

ASL Price List

8 March 2021

Key's Games & Hobbies email: hobbies747@gmail.com

Your price is at the far left, followed by the title, condition, and the suggested retail price of the item (if it's not OOP).

Condition:

M - Mint (if it has counters, these are unpunched)

NM - Near Mint

NYA - Not Yet Available

OOP - Out Of Print

OOS - Out Of Stock

SW - Shrinkwrapped or sealed (unopened, with the publisher's original plastic covering box, magazine or pack)

U - Used (obvious signs of handling and normal wear; otherwise, the condition of the item is stated)

ZL - Ziplock plastic bag

CHECK OUT THE BOTTOM OF THIS LIST FOR MORE INFORMATION ON ASL AND MY POLICIES.

MANY OF THE OUT-OF-PRINT (OOP) ITEMS LISTED BELOW ARE IN A VERY LIMITED QUANTITY...SOME OF THESE ARE JUST ONES AND TWOS...AND ARE SOLD ON A FIRST-COME, FIRST-SERVE BASIS.

PRE-ORDER PRICE IS SUBJECT TO CHANGE IF THE PUBLISHER CHANGES THEIR PRICE.

IF YOU'RE LOOKING FOR ASL ITEMS NOT SHOWN BELOW, PLEASE SEND YOUR WANT LIST. OCCASIONALLY, I BUY OOP ASL ITEMS (AND OTHER GAMES) – ANYONE ON THE LIST FOR THESE IS GIVEN FIRST PRIORITY TO BUY. OF COURSE, THERE'S NEVER ANY OBLIGATION TO BUY.

Other free pdf price lists are available. Just ask for:

Avalon Hill and Victory Games

Aliens vs Predator Universe, Avalanche Press, Axis & Allies and variants, C3i magazine, Clash of Arms, Decision Games, FASA, GDW, GMT, Legion Wargames, Risk variants, SPI, TSR and many more

BattleTech (FASA, FanPro, Ral Partha, M3 Miniatures - game books, novels, miniatures, pins & dice)

Dungeons & Dragons and AD&D

Europa games from GDW, GRD and HMS

The Gamers, MMP and Great Campaigns of the American Civil War (GCACW)

Games Workshop

Avalon Hill / Multi-Man Publishing

- 140.00 **Armies of Oblivion** SW (163.00)
82.00 **ASL Rulebook 2nd ed.** SW (96.00) [includes a 3-ring binder and chapter divider set]
OOS **ASL Rulebook 2nd ed.** SW (OOP) [there is no 3-ring binder and no chapter divider set]
OOS **ASL Rule Book - Pocket Edition** M (44.00)
NOTES for the Pocket Edition:
(1) This is a bound, softcover version of the 2nd edition ASL Rulebook.,
(2) It is 9.5" x 7.5" x .75" and weighs about half the weight of the 3-ring ASLRB2 version.
(3) In addition to Chapters A through E, it includes F (Desert), G (PTO), and J (Deluxe ASL).
(4) The previously published errata pages are incorporated in this edition and the individual errata items are listed in a separate section.
(5) It doesn't include the chapter divider set (which is sold separately) and the German and Russian sections of Chapter H
- 18.00 **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) SW (OOP)
- OOS **ASL Action Pack #1** (OOP)
OOS **ASL Action Pack #2** (OOP)
48.00 **ASL Action Pack #3 - Few Returned** SW (OOP)
59.00 **ASL Action Pack #4 - Normandy 1944** SW (OOP)
62.00 **ASL Action Pack #5 - East Front** SW (OOP)
38.00 **ASL Action Pack #6 - The Decade of War** SW (OOP)
OOS **ASL Action Pack #7** M (OOP)
77.00 **ASL Action Pack #8 - Roads through Rome** SW (OOP)
46.00 **ASL Action Pack #9 - To The Bridge!** SW (OOP)
28.00 **ASL Action Pack #10** SW (OOP)
32.00 **ASL Action Pack #11 - 29 Let's Go!** SW (OOP)
24.00 **ASL Action Pack #12 - Oktoberfest XXX** SW (OOP)
20.00 **ASL Action Pack #13 - Oktoberfest XXXII** SW (24.00)
27.00 **ASL Action Pack #14 - Oktoberfest XXXIV** SW (32.00)
OOS **ASL Action Pack #15 - Swedish Volunteers** SW (OOP)
24.00 **ASL Action Pack #16 - From the Land Down Under** SW (28.00)
11.00 **ASL Roma 2020** SW (12.00)
40.00 **ASL Starter Kit #1 - 10th Anniversary Ed** SW (OOP)
28.00 **ASL Starter Kit #2** SW (33.00)
49.00 **ASL Starter Kit #3 - Tanks!** SW (OOP)
55.00 **ASL Starter Kit #4 – Pacific Theater of Operations!** SW (65.00)
36.00 **ASL Starter Kit Expansion Pack #1 2nd edition** SW (42.00)
31.00 **ASL Starter Kit Expansion Pack #2** SW (36.00)
44.00 **ASL Starter Kit Bonus Pack #1 - Beyond the Beaches** (OOP)
16.00 **Best of Friends** SW (18.00)
20.00 **Best of Friends 2** SW (24.00)
112.00 **Beyond Valor 3rd edition** SW (132.00) **SAVE \$20.00 !**
OOS **Blood Reef Tarawa** (OOP)
15.00 **Blood Reef: Tarawa Gamers Guide** M (OOP)
160.00 **Croix de Guerre 2nd edition** SW (180.00) **SAVE \$20.00 !**
OOS **Decision at Elst** SW (OOP) [ASL Starter Kit Historical Module #1]
80.00 **Deluxe ASL** SW (92.00)
OOS **Doomed Battalions 3rd edition** SW (OOP)
256.00 **Festung Budapest** SW (OOP)
100.00 **For King and Country** SW (120.00) **SAVE \$20.00 !**
121.00 **Forgotten War** SW (141.00) **SAVE \$20.00 !**
OOS **Hakkaa Päälle** SW (OOP)
56.00 **Hatten in Flames** SW (66.00)
54.00 **Hedgerow Hell** SW (OOP)
48.00 **Hedgerow Hell** Excellent (OOP)
NYA **Hollow Legions 3rd edition** [Italians OOB, desert stuff from West of Alamein, and more]

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 content – counters, rules, overlays, game boards, etc. - that isn't available in the Starter Kits which could affect playability and/or balance (meaning that one side may have an unfair advantage).

- OOS **Kampfgruppe Peiper I**
- OOS **Kampfgruppe Peiper II**
- 52.00 **The Last Hurrah 2nd edition** SW (OOP)
- OOS **Operation Veritable** (OOP)
- 172.00 **Operation Watchtower** (OOP)
- 54.00 **Partisan!** SW (OOP)
- 120.00 **Pegasus Bridge** SW (OOP)
- 140.00 **Red Factories** SW (164.00)
- NYA **Rising Sun** SW (225.00) **[pre-order this from me for \$160.00]**
- 19.00 **Rivers to the Reich** SW (22.00)
- 44.00 **Streets of Fire** Near Mint (OOP) [box shows signs of wear; the gaming components are Near Mint]
- NYA **Sword and Fire: Manila** SW (132.00) **[pre-order this from me for \$97.00]**
- 19.00 **Turning the Tide** SW (22.00)
- 265.00 **Valor of the Guards** SW (OOP)
- 234.00 **Yanks 2nd edition** SW (OOP)
- 210.00 **Yanks 2nd edition** M (OOP)

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.

