

Compass Games 2019 Holiday Catalog

Compass Games will be hosting our annual convention.

Compass Games invites you to celebrate the hobby with fellow gaming enthusiasts at our annual gaming event, **Compass Games EXPO 2019!**

Compass Games Expo 2019 will be held at the Red Lion hotel Cromwell (Cromwell, CT) over Veterans Day Weekend (Nov 8-11, 2019). We have secured a special group rate for all attendees which includes complimentary breakfast. You will be taking part in the action-packed venue with gaming held under one roof which includes: Monster games & open gaming, Designer hosted playtest sessions, Euro games, Tournament play, seminars, door prizes, special attendee discounts, and play a games from any publishers. More information is on our website www.compassgames.com Hotel Phone Number: 860-635-2000

Compass Games Expo 2020 will be held at the Red Lion hotel Cromwell (Cromwell, CT) over Veterans Day Weekend (Nov 5-9, 2020)

No coupon code required for special price or preorder order prices. The holiday and special prices are good through 1/31/2020.

To preorder games payment can be made at time of order, or you may provide your payment information so your credit card can be charged closer to the date of publication. You can choose the option you prefer when completing your on-line order www.compassgames.com, or checking the appropriate box on the catalog order form. Checks and money orders are always welcome when you mail your order forms.

Preorder and direct sales through our website are important for Compass to continue to produce equality games. So please take advantage of our **holiday, special, and preorder** pricing to receive substantial savings over retail prices.

If you have any question you can always call Bill at 860-301-0477 or email him at sales@compassgames.com

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SPECIAL PRICE - 25%-30% off retail price. Use catalog order form or go online www.compassgames.com.

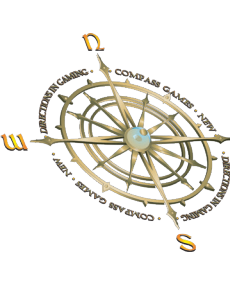
Preorder Price - 25% off retail price. Use catalog order form or go online www.compassgames.com

The above mentioned prices can not be combined with any other offer.

Special Price and Preorder Price no coupon code required online.

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**Compass Games PO Box 271
Cromwell CT 06416 USA**



Stalin's World War 3

Designer: Ty Bomba

Stalin's World War III by Ty Bomba is a two game package: Volume 1 - Operation Pincher & The Soviet Offensive in Europe; Volume 2 - Operation Sandown & The Soviet Offensive in the Mid-East. This is an alternative history monster-size wargame, intended to investigate the strategic parameters that would've been in place during the first 10 weeks of operations had Stalin lived long enough to put in motion one of his many plans to start a global conflict in 1953.

Retail Price: \$89.00
Holiday Price: \$62.00

4 Maps
4 Countersheets
2 Player aid cards
2 Rules booklets

Complexity: Medium
Time Scale: 10 one-week turns
Map Scale: 20 miles (32.4 km) per hex on all maps
Unit Scale: Regiments, brigades, divisions, corps & armies
Players: 1-4

Solitaire: High
Playing Time: 3-5 hours

AVAILABLE NOW

No Peace Without Spain Deluxe Edition

Designer: Don Herndon

No Peace Without Spain by Don Herndon is a strategic simulation of the bloody battles, epic sieges and political turmoil that embroiled Western Europe for more than a decade to decide the fate of the Spanish throne. It is the age of Marlborough and Vauban. Will the Habsburgs regain the crown, or will Louis XIV's grandson rule in Madrid?

Retail Price: \$75.00
Holiday Price: \$54.00

Complexity: Medium
Playing Time: About 4 hours
Solitaire: Medium

1 MOUNTED MAP
1 Rule and scenario booklet
2 Player aid cards
1 Card deck
1 Countersheets

1 Mounted Map
76 Playing cards
45 Wooden cubes in 5 colors
1 Cloth bag
15 Cardboard playing tiles
4 PACs
2 Rulesbooks (1 English and 1 German)

AVAILABLE NOW

The Late Unpleasantness

Designer: Steve Ruwe

The Late Unpleasantness by Steve Ruwe covers the two major attempts to capture the Confederate Capital City. Gates of Richmond covers the Seven Days Battles with Robert E Lee facing down George McClellan. If It Takes All Summer is Ulysses S Grant's overland campaign of 1864, which added the names of Wilderness, Spotsylvania Courthouse and Cold Harbor to Civil War history.

Retail Price: \$89.00
Holiday Price: \$62.00

2 Maps (one for each game)
2 Countersheets
2 Decks of 55 playing cards (1 for each game)
1 Rulebook
4 Player aid cards

Complexity: Medium
Time Scale: 1 turn = 2 days (IITAS)
1 turn = 1/2 day (GOR)
Map Scale: Point to point movement
Unit Scale: Divisions
Players: 1-2 players

Solitaire: High
Playing Time: 2-4 hours

AVAILABLE NOW

Pacific Tide

Designer: Gregory M. Smith

Pacific Tide: The United States versus Japan, 1941-45 by Gregory M. Smith is a compact, strategic-level game covering the struggle between the United States (including some Commonwealth forces) and Japan in World War II. This game utilizes a unique and fast-paced, card-driven combat/build system revolving around carrier operations which will provide players with a multitude of decisions.

