't see the other side's OB] [very limited, numbered edition (total of 100 copies printed)]	OOP	mint
22.95	March Madness 2013 - Commissar Pack 2nd edition	OOP	shrinkwrap
19.95	The Very Best of March Madness (Vol 1) (2015)	OOP	shrinkwrap
14.95	March Madness 2017 – Hollis Pack...Partisans [Encircled Productions]	15.00	shrinkwrap
14.95	March Madness 2018 – The Players Pack [Encircled Productions]	15.00	shrinkwrap
14.95	March Madness 2019 – Close Combat, Up Close and Personal [Encircled Productions]	15.00	shrinkwrap
14.95	March Madness 2020 – Full Rulebook ASL Pack [Encircled Productions]	15.00	shrinkwrap
14.95	March Madness 2021 – The Three-Player Pack [Encircled Productions]	15.00	shrinkwrap
14.95	March Madness 2022 – The Grumble Jones Pack [Encircled Productions]	15.00	shrinkwrap

Koplow Games

Precision Backgammon Dice

5/8" (16mm), 6-sided, rounded corners

Prices: 1 - \$4.95	Opaque Black die with white pips on all faces	mint
2 - \$8.95	Transparent die with white pips: Light Blue, Dark Blue, Green or Amber	mint
3 - 12.95		
4 - 15.95	Transparent die with white pips: Bright Red, Purple or Amber	mint
Mix or Match		

Le Franc-Tireur

[approximate price direct from the publisher; the price does not include the shipping cost from France]



64.95	Deluxe Pack #1	77.00	mint
124.95	The Fight for Seoul	129.00	shrinkwrap
92.95	From the Cellar Pack 1 [includes uncut overlays] [only one in stock]	OOP	mint
49.95	From the Cellar Pack 2	OOP	mint
OOS	From the Cellar Pack 3 [with scenarios, Chapter H vehicle notes and unpunched countersheet]	OOP	
44.95	From the Cellar Pack 3 [with scenarios and Chapter H vehicle notes but no countersheet]	OOP	mint
OOS	From the Cellar Pack 4 [with unpunched countersheet]	OOP	
OOS	From the Cellar Pack 5	OOP	
47.95	From the Cellar Pack 6	OOP	mint
OOS	From the Cellar Pack 7	OOP	
39.95	From the Cellar Pack 8 [actually a 56-page magazine and 15 scenarios]	41.00	mint
29.95	From the Cellar Pack 9	32.00	shrinkwrap
34.95	From the Cellar Pack 10	39.00	shrinkwrap

34.95	From the Cellar Pack 11	39.00	shrinkwrap
124.95	The Green Hell of Inor	129.00	shrinkwrap
124.95	Kampfgruppe Scherer: The Shield of Cholm [counters are unpunched]	129.00	mint
34.95	Kampfgruppe Scherer Player's Guide [60-page, magazine-style publication, 9 KGS scenarios and one KGS SASL mission]	39.00	mint
37.95	Nor'Easter Pack II	41.00	shrinkwrap
19.95	Rat Pocket Charts 2nd edition+	OOP	mint
44.95	Rat Pocket Charts 3rd edition [the front & back covers, the To Hit & To Kill pages, and the Concealment table are laminated]	OOP	mint
84.95	Saint Nazaire 1942, Operation Chariot [complete except no countersheet but it includes a full-color photocopy of both sides of the countersheet]	OOP	mint
OOS	Saint Nazaire 1942, Operation Chariot [complete with counters sorted in a counter tray and it includes a full-color photocopy of both sides of the countersheet so you can confirm that the counters are complete]	OOP	mint
Magazines			
OOS	Le Franc Tireur #11 [with LFT 1 map]	OOP	
OOS	Le Franc Tireur #12 [with LFT 2 map]	OOP	
72.95	Le Franc Tireur #13	OOP	mint
82.95	Le Franc Tireur #14 [As long as supplies last: an unpunched set of very limited edition Italian and Sangar counters professionally printed by Broken Ground Design and courtesy of Derek Ritter will be included with each copy of this issue bought. Thanks to Derek and Broken Ground Design!!]	OOP	shrinkwrap
Lone Canuck Publishing			
26.95	Battle of the Hedgerows – Purple Heart Draw [with full-color map]	32.50	mint
12.95	Battle of the Hedgerows – The Storm Broke	16.00	mint