- 13.00 **Winter Offensive 2010 Bonus Pack #1** SW [costs 11.00 directly from MMP]
- 26.00 **Winter Offensive 2011 Bonus Pack #2** SW (OOP)
- 20.00 **Winter Offensive 2012 Bonus Pack #3** SW (OOP)
- 15.00 **Winter Offensive 2013 Bonus Pack #4** SW [costs 13.00 directly from MMP]
- 15.00 **Winter Offensive 2014 Bonus Pack #5** SW [costs 13.00 directly from MMP]
- 15.00 **Winter Offensive 2015 Bonus Pack #6** SW [costs 13.00 directly from MMP]
- 17.00 **Winter Offensive 2016 Bonus Pack #7** SW [costs 15.00 directly from MMP]
- 15.00 **Winter Offensive 2017 Bonus Pack #8** SW [costs 13.00 directly from MMP]
- 33.00 **Winter Offensive 2018 Bonus Pack #9** SW [costs 31.00 directly from MMP]
- 26.00 **Winter Offensive 2019 Bonus Pack #10** SW [costs 24.00 directly from MMP]
- 22.00 **Winter Offensive 2020 Bonus Pack #11** SW [costs 20.00 directly from MMP]
- 22.00 **Winter Offensive 2021 Bonus Pack #12** SW [costs 20.00 directly from MMP]

MAGAZINES [all magazines are complete unless otherwise noted; some are very limited in quantity]
 [None of the problems or imperfections noted adversely affect the use and readability of any magazine. Each page is looked at with my Mk1 eyeballs but there's no guarantee that I didn't miss something. Unless you're looking for a mint (not necessarily perfect) magazine, there may be a light or very small imperfection – like light pencil mark, etc. – that I didn't see but these absolutely do not affect the print.]

- 60.00 **ASL Annual 89** M (OOP)
- 54.00 **ASL Annual 89** NM (OOP) [2 small cuts on back cover repaired by tape; there's no appreciable wear on the spine; mint inside]
- 52.00 **ASL Annual 89** NM (OOP) [very light wear on spine and edges]
- 34.00 **ASL Annual 89** Excellent (OOP) [the spine and edges show wear; the front cover is lightly dogeared]
- 22.00 **ASL Annual 89** Very Good (OOP) [ruffled pages]
- 12.00 **ASL Annual 89** Fair (OOP) [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]
- 47.00 **ASL Annual 90** Excellent (OOP) [light wear on spine, on cover edges, and on some pages; very small, hard-to-see stain on back cover]
- 40.00 **ASL Annual 90** Excellent (OOP) [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]
- 15.00 **ASL Annual 90** Good (OOP) [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]
- 7.00 **ASL Annual 90** Fair (OOP) [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]
- 34.00 **ASL Annual 91** M (OOP)
- 32.00 **ASL Annual 92** M (OOP)
- 35.00 **ASL Annual 93a** M (OOP) [price tag on back cover]
- 47.00 **ASL Annual 93b** M (OOP) [with Gavutu-Tanambogo mini-HASL and uncut, full-color maps]
- 44.00 **ASL Annual 93b** M (OOP) [with Gavutu-Tanambogo mini-HASL and uncut, full-color maps]
[price tag on back cover]
- 55.00 **ASL Annual 95** M (OOP) [with mailing cover and uncut DASL overlays; price tag on back cover]
- 70.00 **ASL Annual 96** M (OOP) [price tag on back cover]
- 60.00 **ASL Annual 96** NM (OOP) [there is about a 1" ruffle on the front cover probably caused by one 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]
- 55.00 **ASL Annual 96** Excellent (OOP) [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]
- OOS **ASL Annual 97** (OOP)
- OOS **ASL Journal #1** M (OOP)
- 57.00 **ASL Journal #2** SW (OOP) [official sealed re-print]
- 62.00 **ASL Journal #3** M (OOP)
- OOS **ASL Journal #4** M (OOP) [includes uncut overlay sheet]
- 67.00 **ASL Journal #5** M (OOP)
- 48.00 **ASL Journal #6** M (OOP) [complete magazine only...there are no Primosole Bridge components]
- 60.00 **ASL Journal #7** M (OOP) [with ASLSK style board "v"]
- 70.00 **ASL Journal #8** M (OOP)
- 58.00 **ASL Journal #8** NM (OOP) [There is a very small torn area (about 1/2" 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.]
- OOS **ASL Journal #9** SW (OOP)
- 72.00 **ASL Journal #10** SW (OOP)
- 36.00 **ASL Journal #11** SW (42.00)
- 25.00 **ASL Journal #12** M (29.00)
- 14.00 **Blood Reef: Tarawa Gamers Guide** M (18.00)
- 52.00 **Classic ASL** M (OOP) [published 1997 by Avalon Hill; 16 ASL scenarios; 6 ASL articles]
- OOS **Out of the Attic #1** M (OOP) [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]
- 24.00 **Out of the Attic #2** M (OOP) [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]

Detailed info on all 53 issues of **Operations** magazine can be found at
<http://www.gamersarchive.net/OpsContents.html>

- 30.00 **Operations magazine CD, Issues 1-25** M (35.00)
- 30.00 **Operations magazine CD, Issues 26-50** M (35.00)

Detailed info on the **Operations – Special Issues** and **Special Ops Issues** can be found at
<https://www.multimanpublishing.com/Products/tabid/58/CategoryId/3/Default.aspx>

- 72.00 **Operations – Special Issue #1** M (OOP)
- 34.00 **Operations – Special Issue #2** M (36.00)
- OOS **Operations – Special Issue #3** SW (OOP)

- 21.00 **Special Ops Issue #1 - Summer 2011** M (24.00) [Raphia]
- 38.00 **Special Ops Issue #2 - Winter 2012** SW (OOP) [Ukraine '44]
- 42.00 **Special Ops Issue #3 - Summer 2012** SW (OOP) [Tannenberg 1914]
- OOS **Special Ops Issue #4 - Summer 2013** SW (OOP) [What Price Glory?]
- OOS **Special Ops Issue #5 - Summer 2014** SW (OOP) [The Battle of Bushy Run]
- OOS **Special Ops Issue #6 - Summer 2015** SW (OOP) [Storm Over Normandy]
- OOS **Special Ops Issue #7 - Summer 2017** SW (OOP) [Autumn for Barbarossa]
- 28.00 **Special Ops Issue #8 - Summer 2018** SW (32.00) [Avenge Pearl Harbor]
- 28.00 **Special Ops Issue #9 - Summer 2019** SW (32.00) [Greater East Asia Co-Prosperity Sphere]

MAPS & MAPBOARDS

- OOS **ASL Map Bundle** (starter kit style) M (240.00)
- NYA **ASL Supplemental Map Bundle** M (176.00)

[\[pre-order this from me for \\$120.00\]](#)

- 4.50 **ASL Starter Kit style maps** M (5.00) [most are in stock]

varies **Deluxe ASL mounted mapboards** (OOP)

- 8.00 **Deluxe ASL unmounted mapsheets** (OOP)

- 10.00 **ASL Mounted mapboard 52** M (OOP) [this is the last numbered, mounted mapboard]

varies **ASL Mounted mapboards** used (OOP) [these are the ones published with the Squad Leader game & gametes and early ASL modules and packs]

- 4.00 **ASL regular-size unmounted mapsheets** M (OOP) [In stock: 1, 2, 3, 4, 5, 6, 8, 9, 12, 14, 23, 24, 25, 26, 27, 28, 29, 30, 31, 34, and 38]

Not all mapboards and mapsheets are in stock. Please ask for availability. Prices on mounted mapboards vary due to condition and scarcity.