Retail Price: \$59.00
Holiday Price: \$42.00

Complexity: Low
Time Scale: Single year turns with alternating, multiple cards plays per player
Map Scale: Area map
Unit Scale: Individual carriers or carrier groups, fleets, army-level infantry, air groups
Players: 1-2

Solitaire: High
Playing Time: 2-4 hours

1 Map
1 Countersheet
51 Game cards
1 Rules booklet
1 Player aid card: with Solitaire Bot

AVAILABLE NOW

Vietnam

Designer: Adam Starkweather

Vietnam Rumor of War by Adam Starkweather is the 2nd game in the OSS series (Operational Scale System). In 1965, the United States decided to intervene in the ongoing conflict in Vietnam. OSS: Vietnam will show the conflict in a playable yet historical manner.

Retail Price: \$89.00
Holiday Price: \$62.00

3 Maps
3 Countersheets
5 Player aid cards
1 Rulebook
1 Scenario book

Complexity: Medium
Time Scale: 1 season per turn
Map Scale: 8 miles per hex
Unit Scale: Divisional/Regimental (with Viet Cong Battalions)
Players: 1-2

Solitaire: High
Playing Time: 2 - 35 hours

AVAILABLE NOW

Zeppelin Raiders

Designer: Gregory M. Smith

Zeppelin Raider: Imperial German Naval Airships by Gregory M. Smith is a solitaire, tactical level game placing you in command of one of several models of WWI Zeppelin dirigibles as part of the Imperial German Navy. Your mission is to destroy as much English war facilities as possible via bombing raids, or to conduct reconnaissance over the North Sea...and still survive and come home. Zeppelin Raider is based on the popular Hunters game system by Gregory M. Smith.

Retail Price: \$79.00
Holiday Price: \$55.00

1 Countersheet
4 Zeppelin display mats
6 Player aid cards
8 Historical Commandant Cards
1 Zeppelin patrol mat
1 Zeppelin logsheet
1 Rulebook

Complexity: Medium
Time Scale: 1 day per mission, 3 missions per month
Map Scale: Abstract
Unit Scale: Individual Zeppelins, ships, aircraft, specific crew members, and ammo/bombs
Players: 1 (with option for two or more)

Solitaire System
Playing Time: 2-3 hours

AVAILABLE NOW

Hearts and Minds

Designer: John Ponske

Hearts and Minds, Third Edition by John Ponske is an uncomplicated approach to a very complicated conflict. 8 scenarios introduce players to U.S. involvement in Southeast Asia including a scenario after the US withdrew from Vietnam, a full campaign scenario as well as high solitaire capability. Players have the ability to start in any year of the war they wish and fight to the end of any other year of the war. The game provides a comprehensive historical approach using mechanics that include guerrilla warfare, faction differentiation, political turmoil, and veteran advantages.

Retail Price: \$69.00
Preorder Price: \$48.00

Complexity: Medium
Time Scale: Each scenario represents 1 year. The campaign game covers 8-10 years.
Map Scale: The Map is divided into provincial areas, indicating major cities and US major bases
Unit Scale: Units are abstract and represent US, ARVN, NVA, VC, Cambodian and Laotian
Players: 1-2 player

Solitaire: High
Playing Time: 45 minutes or less per scenario

1 Mounted Map
3 Countersheets
1 Solitaire Player aid card
80 Playing Cards
1 Rules & scenario book

Mid 2020

Colonialism

Designer: Scott Leibbrandt

Colonialism is a game of 19th and early 20th century imperialism. Each player assumes the role of a nondescript colonial power. Players will try to gain influence in the unindustrialized regions of the game board and to obtain as many resources as possible.

Retail Price: \$89.00
Holiday Price: \$62.00

1 MOUNTED MAP
4 Player boards
63 Resource cubes
153 Influence discs
12 Ships
96 Influence cards
24 Region order tiles
4 Custom dice
4 Player aid cards

1 Rules booklet
1 Bag
12 Economic interest cards
2 Black game turn tokens

AVAILABLE NOW

Bar-Lev

Designer: Chris Fawcett

Bar-Lev: The 1973 Arab-Israeli War, Deluxe Edition by Chris Fawcett, represents an updated game treatment of the GOW release originally published in 1977, faithfully remastered and updated with this all-new, deluxe edition. Either of the two fronts (the Golan Heights and the Suez Canal) may be gamed separately, or both can be linked to simulate the course of the entire war.

Retail Price: \$119.00
Holiday Price: \$83.00

2 maps
8 countersheets
Rules booklet 4 PACs
4 air tasking displays

Complexity: Medium
Solitaire Suitability: High
Time Scale: 1 day per turn
Map Scale: 3-6 km per hex
Unit Scale: battalion and company
Players: 1-4
Playing Time: 5-10 hours for one-map scenario, 12+ hours for full two-map game

AVAILABLE NOW

Fortress Europa, Designer Signature Edition

Designer: John Edwards

Fortress Europa, Designer Signature Edition by John Edwards, marks the return of a true wargaming classic by John Edwards, faithfully remastered and updated with this all-new, supersized edition.