26.95	Bloody Buron – The First Step to Caen [with full-color map] [last one in stock]	32.50	mint
12.95	Canada at War [last one in stock]	OOP	mint
12.95	Canadians in Italy – D-Day Dodgers [last one in stock]	16.00	mint
26.95	Crossing the Moro – The PPCLI's Battles for Villa Rogatti, 6 December 1943 [with full-color map]	32.50	mint
12.95	Grossdeutschland Pack 1 - The Early Years 1940 to 1941	16.00	mint
12.95	Grossdeutschland Pack 2 - 1942-1943 Forging the Stahlhelm	16.00	mint
12.95	Leibstandarte Pack 2 – Barbarossa! [last one in stock]	OOP	mint
12.95	Leibstandarte Pack 3 – Clash at Kharkov!	OOP	mint
12.95	Ost Front Pack	16.00	mint
26.95	Ozerekya Breakout – The Soviet Marine Breakout of Ozerekya Bay, 4-7 February 1943 [with full color map]	32.50	mint
12.95	To Battle by Air 2	16.00	mint

On All Fronts

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

1986

12.95	Vol 4, No 5, Issue #38	OOP	near mint
17.95	Vol 4, No 6, Issue #39 "Tiger Hunting" [includes the mini-booklet "The Reader's Guide to ON ALL FRONTS..." (Issues #1 through #39) and "An Index to SL Articles in THE GENERAL..." (from Vol 14 No 2 to Vol 21 No 6)]	OOP	near mint
7.95	Vol 4, No 7, Issue #40 "A Polish Battlefield" [Condition note: very small stain in the bottom margin on the last two pages]	OOP	excellent
19.95	Vol 4, No 8, Issue #41	OOP	near mint

12.95	Vol 4, No 9, Issue #42 "Dunkirk Duo"	OOP	near mint
12.95	Vol 4, No 10, Issue #43 "The Arracourt Tank Battle"	OOP	near mint
12.95	Vol 4, No 11, Issue #44 "ASL A Mini Review"	OOP	near mint
17.95	Vol 4, No 12, Issue #45 "The Italians Are Here" [includes 2 black and white mini maps]	OOP	near mint
12.95	Vol 5, No 2, Issue #47 [includes scenario insert]	OOP	near mint
12.95	Vol 5, No 3, Issue #48	OOP	near mint
12.95	Vol 5, No 4, Issue #49 "Best Wishes for Christmas"	OOP	near mint
1987			
12.95	Vol 5, No 5, Issue #50	OOP	near mint
12.95	Vol 5, No 6, Issue #51 [includes scenario and map insert]	OOP	near mint
12.95	Vol 5, No 7, Issue #52	OOP	near mint
12.95	Vol 5, No 8, Issue #53	OOP	near mint
12.95	Vol 5, No 8, Issue #54 [should have been Number 9]	OOP	near mint
17.95	Vol 5, No 9, Issue #55 [Special Collector's Issue with 8 scenarios] [should have been Number 10]	OOP	near mint
12.95	Vol 5, No 10, Issue #56 [should have been Number 11]	OOP	near mint
12.95	Vol 5, No 11, Issue #57 [should have been Number 12]	OOP	near mint
12.95	Vol 6, No 1, Issue #58	OOP	near mint
12.95	Vol 6, No 2, Issue #59 "Partisan Leader"	OOP	near mint
12.95	Vol 6, No 3, Issue #60	OOP	near mint
9.95	Vol 6, No 4, Issue #61 "Best Wishes for Christmas" [Condition note: there's a slight off cut on one side but this doesn't affect the contents]	OOP	near mint
1988			
9.95	Vol 6, No 5, Issue #62 [Condition note: there's a slight off cut on one side but this doesn't affect the contents]	OOP	near mint
12.95	Vol 6, No 6, Issue #63	OOP	near mint
12.95	Vol 6, No 7, Issue #64	OOP	near mint
9.95	Vol 6, No 10, Issue #67 [Condition note: there's a slight off cut on one corner but this doesn't affect the contents]	OOP	near mint