BattleSchool

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 information on these dice is at:

<http://asl-battleschool.blogspot.com/2011/06/what-precisely-are-precision-dice.html>

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 any precious metal.

Precision Backgammon Dice

1/2" (12.5mm), 6-sided

Opaque Black die with white pips on all faces

Opaque White die with black pips on all faces

Mix or Match Transparent die with white pips: Light Blue, Dark Blue, Yellow, Green

Opaque White die with same color pips on all faces: Green, Blue, Red

Opaque White die with red for the one pip and blue pips on the other faces

Opaque Black die with same color pips on all faces: Pink

Prices: \$8.00 for 1 die, \$15.00 for 2 dice, \$28.00 for 4 dice

Mix or Match 9/16" (14mm), 6-sided
Opaque Black die with white pips on all faces
Opaque White die with black pips on all faces
Opaque White die with same color pips on all faces: Green, Blue, Red
Opaque Black die with same color pips on all faces: Pink
Transparent die with white pips on all faces: Dark Red, Yellow, Dark Blue, Green
Prices: \$8.00 for 1 die, \$15.00 for 2 dice, \$28.00 for 4 dice

Mix or Match 5/8" (16mm), 6-sided
Opaque Black die with white pips on all faces [one left]
Opaque White die with black pips on all faces
Transparent die with white pips on all faces: Dark Red, Orange, Dark Blue
Prices: \$8.00 for 1 die, \$15.00 for 2 dice, \$28.00 for 4 dice

12.5mm Series

8.00 **Hakaristi Finland** [one die - 1/2" (12.5mm)] (10.00)
10.00 **Crown Jewels Pack** [two dice - 1/2" (12.5mm)] (12.00)
- British Indian Army (Star of India) and South Africa (Springbok)
24.00 **First to Fight Pack** [five dice - 1/2" (12.5mm)] (30.00)
- Poland, Norway, Denmark, Netherlands and Belgium
27.00 **Axes to Grind Pack** [five dice - 1/2" (12.5mm)] (35.00)
- Croatia, Bulgaria, Romania, Hungary and Slovakia
12.00 **Partisans Pack** [two dice - 1/2" (12.5mm)] (15.00)
- Titos' Partizan Army and Armia Krajowa (Polish Underground)
12.00 **Balkan Blues Pack** [two dice - 1/2" (12.5mm)] (15.00)
- Greece and Yugoslavia
8.00 **Red Chinese** [one die - 1/2" (12.5mm)] (10.00)
7.00 **Sniper! Big Baby** [one die - 1/2" (12.5mm)] (8.00)
8.00 **Rate of Fire (ROF) - Baby green** [one die - 1/2" (12.5mm)] (10.00) [last one in stock]
8.00 **Rate of Fire (ROF) - Baby purple** [one die - 1/2" (12.5mm)] (10.00)
14.00 **Rate of Fire (ROF) - Baby green and purple** [two dice - 1/2" (12.5mm)] (16.00)

14mm Series

12.00 **Heretical Rate of Fire (ROF) Russian** [one black die with gold, silver and bronze metallic foils - 9/16" (14mm)] (OOP)
12.00 **Heretical Rate of Fire (ROF) Master Gunner** [one black die with gold, silver and bronze metallic foils - 9/16" (14mm)] (OOP) [last one in stock]
8.00 **Sniper! Effects** [one red die w/ white markings - 9/16" (14mm)] (10.00)
6.00 **Tommy single** [one die (black die with white marking) - 9/16" (14mm)] (OOP)
12.00 **Tommy pair** [two dice (white die w/ red foil & red die w/ silver foil) - 9/16" (14mm)] (OOP) [one left]
12.00 **Tommy pair** [two dice (white die w/ red foil & red die w/ gold foil) - 9/16" (14mm)] (OOP) [one left]
12.00 **Tommy pair** [two dice (white die & black die, both w/light-green foil) - 9/16" (14mm)] (OOP)
12.00 **Tommy pair** [two dice (white w/teal foil & black w/teal foil) - 9/16" (14mm)] (OOP) [one left]
12.00 **Tommy pair** [two dice (white die w/ black inlay & black die w/silver foil) - 9/16" (14mm)] (OOP)[last one]

16mm Series

12.00 **Starshell** [1 die - 5/8" (16mm)] (15.00)
12.00 **Panzerknackern** (tank busters) ATMM/PF [one white die with red foil (1 pip) and black print (2 to 6 pips) - 5/8" (16mm)] (15.00)
12.00 **Panzerknackern** (tank busters) ATMM/PF [one black die with red foil (1 pip) and white print (2 to 6 pips) - 5/8" (16mm)] (15.00) [last one in stock]

Historical ASL (HASL) Series

- 22.50 **Operation Market-Garden - 82nd Abn Div & 101st Abn Div** [2 dice - 5/8" (16mm)] (25.00)
- 9.00 **Operation Market-Garden - US Parachute Infantry** [1 die - 5/8" (16mm)] (10.00)
- 31.00 **Operation Market-Garden - 82nd Abn, 101st Abn & Para Inf** [3 dice - 5/8" (16mm)] (35.00)
- 18.00 **Operation Market-Garden - German units at Arnhem 1944** [2 dice - 5/8" (16mm)] (20.00)
- 9.00 **Operation Market-Garden - Panzer-Brigade 107** [one die - 5/8" (16mm)] (10.00) [last one in stock]
- 22.50 **Operation Market-Garden – Guards Armoured Div & British Red Devils Div**
[2 dice - 5/8" (16mm)] (25.00) [one left]
- 36.00 **Stalingrad – Soviet Set (10th NKVD Division, 62nd Army, 13th Guards Rifle Division)**
[3 dice - 5/8" (16mm)] (40.00)
- 36.00 **Stalingrad – German Set (71st Infantry Division, 6th Army, 295th Infantry Division)**
[3 dice - 5/8" (16mm)] (40.00)
- 65.00 **Stalingrad – Soviet & German Set** [as above]
[6 dice - 5/8" (16mm)] (75.00)

Pacific Series

- 18.00 **US Marine Corps (USMC)** [two dice - 5/8" (16mm)] (20.00)

Europa Series

- 18.00 **Finland (Sisu / Suomi)** [two dice - 5/8" (16mm)] (20.00)

Bill Durrant [produced in association with **View from the Trenches**]

- 25.00 **Shingle's List** M (OOP) [wrap-around cover; 8 scenarios in and around the Anzio beachhead (Operation Shingle), Jan – Mar 1944; includes British and Italian Generation Tables for SASL]

Bounding Fire Productions

- 77.00 **Beyond the Beachhead 2** SW (OOP)
- 70.00 **Blood and Jungle** 1st ed SW (OOP) [+ official updated rules & errata to bring it to the current edition]
- 119.00 **Blood and Jungle** v2 revised edition SW (139.00) [current edition] **SAVE \$20.00**
- 74.00 **Corregidor the Rock** SW (87.00)
- 75.00 **Crucible of Steel** 1st ed M (OOP) [+ official updated rules & errata to bring it to the current edition]
- 119.00 **Crucible of Steel** revised edition SW (139.00) [current edition] **SAVE \$20.00**
- OOS **Hell on Wheels** M (OOP) [with DASL map]
- 77.00 **High Ground 2** SW (OOP)
- 40.00 **Into the Rubble** SW (OOP)
- 72.00 **Into the Rubble 2** SW (85.00) [This is an updated version of the original with additional scenarios.]
- 75.00 **Operation Cobra** SW (OOP)
- 95.00 **Objective Schmidt** SW (110.00)
- 104.00 **Onslaught to Orsha 2** SW (124.00) **SAVE \$20.00**
- 119.00 **Poland in Flames** SW (139.00) **SAVE \$20.00**