Retail Price: \$85.00
Holiday Price: \$60.00

Complexity: Medium
Solitaire Suitability: High
Time Scale: one week per turn
Map Scale: 25 miles per hex
Unit Scale: divisions, brigades, regiments, and battalions. Abstract naval and air units.
Players: 1-2
Playing Time: 2-4 hours for scenarios, 8+ hours for campaign

2 maps
3 countersheets
Rules booklet
2 PACs, 2-sided
1 German PAC
1 Allied PAC
1 Aircraft Mission Chart, 2-sided
4 German Displays
3 Allied Displays

AVAILABLE NOW

Combat

Designer: Ross Mortell

Combat! by Ross Mortell is a solitaire game on man to man combat in the 20th century. The player will control friendly forces and attempt to complete a scenario against enemy forces that are controlled by the game system.

Retail Price: \$139.00
Holiday Price: \$97.00

4 maps
4 5/8 inch countersheets
2 1 inch countersheets
2 decks of cards
1 Rule & Scenario Book
4 Displays/Charts
1 Turn Display

Complexity: Medium
Solitaire Suitability: High
Time Scale: Abstracted dependent upon actions taken per round but between 30 seconds and 2 minutes
Map Scale: 10 yards per hex
Unit Scale: Single man - man-to-man combat
Players: 1 - Designed for solitaire play
Playing Time: 2-6 hours dependent upon size of scenario

AVAILABLE NOW

Blue Water Navy: The War at Sea

Designer: Stuart Tonge

Blue Water Navy by Stuart Tonge covers the war at sea, air, close-shore and low-earth orbit from the Kola Peninsula in Northern Russia to the Mediterranean Sea and West over the Atlantic Ocean to the United States and Cuba. The game models the full order of battle that could be expected in 1980's wartime, from multi-regiment Soviet Tu-22 Backfire bombers to multiple US carrier groups.

Retail Price: \$109.00
Holiday Price: \$76.00

Complexity: Medium
Solitaire suitability: Medium
Time Scale: Each turn = 1 day
Map Scale: Each area represents 500 nautical miles square
Unit Scale: Each counter represents 10 ships, 3 submarines, 1 squadron or regiment
Players: 2
Playing Time: 1-3 hours for scenarios and 8-16 hours per campaign game

2 map
4 countersheets
2 decks of 55 playing cards
8 double-sided PACs
1 single-sided PAC
1 rules and scenario booklet

AVAILABLE NOW

CSS The Little Land - The Battle For Novorossiysk

Designer: Adam Starkweather

CSS: Novorossiysk by Adam Starkweather is the first game in the Nemesis series covering company level battles on the Eastern Front. With added special rules to cover the unique type of warfare on the Eastern Front, players will battle over the fate of the Kuban with tanks, amphibious invasions, paratroopers, naval ships and artillery.

Retail Price: \$129.00
Holiday Price: \$90.00

Complexity: High
Solitaire Suitability: High
Time Scale: 2 hours per game turn
Map Scale: 500 meters per hex
Unit Scale: Company/platoon
Players: 1-2
Playing time: 2-35 hours

2 22x34 maps
8 countersheets
1 rules and scenario booklet
9 PACs

AVAILABLE NOW

A Pragmatic War

Designer: John B. Firer

A Pragmatic War: The War of the Austrian Succession 1741 - 1748 by John B. Firer is a two-player game simulating the War of the Austrian Succession. Uses the No peace without Spain system.

Retail Price: \$75.00
Holiday Price: \$54.00

1 MOUNTED MAP
1 Countersheet
1 Deck of 55 playing cards
1 Rules and scenario book
Multiple Player aid cards

Complexity: Medium
Time Scale: 1 year per turn
Map Scale: Point-to-point strategic level
Unit Scale: Corps of 10,000 mixed arms and Fleets
Players: 1 to 2
Solitaire: Medium
Playing Time: 4 to 6 hours

AVAILABLE NOW

Decision at Kasserine

Designer: Vance von Borries

Decision at Kasserine: Rommel's Last Chance, Designer Signature Edition by Vance von Borries was first published by 3W (1983), this game covers the German operations called Fruelingswind & Morgenluft which led to the famous battle at Kasserine Pass in Tunisia in 1943.

Retail Price: \$79.00
Preorder Price: \$59.00

Complexity: Medium
Solitaire Suitability: medium
Time Scale: 12 hours per turn
Map Scale: 2 miles per hex
Unit Scale: companies and battalions, artillery batteries or groups
Players: 1-2
Playing Time: 3-8 hours depending upon scenario

2 Maps
3 Countersheets
Rules booklet
2 PACs
Axis order of appearance chart
Allied order of appearance chart

Early 2019

OST KRIEG

Designer: Mitch Ledford

Ost Krieg Germany versus Russia 1941-1945 by Mitch Ledford is a two-player game covering the Eastern Front based on the same game system as Pacific Tide.

Retail Price: \$65.00
Preorder Price: \$46.00

Complexity: Low
Solitaire Suitability: High (solitaire bot system)
Time Scale: Single Year Turns with alternating, multiple cards plays per player
Map Scale: Area map
Unit Scale: army-level infantry, armor, air groups, and partisans
Players: 1-2
Playing Time: 2-4

1 Half map
1 Countersheet
53 Game cards
1 Rulebook
2 PACs

1 Series rules book
1 Scenario book
1 Map
5 Countersheets
2 Division displays
2 Terrain effects chart/combat results table
1 Game turn record

Late 2019

Interceptor Ace

Designer: Gregory M. Smith

Interceptor Ace: Daylight Air Defense Over Germany, 1943-44 by Gregory Smith is the daylight sequel to Nightfighter Ace. Players will find themselves in the cockpit of one of 30 models of daylight fighters as they fight against the American bombing effort in 1943 and 1944, fighting against escorts, British fighter sweeps, and the highly dangerous B-17 combat boxes.