9.95	Vol 6, No 11, Issue #68 "The Famous 82nd Airborne" [Condition note: there's a slight off cut on one corner but this doesn't affect the contents]	OOP	near mint
9.95	Vol 6, No 12, Issue #69 [Condition note: there's a slight off cut on one corner but this doesn't affect the contents]	OOP	near mint
9.95	Vol 7, No 1, Issue #70 "Armor Leader - Kursk" [Condition note: there's a slight off cut on one corner but this doesn't affect the contents]	OOP	near mint
9.95	Vol 7, No 2, Issue #71 [Condition note: there's a slight off cut on one corner but this doesn't affect the contents]	OOP	near mint
12.95	Vol 7, No 3, Issue #72	OOP	near mint
12.95	Vol 7, No 4, Issue #73	OOP	near mint
1989			
12.95	Vol 7, No 5, Issue #74	OOP	near mint
12.95	Vol 7, No 6, Issue #75 "Riders on the Storm - Crete, May 1941"	OOP	near mint
12.95	Vol 7, No 7, Issue #76	OOP	near mint
Special Supplements			
19.95	Vol 1, No 1 The Walker File #1 (July 1988) [Condition note: there's a small cut off on one corner but this doesn't affect the contents]	OOP	near mint
Partisan Publishing			
41.95	2005 ASLOK 'XX' 20th Anniversary Scenario Pack	OOP	mint
Sherry Enterprises			
Dice			
4.95	The Rare Pair - black and gray [2 dice; the Schwerpunkt symbol and name replace the one pip]	5.00	shrinkwrap

8.95	Retro Pack - white, red, blue, black [4 dice; the Schwerpunkt symbol and name replace the one pip]	10.00	shrinkwrap
8.95	Limited Edition - white, black [2 dice; the Schwerpunkt symbol and name replace the one pip]	10.00	shrinkwrap
12.95	Limited Edition - white, green, blue, red, black [5 dice; the Schwerpunkt symbol and name replace the one pip]	15.00	shrinkwrap
12.95	Six Pack - ivory, green, purple, orange, yellow, black [6 dice; the Schwerpunkt symbol and name replace the one pip]	15.00	shrinkwrap
12.95	Allied Tanks - green, ivory, red, blue [4 dice; Sherman, Churchill, T34, Char B replace the one pip]	15.00	shrinkwrap
12.95	Axis Tanks - white, yellow, black, gray [4 dice; Tiger I, Chi Ha, Panzer IVE, M-13/40 replace the one pip]	15.00	shrinkwrap
Scenario Packs			
30.95	Schwerpunkt #1 2nd edition	35.00	mint
30.95	Schwerpunkt #2 2nd edition	35.00	mint
30.95	Schwerpunkt #3	35.00	mint
24.95	Schwerpunkt #3 [only one at this price]	35.00	near mint
30.95	Schwerpunkt #4	35.00	mint
30.95	Schwerpunkt #5 - The Medal of Honor	35.00	mint
30.95	Schwerpunkt #6 - The Victoria Cross	35.00	mint
30.95	Schwerpunkt #7	35.00	mint
30.95	Schwerpunkt #8	35.00	mint
30.95	Schwerpunkt #9	35.00	mint
30.95	Schwerpunkt #10	35.00	mint
30.95	Schwerpunkt #11	35.00	mint
30.95	Schwerpunkt #12	35.00	mint
30.95	Schwerpunkt #13	35.00	mint
30.95	Schwerpunkt #14	35.00	mint
30.95	Schwerpunkt #15	35.00	mint
30.95	Schwerpunkt #16	35.00	mint
30.95	Schwerpunkt #17	35.00	mint
30.95	Schwerpunkt #18	35.00	mint
30.95	Schwerpunkt #19	35.00	mint