Break Contact

- 20.00 **Break Contact! – Aussie Tournament Pack** M (OOP)
- 22.00 **Break Contact 2 - The Armoured Aussie Pack** M (OOP)
- 42.00 **Break Contact 3 - Razorback Pack** M (OOP) [with 15 unique, mounted counters]
- 24.00 **Break Contact 4 - The Aussie Battler Pack** M (OOP)

Broken Ground Design

20.00 **Map Pad Pack** M [unique computer mouse pad map with 4 scenarios]

Countersmith Workshop

40.00 **Steel Master Module A** M (OOP) [set of 3 full-size, unpunched countersheets of German & Russian AFVs' turrets]

47.00 **Steel Master Module B** M (OOP) [3 full-size, unpunched countersheets of 260 British & American AFVs' turrets]

EastSide Gamers

14.00 **Dezign Pak 1** M (20.00)

19.00 **Dezign Pak 2** M (25.00)

19.00 **Dezign Pak 3** M (25.00)

19.00 **Dezign Pak 4** M (25.00)

19.00 **Dezign Pak 5** M (25.00)

19.00 **Dezign Pak 6** M (25.00)

19.00 **Dezign Pak 7** M (25.00)

14.00 **Dezign Pak 8** M (20.00)

14.00 **Dezign Pak 9** M (20.00)

OOS **Dezign Pak 10** M (30.00)

7.00 **Zombie Pack 1** M (8.00)

Encircled Productions

[see listings under **Kansas City ASL Club & Encircled Productions**]

Fanatic Enterprises

Scenario Packs

64.00 **Budapest Pack** M (OOP) [18 scenarios, 2 maps (FE1, FE2)]

48.00 **Dutch Pack** M (OOP) [12 scenarios]

35.00 **Fanatic Pack #1** M (OOP) [12 scenarios]

35.00 **Fanatic Pack #2** M (OOP) [12 scenarios]

47.00 **Leningrad Pack** M (OOP) [16 scenarios]

45.00 **Luzon Pack** M (OOP) [12 scenarios]

52.00 **Oblivion Pack** M (OOP) [12 scenarios]

AFV Cards

10.00 **Allied Minors AFV Cards** M (OOP) [42 unseparated cards]

14.00 **Axis Minors AFV Cards** M (OOP) [56 unseparated cards]

Friendly Fire

22.00 **Friendly Fire Pack 1** M (OOP) [8 scenarios]

22.00 **Friendly Fire Pack 2** M (OOP) [8 scenarios]

15.00 **Friendly Fire Pack 3** M (16.50) [8 scenarios]

OOS **Friendly Fire Pack 4** M (16.50) [10 scenarios]

15.00 **Friendly Fire Pack 5** M (16.50) [10 scenarios]

40.00 **Friendly Fire Pack 6** SW (OOP) [8 scenarios and FrFA map (ASLSK-style)]

- 32.00 **Friendly Fire Pack 6** M (OOP) [8 scenarios and FrFA map (ASLSK-style)]
- 15.00 **Friendly Fire Pack 7** SW (16.50) [8 scenarios]
- 15.00 **Friendly Fire Pack 8** M (OOP) [8 scenarios]
- 20.00 **Friendly Fire Pack 9** M (OOP) [8 scenarios]

Front Line Productions

- 30.00 **Baraque de Fraiture: The Battle for Parker's Crossroads** M (OOP) [Battle of the Bulge]
 [<http://www.desperationmorale.com/products/baraque-de-fraiture-the-battle-for-parkers-crossroads/>]

Heat of Battle

- 67.00 **Berlin: Red Vengeance** M (OOP) [complete: unpunched, mounted countersheet; scenarios are official black & white reprints on cardstock; full color map; in a manila envelope]
- 21.00 **Buckeyes** M (25.00)
- 40.00 **Firefights 1** M (OOP)
- 25.00 **Firefights 2** SW (30.00)
- 55.00 **Kreta - Operation Merkur** SW (66.00) [German air assault and battles on Crete]
- 17.00 **Kreta Heavy Map Upgrade** M (21.00) [same map in the pack but heavier paper stock]
- OOS **Onslaught to Orsha** M (OOP) [1st version; unpunched countersheet]
- 31.00 **Special Forces I** M (37.00) [includes mini countersheet]
- 7.00 **Countersheet for Special Forces I** M (8.00) [same mini countersheet that's in the pack]
- 31.00 **Special Forces II - Küstenjäger** SW (37.00) [includes mini countersheet]
- 7.00 **Countersheet for Special Forces II** M (8.00) [same mini countersheet that's in the pack]
- 27.00 **The Long March** M (32.00)
- 48.00 **Tropic Thunder** M (OOP)
- 25.00 **Waffen SS I & II HoB Update** SW (30.00) [this scenario pack was published without counters]
- OOS **Waffen SS I – No Quarter, No Glory** M (OOP) [with unpunched countersheet]
- OOS **Waffen SS II – The Führer's Firemen** M (OOP) [with unpunched countersheet]
- 43.00 **Waffen SS III – Neither Fear Nor Hope** M (OOP)

Magazines

- 45.00 **Recon by Fire 1** M (OOP)
- 37.00 **Recon by Fire 2** SW (OOP)
- 31.00 **Recon by Fire 3** M (37.00)
- 47.00 **Recon by Fire 4** M (55.00) [includes original and re-printed countersheets]

JagerSoft Games

- 30.00 **China-Burma-India: The Lost Theater**
Part 1: The Japanese Invade (Dec 1941 – May 1942) M (35.00) [ziplock]

Kansas City ASL Club & Encircled Productions

- 92.00 **March Madness 2008 – ASL Goes to the Movies** M (OOP) [9 scenarios, full-color map (MM1), 2 overlays and 7 mounted counters] [limited, numbered edition (total of 75 copies printed)]
- 85.00 **March Madness 2009 – Partisan Pack** M (OOP) [8 scenarios, 8 mounted counters and 1 uncut, full-color overlay] [limited, numbered edition (total of 75 copies printed)]
- OOS **March Madness 2010 – Irregular Forces Pack** M (OOP) [7 scenarios and 2 overlays] [limited, numbered edition (total of 75 copies printed)]
- 75.00 **March Madness 2011 – Texel Pack** M (OOP) [7 scenarios] [limited, numbered edition (total of 75 copies printed)]

- 70.00 **March Madness 2012 – Double-Blind Pack...The Germans are Coming** M (OOP)
 [10 scenarios printed single-sided so the players can't see the other side's OB] [limited, numbered edition (total of 75 copies printed)]
- 15.00 **March Madness 2013 - Commissar Pack 2nd edition** SW (17.00)
- 15.00 **The Very Best of March Madness (Vol 1)** (2015) SW (17.00)
- 15.00 **March Madness 2017 – Hollis Pack...Partisans** SW (17.00) [Encircled Productions]
- 15.00 **March Madness 2018 – The Players Pack** SW (17.00) [Encircled Productions]
- 15.00 **March Madness 2019 – Close Combat, Up Close and Personal** SW (17.00) [Encircled Productions]
- 15.00 **March Madness 2020 – Full Rulebook ASL Pack** SW (17.00) [Encircled Productions]