Retail Price: \$99.00
Special Price: \$75.00

Complexity: Medium
Solitaire Suitability: High
Time Scale: 3-4 days per Turn
Map Scale: Abstract
Unit Scale: individual aircraft, individual weapon systems, individual electronic systems, specific crew members, and ammo rounds
Players: 1 (with option for two or more)
Playing Time: 2-3 hours

1 Countersheet of 9/16"
15 Aircraft Display Mats (double-sided, 30 total)
4 PACs 8.5" x 11"
1 Combat Display Mat
2 Bomber Target Mats
1 Pilot Awards Display Mat
1 Air Operations Display Mat 11" x 17"
60 Combat Cards
1 Rules Booklet

AVAILABLE NOW

Nation in Arms

Designer: Stanislas Thomas

Nations in Arms by Stanislas Thomas is bringing one of the most famous periods in history to your gaming table: the French Revolution and the legend of Napoleon in Europe, from 1792 to 1815 - an epic spanning 24 years of the Napoleonic period at the strategic level.

Retail Price: \$129.00
Preorder Price: \$99.00

Complexity: Medium
Playing Time: 50 hours for full campaign (1.5 hours and up for scenarios)
Solitaire: Medium

2 maps
4 countersheets
6 PACs
1 card deck (110 cards)
1 rules booklet (original rule book with errata incorporated)
1 scenario booklet (original scenario booklet with errata incorporated)

Late 2019

CSS Tinian

Designer: Ross Mortell

CSS Tinian Series Designer: Adam Starkweather

CSS Tinian: The Forgotten Battle by Adam Starkweather & Ross Mortell is the 3rd volume in the Marianas Campaign. Most people have never heard of the Battle of Tinian. Overshadowed by the Battle of Saipan to the north and the Invasion of Guam to the south, Tinian seems like a small side show that had no real impact on the war.

Retail Price: \$99.00
Holiday Price: \$69.00

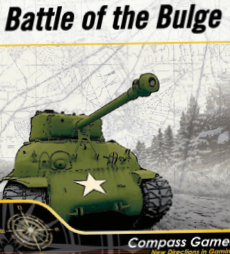
Complexity: Medium
Time Scale: 2 hour turns
Players: 1-2
Solitaire: High
Playing Time: 2 - 35 hours

1 Series rules book
1 Scenario book
1 Map
5 Countersheets
2 Terrain effects chart/combat results table
1 Game turn record

AVAILABLE NOW

WWII Commander: Battle of the Bulge

Designer: John Butterfield



Battle of the Bulge

Retail Price: \$69.00
Preorder Price: \$50.00

Complexity: Medium
Time Scale: 1 day = multiple 90 minutes player-turn activations
Map Scale: Abstract areas approx. 15 miles across
Unit Scale: Divisions
Players: 1-2
Solitaire: High
Playing Time: 2-4 hours

1 Mounted Map
2 Deluxe countersheets
3 Player aid cards
40 Wooden German control discs
1 German order of battle appearance display
1 Allied order of battle appearance display

50 Activation cubes
2 Rules book

Early 2020

Brotherhood & Unity

Designer: Tomislav Cipic



Brotherhood & Unity

Retail Price: \$69.00
Preorder Price: \$52.00

Complexity: Medium
Time Scale: 1 year per turn, 2 months per action round
Map Scale: Point-to-point strategic level
Unit Scale: Brigades
Players: 2 to 3
Solitaire: Medium
Playing Time: 2 to 3 hours

1 Mounted Map
2 Countersheets
96 Strategy cards
3 Player aid cards
1 Rulebook

Early 2020

France 1944

Designer: Mark Herman



France 1944: The Allied Crusade in Europe, Designer Signature Edition by Mark Herman

Retail Price: \$69.00
Preorder Price: \$50.00

Complexity: Medium
Time Scale: Monthly turns
Map Scale: 20 miles (32 kilometers) per hex
Unit Scale: Army-level HQs, infantry corps, armored divisions
Players: 1-2
Solitaire: High
Playing Time: 2-7 hours

1 Mounted Map
2 Countersheets
2 Player aid cards
1 Allied & 1 German order of appearance display and movement card
1 Rulebook with Designer's Notes

Early 2020

Death in the Trenches

Designer: Ben R. Madison and Wes Erni



Death in the Trenches by Ben R. Madison & Wes Erni

Retail Price: \$69.00
Preorder Price: \$52.00


Complexity: Medium
Time Scale: 1 turn = 3 months
Map Scale: 1 hex = approximately 80 miles
Unit Scale: Army and Corps
Players: 1-2
Solitaire: High
Playing Time: 10+ hours

