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By Richard L. Mataka

The following is a short explanation on how to use this index. If you glance below you will notice that there are two indexes. One index is a Numerical Index according to the order of the Moves Issues. The other is a Category Index which is divided into three subject areas~ they are Game Profiles~ Game Errata and Wargame Design and Theory. In the Category Index, following each article is a Moves issue number which can be cross-referenced with the Numerical Index to see what other articles are included in that specific issue.

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