Kinetic Energy Productions

- 130.00 **Time on Target #1 – The Battle of the Bulge 50th Anniversary** (1994) M (OOP) [12-page magazine, 1-page Official Errata and Questions (Mark 2), 12 scenarios (cardstock), Teaser B "Marine Ambush" scenario (paper)]
- 174.00 **Time on Target #3 – German Rare Vehicles** (1996) M (OOP) [magazine, unpunched countersheet, 13 scenarios (cardstock), Teaser C "Scorched Earth" scenario (paper), player's aid card (cardstock), 8-page Chapter H, 4-page Supplement]
- 77.00 **March Madness '97 Tournament Scenario Pack** (1997) M (OOP) [4-page supplement, 12 scenarios (cardstock)]
- 126.00 **March Madness '99 Tournament Scenario Pack** (1997) M (OOP) [2-page supplement, 1 sheet of 3 overlays and 7 unmounted counters, 10 scenarios (cardstock)]

Koplow Games

- | | |
|--------------------|---|
| Mix
or
Match | Precision Backgammon Dice
5/8" (16mm), 6-sided, rounded-corners
Opaque with black pips: White
Opaque with white pips: Black
Transparent with white pips: Bright Red, Dark Red, Light Blue, Dark Blue,
Purple, Yellow, or Green
Prices: \$4.00 for 1 die \$7.00 for 2 dice \$9.75 for 3 dice \$12.00 for 4 dice |
|--------------------|---|

Le Franc-Tireur

- 67.00 **Deluxe Pack #1** M (75.00)
- 88.00 **From the Cellar Pack 1** M (OOP) [includes uncut overlays]
- 45.00 **From the Cellar Pack 2** M (OOP)
- OOS **From the Cellar Pack 3** M (OOP) [with 'Chapter H' vehicle notes & unpunched countersheet]
- 40.00 **From the Cellar Pack 3** M (OOP) [with scenarios and 'Chapter H' vehicle notes but no countersheet]
- 78.00 **From the Cellar Pack 4** M (OOP) [with unpunched countersheet]
- OOS **From the Cellar Pack 5** M (OOP)
- 20.00 **From the Cellar Pack 6** M (24.00)
- 47.00 **From the Cellar Pack 7** M (OOP)
- 40.00 **From the Cellar Pack 8** M (45.00) [actually a 56-page magazine and 15 scenarios]
- 30.00 **From the Cellar Pack 9** SW (35.00)
- 134.00 **Kampfgruppe Scherer: The Shield of Cholm** M (OOP) [counters are unpunched]
- 35.00 **Kampfgruppe Scherer Player's Guide** M (40.00) [60-page, magazine-style publication, 9 KGS scenarios and one KGS SASL mission]
- 20.00 **Rat Pocket Charts 2nd edition +** M (OOP)
- 45.00 **Rat Pocket Charts 3rd edition** mint (52.00) [the front & back covers, the To Hit & To Kill pages, and the Concealment table are laminated]
- 88.00 **Saint Nazaire 1942, Operation Chariot** NM (OOP) [complete except no countersheet but it includes a full-color photocopy of both sides of the countersheet]

- OOS **Saint Nazaire 1942, Operation Chariot** NM (OOP) [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]
- 120.00 **The Fight for Seoul** SW (135.00)

Magazines

- OOS **Le Franc Tireur #6** M (OOP)
- OOS **Le Franc Tireur #7** M (OOP) [with uncut sheet of 6 overlays and 6 unmounted aerosleds counters]
- OOS **Le Franc Tireur #8** M (OOP)
- OOS **Le Franc Tireur #9** M (OOP)
- OOS **Le Franc Tireur #10** M (OOP) [there is a very small, upward shifting on the unpunched countersheet which cuts off some of the non-game info depictions on these counters]
- OOS **Le Franc Tireur #11** M (OOP) [with LFT 1 map]
- OOS **Le Franc Tireur #12** M (OOP) [with LFT 2 map]
- 67.00 **Le Franc Tireur #13** M (OOP)
- 80.00 **Le Franc Tireur #14** SW (OOP) [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!!]

Lone Canuck Publishing

- 15.00 **1.SS- Panzerdivision Leibstandarte - Normandie** M (16.00) [last one in stock]
- 24.00 **Battle of the Hedgerows – Purple Heart Draw** M (30.00) [with full-color map]
- 12.00 **Battle of the Hedgerows – The Storm Broke** M (14.00)
- 24.00 **Bloody Buron – The First Step to Caen** M (30.00) [with full-color map] [last one in stock]
- 12.00 **Canadians in Italy – D-Day Dodgers** M (14.00)
- 10.00 **Canada at War** M (OOP)
- 24.00 **Crossing the Moro – The PPCLI's Battles for Villa Rogatti, 6 December 1943** M (30.00) [with full-color map]
- 12.00 **Grossdeutschland Pack 1 - The Early Years 1940 to 1941** M (14.00)
- 15.00 **Grossdeutschland Pack 2 - 1942-1943 Forging the Stahlhelm** M (OOP)
- 12.00 **Leibstandarte Pack 3 – Clash at Kharkov!** M (14.00)
- 00.00 **Leibstandarte Pack 5 – Scorched Earth** M (14.00) [not for sale – missing scenarios]
- 12.00 **Ost Front Pack** M (14.00)
- 12.00 **Ost Front 2 – The Liberation of Minsk 28 June – 3 July 1944** M (14.00) [last one in stock]
- 24.00 **Ozereky Breakout – The Soviet Marine Breakout of Ozereky Bay, 4-7 February 1943** M (30.00) [with full color map]
- 12.00 **Quick 6 Scenario Pack** M (14.00) [designed for 2018 West Coast Rumble] [last one in stock]
- 12.00 **To Battle by Air 2** M (14.00)
- 16.00 **Wacht am Rhein – Hilter's Last Blitzkrieg** M (18.00) [last one in stock]
- 12.00 **WINPAK #2** M (14.00) [last one in stock]

Partisan Publishing

- 42.00 **2005 ASLOK 'XX' 20th Anniversary Scenario Pack** M (OOP)

Sherry Enterprises

Dice

- 5.00 **Rare Pair** - black and gray M [2 dice; the Schwerpunkt symbol and name replace the one pip]
- 10.00 **Retro Pack** - white, red, blue, black M [4 dice; the Schwerpunkt symbol and name replace the one pip]
- 15.00 **Six Pack** - ivory, green, purple, orange, yellow, black M [6 dice; the Schwerpunkt symbol and name replace the one pip]

- 15.00 **Allied Tanks** - green, ivory, red, blue M [4 dice; Sherman, Churchill, T34, Char B replace the one pip]
 15.00 **Axis Tanks** - white, yellow, black, gray M [4 dice; Tiger I, Chi Ha, Panzer IVE, M-13/40 replace the one pip]