1 MOUNTED MAP
3 Countersheets
1 Rules booklet
6 Player aid cards

Late 2020

CSS Fulda Gap

Designer: Adam Starkweather



CSS: Fulda Gap; Volume One of the Central Front series by Adam Starkweather

Retail Price: \$145.00
Preorder Price: \$109.00

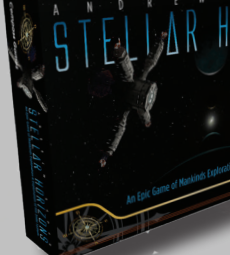
Complexity: High
Time Scale: 2 hours per game turn
Map Scale: 500 meters per hex
Unit Scale: Company/platoon
Players: 1-4
Solitaire: High
Playing Time: 2-50 hours

4 Maps
8 Countersheets
1 Rules booklet
1 Scenario booklet
10 Player aid cards

Early 2020

Stellar Horizon

Designer: Andrew Rader



Stellar Horizon by Andrew Rader

Retail Price: \$149.00
Preorder Price: \$110.00

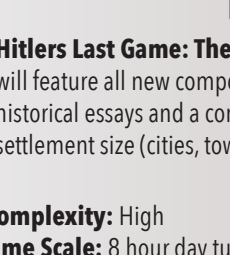
Complexity: Medium
Time Scale: 1 year/turn
Map Scale: The Solar System
Unit Scale: Manned and Robotic Starships
Players: 2 to 7
Solitaire: High
Playing Time: 1 - 20 hours

38 World Tiles
18 Sheets of Playing Pieces
1 Solar Solar System Guide Card
1 Tech & 1 Policy Tree Sheet
7 Fraction Charts
1 Rule and Scenario book

Late 2020

Hitlers Last Gamble

Designer: Danny Parker



Hitlers Last Game: The Battle of the Bulge Designer Signature Edition by Danny Parker

Retail Price: \$99.00
Preorder Price: \$75.00

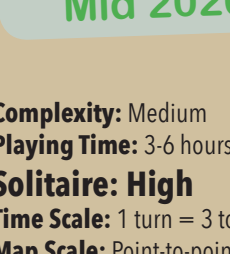
Complexity: High
Time Scale: 8 hour day turns, 16 hour night turns
Map Scale: 3.2 km per hex
Unit Scale: regiments and battalions
Players: 1-4
Solitaire: High
Playing Time: 3-8 hours for scenarios, 20+ hours for campaign

2 Maps
3 Countersheets
Rule book
Historical book
6+ PACS
1 Axis & Allied order of appearance displays

Late 2020

The Conquistadors

Designer: Jonathan Southard



Conquistador by Jonathan Southard

Retail Price: \$89.00
Preorder Price: \$64.00

Complexity: Medium
Time Scale: 3-6 hours
Solitaire: High
Time Scale: 1 turn = 3 to 18 months
Map Scale: Point-to-point
Unit Scale: Individual leaders, 3 to 25 Spanish troops, up to several thousand Indian troops

2 Mounted maps
2 Countersheets
1 Deck of 130 Strategy/Conquistador Cards
1 Deck of 26 Asset Cards
1 Rulebook
4 Player Aid Cards

Mid 2020

Schutztruppe: Heia Safari 1914-1918

Designer: Dennis Bishop



Schutztruppe: Heia Safari of 1914-1918 by Dennis Bishop

Retail Price: \$69.00
Preorder Price: \$52.00

Complexity: Medium
Time Scale: 1 year/turn
Map Scale: The Solar System
Unit Scale: Manned and Robotic Starships
Players: 2 to 7
Solitaire: High
Playing Time: 1 - 20 hours

1 MOUNTED MAP
2 Countersheets
1 Rulebook
2 PACS
2 Display charts

Mid 2020

Battle Hymn Volume 2

Designer: Eric Lee Smith



Battle Hymn Volume 2: Shiloh & Bentonville by Eric Lee Smith

Retail Price: \$79.00
Preorder Price: \$59.00


Complexity: Medium
Time Scale: 1 turn = 60 to 90 minutes depending on the day
Map Scale: 1 hex = 300 yards across
Counters: Brigades, with some regiments
Players: 2, with a solitaire system
Solitaire: High
Playing Time: 1 to 3 hours (scenarios), 5 to 8 hours

2.5 Maps
2 Counter sheets
8 Player aid cards
1 Standard Rules booklet
1 Special Rules booklet
4 White dice, 1 black die

Late 2020

Kharkov Battles

Designer: Greg Blanchett



Kharkov Battles by Greg Blanchett

Retail Price: \$69.00
Preorder Price: \$52.00

Complexity: Medium
Time Scale: 1 turn = 3 days
Unit Scale: Divisions, Corps, Brigades, and Battalions
Players: 1 to 2
Solitaire: High
Playing Time: Less than 2 hours (small scenarios), up to 80 hours for full Fall Blau campaign

2.5 Maps
3 Countersheets
1 Rulebook
10 Player aid cards

Late 2020

The Lamps Are Going Out 2ND EDITION

Designer: Kirk Uhlmann



The Lamps Are Going Out: World War I 2ND EDITION

Retail Price: \$75.00
Preorder Price: \$59.00

Complexity: Medium
Time Scale: Seasonal turns
Map Scale: Variable-Sized Areas
Unit Scale: Field Armies
Players: 2-4
Solitaire: High
Playing Time: 4-6 hours

1 MOUNTED MAP
1 Rule and scenario booklet
2 Player aid cards
120 cards
1 Countersheets

Mid 2020

Indian Ocean Region

Designer: John Gorkowski



Indian Ocean Region by John Gorkowski

Retail Price: \$89.00
Preorder Price: \$65.00

Complexity: Medium
Time Scale: 1 turn = between 3 - 7 hours
Map Scale: 1 hex = 45 nautical miles
Unit Scale: Aircraft squadrons, pairs of ships/subs, land battalions
Players: 1-3
Solitaire: Medium
Playing Time: 2-4 hours depending on scenario

3 Maps
3 Countersheets
Deck of 39 political cards
2 Player aid cards
1 Rule/scenario book

Late 2020

For Motherland!