30.95	Schwerpunkt #20	35.00	mint
30.95	Schwerpunkt #21	35.00	mint
30.95	Schwerpunkt #22	35.00	mint
30.95	Schwerpunkt #23	35.00	mint
23.95	Rally Point #1 - An Axis Minors Special Study	27.00	mint
23.95	Rally Point #2 - Starter Kit Special Study	27.00	mint
23.95	Rally Point #3 - Relics from the Schwerpunkt Archives	27.00	mint
23.95	Rally Point #4 - Ruins of the Reich	27.00	mint
23.95	Rally Point #5 - Thunderbird Pack	27.00	mint
23.95	Rally Point #6 - Starter Kit Special Study II	27.00	mint
23.95	Rally Point #7 - Schwerpunkt's Greatest Hits	27.00	mint
23.95	Rally Point #8 - Sons of the Rising Sun	27.00	mint
23.95	Rally Point #9 - A Special Study of Mapboards 7a/b, 8a/b and 9a/b	27.00	mint
23.95	Rally Point #10 - Pete Shelling Special	27.00	mint
23.95	Rally Point #11 - Heroes and Knights	27.00	mint
23.95	Rally Point #12 - Schwerpunkt's Greatest Hits	27.00	mint
23.95	Rally Point #13 - The Yanks Are Coming!	27.00	mint
23.95	Rally Point #14 - The 1940 Campaign in the West	27.00	mint
23.95	Rally Point #15 - Special Study I of The Korean War	27.00	mint
23.95	Rally Point #16 - A World at War 1937-1945	27.00	mint
23.95	Rally Point #17 - Special Study II of the Korean War	27.00	mint
23.95	Rally Point #18 - The French Army Friend and Foe	27.00	mint
23.95	Rally Point #19 - Starter Kit Special Study III	27.00	mint
Southern California (SoCal) ASL Club			
OOS	Melee Pack I	OOP	mint
17.95	Melee Pack II	OOP	mint

OOS	Melee Pack III	OOP	mint
Tactiques			
[These are purely ASL magazines professionally published in French (no English) with ASL scenarios. Only nine issues were ever published. These issues have been Out-Of-Print for many, many years. The translated scenarios can be found on the internet.]			
19.95	Tactiques #5	OOP	mint
19.95	Tactiques #7	OOP	mint
19.95	Tactiques #8 [includes uncut overlays]	OOP	mint
19.95	Tactiques #9	OOP	mint
Texas ASL Club			
19.95	Dos Equis XX 20th Anniversary Pack [in English]	OOP	mint
Vehicle Movement Point (MP) Dice			
[these are made by several manufacturers]			
1.95	30-sided Die for Vehicle Movement Point (MP)	3.00	mint
	Colors available [tell us if you want a specific color]:		
	White numbers on body color: Black, Blue, Green, Orange, Purple		
	Black numbers on body color: White, Yellow		



If you have a problem remembering the MP (where you left off) after your vehicle survives defensive fire, use a D30. The D30 marks your vehicle's MP stop point when your opponent decides to fire. The D30 has enough 'movement point' sides for almost every vehicle in ASL except a small hand full of AFVs and wheeled vehicles. For the 1/2 MP, I use a D6 with the D30. This way, you don't have to re-count the expended MP (which is really a pain and wastes gaming time).

Winnipeg ASL Club

19.95

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