Scenario Packs

- 28.00 **Schwerpunkt #1** M (33.00)
 28.00 **Schwerpunkt #2** M (33.00)
 28.00 **Schwerpunkt #3** M (33.00)
 28.00 **Schwerpunkt #4** M (33.00)
 28.00 **Schwerpunkt #5** M (33.00) The Medal of Honor
 28.00 **Schwerpunkt #6** M (33.00) The Victoria Cross
 28.00 **Schwerpunkt #7** M (33.00)
 28.00 **Schwerpunkt #8** M (33.00)
 28.00 **Schwerpunkt #9** M (33.00)
 28.00 **Schwerpunkt #10** M (33.00)
 28.00 **Schwerpunkt #11** M (33.00)
 28.00 **Schwerpunkt #12** M (33.00)
 28.00 **Schwerpunkt #13** M (33.00)
 28.00 **Schwerpunkt #14** M (33.00)
 28.00 **Schwerpunkt #15** M (33.00)
 28.00 **Schwerpunkt #16** M (33.00)
 28.00 **Schwerpunkt #17** M (33.00)
 28.00 **Schwerpunkt #18** M (33.00)
 28.00 **Schwerpunkt #19** M (33.00)
 28.00 **Schwerpunkt #20** M (33.00)
 28.00 **Schwerpunkt #21** M (33.00)
 28.00 **Schwerpunkt #22** M (33.00)
 28.00 **Schwerpunkt #23** M (33.00)
 22.00 **Rally Point #1** M (26.00) An Axis Minors Special Study
 22.00 **Rally Point #2** M (26.00) **Starter Kit Special Study**
 22.00 **Rally Point #3** M (26.00) Relics from the Schwerpunkt Archives
 22.00 **Rally Point #4** M (26.00) Ruins of the Reich
 22.00 **Rally Point #5** M (26.00) Thunderbird Pack
 OOS **Rally Point #6** M (26.00) **Starter Kit Special Study II**
 22.00 **Rally Point #7** M (26.00) Schwerpunkt's Greatest Hits
 22.00 **Rally Point #8** M (26.00) Sons of the Rising Sun
 22.00 **Rally Point #9** M (26.00) A Special Study of Mapboards 7a/b, 8a/b and 9a/b
 22.00 **Rally Point #10** M (26.00) Pete Shelling Special
 22.00 **Rally Point #11** M (26.00) Heroes and Knights
 22.00 **Rally Point #12** M (26.00) Schwerpunkt's Greatest Hits
 22.00 **Rally Point #13** M (26.00) The Yanks Are Coming!
 22.00 **Rally Point #14** M (26.00) The 1940 Campaign in the West
 22.00 **Rally Point #15** M (26.00) Special Study I of The Korean War
 22.00 **Rally Point #16** M (26.00) A World at War 1937-1945
 22.00 **Rally Point #17** M (26.00) Special Study II of the Korean War

St. Louis ASL Club

- 30.00 **Historical Magazine, Issue 1 China-Burma-India, The Lost Theater – Part 1 The Japanese Invade (December 1941 - May 1942)** M (35.00) [ziplock]

Southern California (SoCal) ASL Club

- 20.00 **Melee Pack I** M (OOP)
 14.00 **Melee Pack II** M (16.00)

20.00 **Melee Pack III** M (OOP)

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.]

20.00 **Tactiques #5** Mint (OOP)

20.00 **Tactiques #7** Mint (OOP)

20.00 **Tactiques #8** Mint (OOP) [includes uncut overlays]

20.00 **Tactiques #9** Mint (OOP)

Texas ASL Club

30.00 **Dos Equis XX 20th Anniversary Pack** M (OOP) [in English]

Vehicle Movement Point (MP) Dice

1.50 **30-sided Dice for Vehicle Movement Point (MP)** M [these are made by several manufacturers]

Colors available [tell me 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 ½ 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).



Critical Hit

10.00 **Action at Carentan** M (OOP)

12.00 **AfrikaKorps: Benghazi Handicap** M (OOP)

12.00 **AfrikaKorps: Bitter Enders** M (OOP)

12.00 **AfrikaKorps: Second Time Around** M (OOP)

12.00 **AfrikaKorps: Operation Torch** M (OOP)

12.00 **AfrikaKorps: Combined Arms** M (OOP)

12.00 **AfrikaKorps: Frontier War** M (OOP)

12.00 **AfrikaKorps: El Guettar Stakes** M (OOP)

15.00 **Airborne Stand** M (OOP) [this is the 2nd edition of the All American Kellam's Bridge module]

10.00 **All American: Timmes' Orchard (1st edition)** M (OOP)

22.00 **All American: Timmes' Orchard (2nd edition)** M (OOP)

10.00 **All American: Timmes' Orchard (2nd edition) upgrade kit** M (OOP) [1st ed. only]
27.00 **All American 3: Shanley's Hill** M (OOP)
10.00 **Arnhem: The Third Bridge map upgrade** M (OOP) [for 1st ed. only]
19.00 **Arnhem: The Third Bridge 2nd edition** M (OOP)
33.00 **Arnhem: The Third Bridge 4th edition without map** M (39.00)
42.00 **Arnhem: The Third Bridge 4th edition with map** M (49.00)
15.00 **Aussie ASL '97 Pack** M (OOP)
18.00 **Aussie ASL '98 Pack** M (OOP)
29.00 **Berlin - Fall of the Third Reich 1st edition** M (OOP)
19.00 **Berlin - Fall of the Third Reich Upgrade Kit** M (OOP) [for 1st edition only]
79.00 **Berlin - Fall of the Third Reich 3rd edition** M (OOP)
84.00 **Berlin - Final Days of the Third Reich** M (OOP)
25.00 **Blood and Iron (Map Pax 1)** M (OOP)
69.00 **Brave but Doomed - The Battle of Arnhem 1944** M (99.00)
44.00 **Bulge Pak I** M (69.00)
5.00 **Busting the Bocage, 1st edition** SW (OOP)
4.00 **Busting the Bocage, 1st ed. map upgrade** M (OOP)
12.00 **Busting the Bocage, 2nd edition** SW (OOP)
24.00 **Carnage at Cassino** SW (OOP)
59.00 **Chosin Few w/map** M (OOP)
99.00 **Condor Legions** M (149.00)
54.00 **Darkest December** M (69.00)
79.00 **Devil's Domain - Kursk Ponyri (Metal Gods)** M (OOP)
17.00 **Devils in the Woods - Battle of the Bulge 1944** M (OOP)
29.00 **Dien Bien Phu 2nd edition ziplock version** M (OOP)
19.00 **Dien Bien Phu upgrade kit for 1st edition** M (OOP) [
39.00 **Digger Pack 1** M (59.00)
49.00 **Escape from Chosin - Toktong Pass 1950** M (OOP) [Korean War]
11.00 **Euro-Pack I: Early WWII Actions** M (OOP)
11.00 **Euro-Pack II: The Battle of the Bulge** M (OOP)
11.00 **Euro-Pack III: Late War '44-'45** SW (OOP)
11.00 **Euro-Pack IV: War in North Africa** SW (OOP)
11.00 **Euro-Pack V: Eastern Front** SW (OOP)
11.00 **Euro-Pack VI: Partisans and Irregulars** M (OOP)
29.00 **Finland at War (Jatkosota)** M (OOP)
80.00 **First Wave at Omaha** M (OOP) [GREAT DEAL! MONSTER pack for D-Day ASLers!](#)
17.00 **Gembloux, The Feint** M (OOP) [France 1940]
__00 **Genesis** M (OOP)
89.00 **Genesis II** M (129.95) [this is NOT the same as the first Genesis pack]
29.00 **Grossdeutschland at Stonne** M (OOP) [France 1940]
49.00 **Guerra Civil - The Spanish Civil War** M (OOP)
47.00 **Hell Behind the Eastern Front** M (OOP)
11.00 **Hell's Bridgehead Upgrade Set** M (OOP) [for 1st edition only]
9.00 **Hell's Bridgehead map update** M (OOP) [for 1st edition only]
31.00 **Hell's Bridgehead (Kursk) 2nd edition** M (OOP)
39.00 **Hell's Bridgehead 3rd edition with map** M (OOP)
24.00 **Hell's Bridgehead 3rd edition without map** M (OOP)
12.00 **Hero Pax 1** M (OOP)
12.00 **Hero Pax 2 Ostfront** M (OOP)
12.00 **Hero Pax 3: PTO Made Easy** M (OOP)
12.00 **Hero Pax 4: MTO** M (OOP)
19.00 **Hürtgen Surprise & 101st Airborne at Brécourt Manor** M (OOP)
17.00 **Ivan's War** M (OOP)
29.00 **Jatkosota: Finland at War** M (OOP)
12.00 **Leatherneck II: Return of USMC** SW (OOP)
12.00 **Leatherneck III: Call in the Army** SW (OOP)