Designer: Masahiro Yamazaki



For Motherland! The Russian Front 1941-44 by Masahiro Yamazaki

Retail Price: \$89.00
Preorder Price: \$64.00

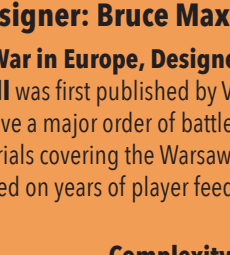
Complexity: Medium
Time Scale: 1 or 2 months per turn
Map Scale: 74 km per hex
Unit Scale: Army & Corps
Players: 1-2
Solitaire: High
Playing Time: 2-5 hours for scenarios, 8+ hours for campaign

2.5 Maps
3 Countersheets
1 Rulebook
10 Player aid cards

Mid 2020

NATO

Designer: Bruce Maxwell



NATO: The Next War in Europe, Designer Signature Edition by Bruce Maxwell

Retail Price: \$79.00
Preorder Price: \$56.00

Complexity: Medium
Time Scale: 12 hours per turn
Map Scale: 10 miles per hex
Unit Scale: regiments, brigades, and divisions, abstract air and naval
Players: 1-2
Solitaire: High
Playing Time: 3-8 hours depending upon scenario

2 Maps
3 Countersheets
Rulebook with extensive Historical Notes
4 PACS

Mid 2020

Tank Leader: Eastern Front

Designer: John Hill



Tank Leader: Eastern Front, Designer Signature Edition

Retail Price: \$89.00
Preorder Price: \$69.00

Complexity: Medium
Time Scale: 60 minutes per scenario
Map Scale: 150 meters per hex
Unit Scale: platoons - 20-30 men, 2-5 tanks, trucks, halftracks, and 3-5 tubes of artillery
Players: 1-2
Solitaire: Medium
Playing Time: 3-8 hours depending upon scenario

2 maps
2 countersheets
72 Formation Cards
1 Rule & Scenario book
4 PACS

Mid 2020

Third World War

Designer: Frank Chadwick



Third World War, Designer Signature Edition by Frank Chadwick

Retail Price: \$180.00
Preorder Price: \$135.00

Complexity: Medium
Time Scale: 1 week per turn
Map Scale: 45 km per hex
Unit Scale: divisions, with some brigades and regiments, 100 aircraft per air unit
Players: 1-8
Solitaire: High
Playing Time: 6-10 hours per game, 36+ hours for full combined campaign

6 maps
8 countersheets
Standard Rules booklet
Scenario and Campaign book
Numerous player aid cards and unit displays
24 Diplomacy Cards (for Persian Gulf)

Late 2020

Commands & Colors Tricorne: Jacobite Rising

Designer: Richard Borg



Jacobite Rising by Richard Borg

Retail Price: \$79.00
Preorder Price: \$59.00

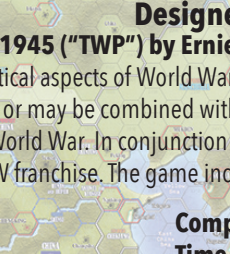
Complexity: Medium
Time Scale: 1 month per turn
Map Scale: 7.5 miles per hex
Unit Scale: battalions, regiments, brigades and divisions
Players: 1-2
Solitaire: High
Playing Time: 4-8 hours depending upon scenario, 20+ hours for campaign

1 Rule & Scenario Book
1 Mounted map
4 Terrain & Accessories punchboards
52 Command cards
58 Combat cards (29 English, 29 Jacobite)
8 Engraved Battle dice
5 Block Sticker sheets
2 Double-sided Summary Cards
283 Blocks

Mid 2020

The War: The Pacific, 1941-1945

Designer: Ernie Copley



The War: The Pacific, 1941-1945 ("TWP") by Ernie Copley

Retail Price: \$150.00
Preorder Price: \$109.00

Complexity: High
Time Scale: 1 turn = 2 months
Map Scale: 1 hex = 46 miles or 75 km
Unit Scale: Fleets and Task-Forces; Air; Wings; Land: Divisions, Corps and Army
Players: 1-2
Solitaire: High
Playing Time: 50 hours for full campaign (1.5 hours and up for scenarios)

2 maps
240 Battle cards
1 Battle Point card placement board
5 Sheets of 168 square unit tokens
Land units x 2 Sheets
Special units x 1 Sheet
Flags x 1 Sheet
Sea Units x 1 Sheet
8 Game Reference Charts
1 Rulebook

Mid 2020

Engage & Destroy

Designer: Brien Miller



Engage & Destroy by Brien Miller

Retail Price: \$89.00
Preorder Price: \$65.00

Complexity: Medium
Time Scale: 2 minutes/turn
Map Scale: 175 meters per hex
Counters: Single vehicle or team
Players: 1-2
Solitaire: Medium
Playing Time: 1 to 4 hours

2 Maps
3 Countersheets
Multiple Player aid cards
1 Rule and scenario book

Late 2020

Napoleon's Eagles

Designer: Christopher Moeller



Napoleon's Eagles by Christopher Moeller

Retail Price: \$55.00
Preorder Price: \$39.00


Complexity: Medium
Time Scale: abstract (one full day of battle is 6 turns)
Unit Scale: Infantry and Cavalry Corps
Players: 1-2
Solitaire: Low
Playing Time: 30 to 90 minutes; 4 hours for large campaign

225 Poker-sized cards which include 89 Unit Cards, 32 Terrain and Info Cards, and 104 Playing Cards
2 PACS
3 Scenario Set-up Cards
1 Rule & Scenario Book

Mid 2020

Russia Besieged Expansion

Designer: Art Lupinacci



Russia Besieged Expansion by Art Lupinacci

Retail Price: \$40.00
Preorder Price: \$30.00

Complexity: Medium
Time Scale: 1 turn = 1 year
Map Scale: Global map centred on Europe, North Africa.
Unit Scale: 10,000 men per unit Infantry, 2000 men per unit Cavalry, 50 Cannon per unit Artillery, 5 ships of the line per unit Fleet.

1 - 64-page booklet
1 - Half-sheet of counters
Note: you must own a copy of Russia Besieged in order to use this product.

Mid 2020

Red Poppies Campaigns: Volume 3

Designer: John Gorkowski



Red Poppies Campaigns: Volume 3 - Assault Artillery: La Malmaison Assault Artillery (AA)

Retail Price: \$69.00
Preorder Price: \$52.00

Complexity: Medium
Time Scale: 10 minutes per turn
Map Scale: 200 yards per hex
Unit Scale: Companies, squadrons, sections
Players: 1 or 2
Solitaire: High
Playing Time: 2 to 24 hours depending on the scenario/campaign

2 maps
3 countersheets
1 rule & scenario book
3 player reference cards

Early 2020

Napoleon's Imperium

Designer: Andrew Rowland



Napoleon's Imperium

Retail Price: \$159.00
Preorder Price: \$119.00

Complexity: Medium
Time Scale: 1 turn = 1 year
Map Scale: Global map centred on Europe, North Africa.
Unit Scale: 10,000 men per unit Infantry, 2000 men per unit Cavalry, 50 Cannon per unit Artillery, 5 ships of the line per unit Fleet.

Players: 2 to 8 players
Playing Time: Average 4 to 6 hours. A Battle Point Game last 4 to 6 hours. A Campaign Game can last 6 hours+. Each year of Play takes approximately 40 minutes to 1 hour.

Solitaire: Medium

Mid 2020

Dawn of Empire

Designer: Stephen Newberg

Dawn of Empire by Stephen Newberg is an uncomplicated game centered on the naval aspects of the Spanish-American War of 1898 in the Atlantic Ocean. The game depicts this conflict at a strategic level, with most operational and tactical details represented by fast and easy-to-play systems, rather than intricate mechanisms. The intent of the game is to provide a broad overview of the historical events while being fun to play.

Retail Price: \$55.00
Preorder Price: \$39.00

1 Mounted map
1 Countersheet
Player Aid Cards
1 rulebook

Complexity: Medium
Time Scale: 11 days per turn
Map Scale: variable (area movement maps)
Unit Scale: individual warships
Players: 1-2
Solitaire: Medium
Playing Time: 2-3 hours

Mid 2020

Imperial Tide

Designer: Gregory M. Smith

Retail Price: \$69.00
Preorder Price: \$50.00

Imperial Tide: 1914-1918 by Gregory M. Smith is a two-player strategic level game covering the entire Great War in just one evening. Based on the popular "Pacific Tide" system, it is card-driven and features a simple system that allows for many decisions by each player. Features bot for solitaire play.

Complexity: Low/Medium
Players: 1-2
Map Scale: Strategic, abstract
Unit Scale: Army Groups by strength points
Time Scale: 1 year per turn, with multiple card plays per year
Playing Time: 2-3 hours

1 Mounted map
2 Countersheets
3 PACs
1 deck of Operations Cards
17 wooden pieces
3 year cards

Mid 2020

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International Shipping: \$33.00 for 1st game, \$18.00 each additional game, Paper Wars \$13.00 (Game with mounted map will be \$58.00)

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Coalition

Designer: Javier García de Gabiola

COALITION! by Javier García de Gabiola is a game about the Napoleonic wars, (1805-1815) to be played ALL of them in some 4-6 hours, for 2-6 players. The scope of the game is grand-strategy with some operational components (as the execution of maneuvers as Marching to the Sound of the Guns), being the UK player launching successive Coalitions to destroy France and his Empire. You will remember and reenact this flamboyant period handling historical Generals, Armies, Fleets and Event Cards. Prepare to fight from Austerlitz to Waterloo in just one evening!