- 59.00 **Nordic Twilight M** (79.00)
- 99.00 **Omaha West with maps M** (149.00)
- 39.00 **Ordeal Before Shuri SW** (OOP)
- 59.00 **Orders for the Major M** (OOP)
- 44.00 **Panther Line M** (69.00)
- 29.00 **Pointe du Hoc 2nd edition M** (OOP)
- 14.00 **Pointe du Hoc 2nd edition Gamer's Guide M** (OOP)
- 10.00 **Pointe du Hoc 2nd edition Upgrade Kit M** (OOP) [for 1st edition only]
- 12.00 **Pointe du Hoc New edition map M** (OOP) [for 1st and 2nd editions]
- 49.00 **Pork Chop Hill M** (69.00)
- 24.00 **Red Christmas - The Moscow Counteroffensive M** (OOP)
- 10.00 **Retro Pak II M** (OOP)
- 14.00 **Retro Pak III M** (16.00)
- 14.00 **Roman Glory M** (OOP)
- 10.00 **Rout Pack III: Unusual Orders of Battle SW** (OOP)
- 10.00 **Scotland the Brave I map upgrade M** (OOP) [for 1st ed. only - map with larger hexes]
- 24.00 **Scotland the Brave II 1st edition SW** (OOP)
- 10.00 **Scotland the Brave II map upgrade M** (OOP) [for 1st ed. only]
- 24.00 **Spanish Fury - Hell on the Eastern Front M** (OOP)
- 12.00 **Stalin's Fury with map M** (OOP)
- 59.00 **Shout for PIATs M** (OOP)
- 19.00 **Sudden Full Contact M** (OOP)
- 44.00 **(Arnhem: The) Third Bridge 4th edition with map M** (59.00)
- 19.00 **Tigers to the Front 1st edition M** (OOP)
- 24.00 **Tigers to the Front 2nd edition M** (OOP)
- 49.00 **Total Axis Pack 1: Eastern Front Firestorm M** (OOP)
- 16.00 **Total Axis Pack 2: A World Aflame M** (OOP)
- 14.00 **Total East Front Pack 1 SW** (OOP)
- 14.00 **Total Pacific Theater Pack 1 SW** (OOP)
- 29.00 **Uncommon Valor SW** (OOP)
- 10.00 **Valor of the 37th Guards, 1st edition SW** (OOP)
- 24.00 **Valor of the 37th Guards, 2nd edition M** (OOP)
- 10.00 **Valor of the 37th Guards, 2nd edition upgrade kit M** (OOP) [for 1st ed. only]
- 49.00 **Witches Cauldron—The Oosterbeek Perimeter M** (OOP)

Critical Hit Magazine

Volume/Number

- 16.00 **4/2 Yanks & Aussies! M** (OOP)
- 16.00 **5/2 M** (OOP)
- 16.00 **6/1 Carnage at Cassino SW** (OOP)
- 29.00 **6/4 M** (OOP)
- 25.00 **7/1 Dien Bien Phu M** (29.00)
- 17.00 **7/2 10th Anniversary M** (19.00)
- 25.00 **7/3 with Busting the Bocage 3 SW** (OOP)
- 13.00 **CH Retro Issue #1 M** (15.00)
- 13.00 **CH Retro Issue #3 M** (15.00)
- 18.00 **CH Retro Issue #4 M** (24.00)
- 13.00 **Operation Compass Lite (no map) M** (15.00)

IF YOU'RE LOOKING FOR ASL ITEMS NOT SHOWN ABOVE, PLEASE SEND YOUR WANT LIST.

IF YOU'RE NEW TO ASL, CHECK OUT THE INFORMATION BELOW.

FOR YOUR INFORMATION

Unless stated otherwise, each item is complete or assumed to be complete.

If it isn't shrinkwrapped or sealed by the publisher, then I personally check the contents to ensure that all of the gaming components are present.

If it is shrinkwrapped, then I must assume that all of the game components are present and in a playable condition. I don't open shrinkwrapped items to check the contents.

If a shrinkwrapped item is missing a component, you can either tell me or contact the publisher yourself.

(1) If you tell me, I'll email the publisher (with cc to you) and give them your name, address and the component you're missing. It's their responsibility to send you the missing component.

(2) If the publisher is no longer in business or no longer has a replacement for the missing component, then you'll have to contact someone specializing in OOP components.

I don't have a shrinkwrap machine and don't buy games which are obviously shrinkwrapped by someone other than the original publisher.

I've been in the game business since 1989 and a gamer for much longer. The game orders I mail are protected as if these are being sent to me. I don't use newspaper as packaging material...only soft-plastic bubblewrap, air pillows and Styrofoam cushioning material. This costs me more but it's worth it to you.

Out of Print (OOP) Items

Most low-stock, OOP items are not shown in this price list due to quick turnover and may be marked with "ask" in the first column. Also I don't have a lot of time updating this list, especially for OOP items.

Some of the in-stock OOP items are listed but there may be only one or two available – I don't have an endless supply! A 15% to 20% gross profit is added to the cost I pay for most OOP items.

There may be more than one of a specific OOP item in stock. However, the price you see (or sent to you) is the lowest price for that item in that condition. If there's more than one condition (e.g., Mint and Used) for that OOP item, all conditions and prices will be sent to you.

If you're interested in OOP items not shown, send your Want List. If it's in stock, the condition and price will be sent. Of course, there is never any obligation to buy.

Out of Stock (OOS) Items

If an item is listed as being OOS, then I will get more, eventually. If you let me know you want an OOS item, you'll be emailed when it comes in and it will be reserved for you. As always, there is never any obligation to buy.

Shipping and Insurance

Except for a very few, on-line, auction sales, I don't have a handling charge so the shipping and insurance costs you pay are the exact amounts or less.

Postal insurance is your choice and your complete risk if you don't buy it. Some shipments automatically include insurance in the shipping cost; currently, it's included if the value is \$50 or less (for most Post Office shipments within the US) or \$100 or less (FedEx Ground within the US). Packages to some countries can't be insured so any loss/damage is your total responsibility after the package is given to the Post Office. Since I've been in business (1989), there have been only four orders which were lost or damaged and only one was not insured. Insurance is your choice.

A Post Office (or FedEx) confirmation or tracking number will be sent to you so you can see where your order is at or when it is delivered.

ASL STARTER KITS

The ASL Starter Kits are a great and relatively easy to learn the ASL game system. You can stay with the ASLSK system or 'graduate' to the more expensive and much more complex full ASL system. I've been gaming ASL ever since it started - it's a LOT of fun but it takes quite a while to be comfortable with all of the rules. ASLSK is absolutely the best way to start.

My ASL price list has been updated and the ASLSK exclusive items are highlighted in blue.

Although the ASLSK rules are relatively easy, there are ASLSK tutorials on YouTube which can help walk you through the processes:

https://www.google.com/search?client=firefox-b-1-d&ei=54yTXqmVM4q3tAal55ewDA&q=youtube+ASLSK+tutorials&oq=youtube+ASLSK+tutorials&gs_lcp=CgZwc3ktYWIQAzoFCCEQqwI6BQghEKABShIIFxIOMTAtMzE1ZzE3NWcyMTdKDAgYEggxMC0zZzVnNFCU4gFY0_QBYOH_AWgAcAB4AIAB9wKIAeATkgEHMC45LjAuM5gBAKABAaoBB2d3cy13aXo&scIent=psy-ab&ved=0ahUKEwjppLKG7-PoAhWKG80KHaxzBcYQ4dUDCA&uact=5

For more info on MMP's ASLSK products, go to

<http://www.multimanpublishing.com/Products/tabid/58/CategoryID/11/Default.aspx> and click on a product for detailed info.

Errata are changes to already published games, rules, scenarios, etc. According to MMP's website, all of the rule errata have been incorporated into the current games. The errata is located at

<http://www.multimanpublishing.com/Support/ASLASLSK/ASLSKOfficialErrata/tabid/110/Default.aspx>

Along with updated scenarios and select play aids, the updated ASLSK rules can be freely downloaded at

<http://www.multimanpublishing.com/Support/ASLASLSK/ASLSKOfficialDownloads/tabid/108/Default.aspx>

NOTES TO ASL NEWBIES

Trying to find an OOP item can really be frustrating especially when you finally find one and it has an unbelievably high price tag.

First, MMP has stated that they will re-print the core (i.e., nationalities) modules, though it sometimes takes years for that to happen.

Don't fall into the 'I gotta have everything' trap. Unless you're rich, you won't get everything out there but you really don't need everything. There is a LOT of good OOP ASL out there and I have some of these items in stock.

However, there's quite a bit of very high-priced, OOP ASL items that's not worth the paper these are printed on. Some of these items are so bad as to be totally unbalanced and even unplayable.

The best website to check out the various ASL modules, packs, etc. is Mark Pitcavage's Desperation Morale (<http://www.desperationmorale.com/>), specifically the "WORLD OF ASL" link.

There are a couple of publishers who – according to that website - don't have a good track record with their products so it really pays to check out these items.

It's your money and you worked hard for it. Be informed.

Armies of Oblivion, Hollow Legions, Doomed Battalions and **Croix de Guerre** are very good modules but there are relatively few scenarios with Axis Minors, Italians, Allied Minors and 1940 French (though there are some cool Frenchie AFVs in Brit and Amis colors). Late war French are represented with British counters (even though most of their equipment is American). The Italians with the desert gaming components should be re-printed later this year (I keep saying this but it keeps rolling over to the next year).

NOTE: **Armies of Oblivion** and **Croix de Guerre 2nd edition** are now back in stock.

Armies of Oblivion alternative

If you're looking for a relatively inexpensive Axis Minors alternative (until **AoO** is reprinted), check out the **Partisan** module countersheet at <https://www.boardgamegeek.com/image/299783/partisan-asl-module-4?size=original> Somewhat mis-named, **Partisan** actually contains mostly Axis Minor counters: MMCs (squads and halvesquads), Crews, SMCs (leaders, Heroes and AL), Support Weapons and Concealment. For more G2 on this module, go to <http://www.desperationmorale.com/products/partisan/> This module is currently in stock but my stock is very low.

Banzai!!

This great (and free) on-line publication is from the Texas ASL Club at <http://texas-asl.com/#banzaiTab> . You can also find a LOT of other information, including great Player Aids [click on the "Downloads" link on the left side of the page].

View from the Trenches (VFTT)

The latest issues of the ASL zine, **View from The Trenches**, are now available. All of the **VFTT** issues and scenarios can be freely downloaded at <http://www.vftt.co.uk/vfttpdfs.asp> (though you should support the website with a donation). This site also has all of the issues of Avalon Hill Game Company's **General** magazine in pdf form (and these are free also!) - ASL starts in Volume 22, Number 6 so you don't need to download all of the issues. Some of the scenarios in these issues have been updated and published.

Dispatches from the Bunker (DB)

By the way, I highly recommend you buy all of the **DB** issues which are still available from the publisher (in pdf form). Each issue has a lot of ASL content, including scenarios and tactical tips, and these are very affordable. You almost always see one (usually more) **DB** scenarios in ASL tournaments. The website is <http://yankeegamers.org/dispatches.php> . As of April 2020, a 4 pdf Issue Subscription & All 47 Back Issues are only \$60.00 – that's less than \$1.20 per issue!! Except for the free stuff, I can't think of a better value in the ASL world! Email the publisher, Vic Provost, at aslunker@aol.com for current pricing info - **tell him I sent you.**

Remote On-line Automated Record (ROAR)

Although ROAR isn't used as much as in the past, it's still a very useful tool. Check out the "Record by Publication" first – it shows how many times each side won which usually shows how well balanced the scenario is. You can also use this website to record your playings (I started recording my win-loss record in 2000). The ROAR home page is at <https://www.jrvdev.com/ROAR/VER1/default.asp>

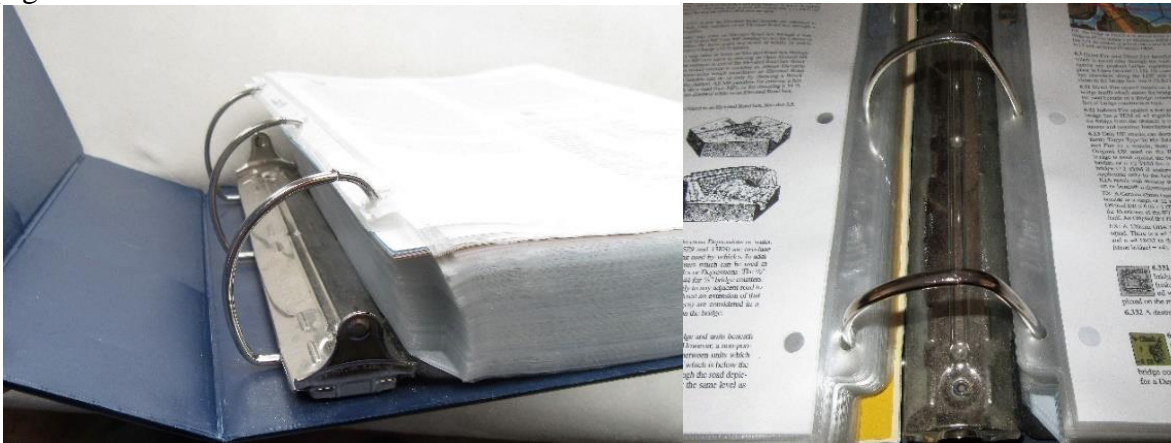
Binders for Rules, Maps, Scenarios, Etc.

If you want to go with the 3-hole punch rulebook (and not the pocket edition), I recommend you buy a good quality 3-inch (or 4-inch) thick, 3-ring binder that lays flat when opened. Also, the rings should be in a “D” shape not round – more pages can be placed in a “D” ringed binder and the pages are easier to flip back and forth. There should also be a locking tab or device to prevent accidental opening of the rings.

By the time you place the loose rules pages in document protectors (which you'll want to do), it will be so thick that it won't fit into MMP's ASL binder. I used two binders for the rules - one large for the main body of rules and another for the Chapter H pages (DYO, Guns and vehicles). I also use separate (but smaller) binders (with top-loading, archival-safe document protectors) for the Historical ASL (HASL) rules, starter kit maps and scenario packs that weren't published with boxes.

If you don't use document protectors, you'll eventually have to repair torn holes with cloth or plastic reinforcers and these will increase the thickness of the rulebook.

If you use document protectors, make sure these are listed as archival safe so these won't damage (or bleed onto) the pages.



GAME OFTEN & ROLL LOW!