Retail Price: \$69.00
Preorder Price: \$52.00

1 Mounted map
2 Countersheets
3 Decks of 56 Playing Cards
1 Rulebook
Multiple PACs

Complexity: Medium
Time Scale: 1 year per turn
Map Scale: country-to-country grand-strategic level
Unit Scale: Armies (30-50,000 men per Streight Point) and Fleets (15-25 ships per Streight Point)
Players: 2 to 6
Solitaire: Medium
Playing Time: 4 to 6 hours

Mid 2020

Panzerkrieg

Designer: John Prados

Retail Price: \$99.00
Preorder Price: \$72.00

Panzerkrieg: Designer Signature Edition by John Prados marks the return of a true wargaming classic, faithfully remastered and updated with this all-new, supersized edition. John Prados has made some discrete but friendly changes to the system to improve his classic design covering operational warfare in Southern Russia during WW2.

2 Maps
2 PACS
4 Countersheets
5 Order of Battle Display cards
1 German Player Display
1 Soviet Player Display
1 Conference map
1 Rule & Play booklet

Late 2020

Preorder order games shipping cannot be combined with other games for shipping cost

Shipping Order Shipping Cost Example: 1. If you live in the US and order Coalition (mounted map and pre order) and 1866 shipping will be \$18+\$12=\$30.
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2. Receive Holiday price online by entering coupon code **HOLIDAY19**. **Special and preorder prices require no coupon code.**
Minor price differences could occur between catalog and online prices.

The Fall of Tobruk

Designer: Chris Fawcett

Fall of Tobruk, Deluxe Third Edition by Chris Fawcett is a recreation of the Axis attack on the heavily fortified Gazala-Bir Hachem line in May-June 1942. This is complete revision of the Conflict Games designed by Frank Chadwick and first published in 1975.

Retail Price: \$119.00
Preorder Price: \$82.00

5 Countersheets
2 Maps
1 Allied Air Display
1 Axis Air Display
1 Allied Reserve and Refit Display
1 Axis Reserve and Refit Display
1 Turn Record and Reinforcements Chart
1 Air Tasking Display Screen
5 Orders of Battle Displays
2 identical double-sided PACs
Rulebook

Complexity: Medium
Time Scale: 3-4 days per turn
Players: 1 (option for 2 or more)
Solitaire System
Playing Time: 2-3 hours+

Late 2020

No Motherland Without

Designer: Dan Bullock

No Motherland Without: North Korea in Crisis and Cold War by Dan Bullock is a card-driven strategy game for one or two players simulating tensions between the DPRK and the West from 1953 to present day. As the Kim Regime (DPRK), one player will be seeking a nuclear deterrent to invasion, preventing uprising, improving infrastructure and purging elites to prevent a coup. As the West, players will exert pressure on the regime

Retail Price: \$59.00
Preorder Price: \$42.00

1 Mounted Map
2 Countersheets
128 Poker-Sized Cards
1 Rulebook

Complexity: Low to Medium
Time Scale: 8-10 years per turn
Players: 1-2
Solitaire: High
Playing Time: 90 - 120 minutes

Late 2020

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Western Front Ace

Designer: Gregory M. Smith

Western Front Ace: The Great War in the Air, 1916-1918 by Gregory M. Smith is a solitaire, tactical air game covering air operations in the Western and Italian fronts. Players control an aircraft from one of 7 different nations with options to upgrade to better aircraft as the war progresses.

Retail Price: \$109.00
Preorder Price: \$79.00

2 Countersheets
21 Aircraft Display Mats
4 PACs
1 2-Seater Target Display Mat
4 Pilot Awards Display Mats
1 Map
Rulebook
1 deck of Combat Cards
1 set of 20 Historical Ace Pilot Cards
Logsheet

Complexity: Medium
Map Scale: Abstract Unit Scale: Individual aircraft, individual weapon systems, specific crew members, and ammo rounds
Time Scale: 3-4 days per turn
Players: 1 (option for 2 or more)
Solitaire System
Playing Time: 2-3 hours+

Late 2020

Devils Boats

Designer: Joe Carter

Devil Boats: PT Boats in the Solomons by Joe Carter is a solitaire, tactical-level wargame. You, as commander, will lead a squadron of 4 US Navy PT boats on nightly missions against Japanese forces in the Solomon Islands during the summer months of 1943.

Retail Price: \$59.00
Preorder Price: \$45.00

1 Mounted Map
2 Countersheets
128 Poker-Sized Cards
1 Rulebook

Complexity: Medium
Time Scale: 1 day per mission, 20 missions per month
Map Scale: Abstract
Unit Scale: Individual PT boats, ships, aircraft, guns, specific PT boat crew members/equipment, and ammo/bombs
Players: 1-2
Solitaire: High
Playing Time: 15-60 minutes per mission, 15-30+ hours for full campaign game.

Late 2020

The Domsday Project: Episode One

Designer: Adam Starkweather

The Domsday Project Episode One, The Battle For Germany by Adam Starkweather is a subseries of the Operational Scale System featuring wars that never happened. There will be games on the Persian Gulf, the Balkans, the far north, the Far East, the strategic naval war, and of course, a game of total nuclear war. The first game in the series will feature the fight that could have happened in Germany. Chemical weapons, tactical nuclear attacks and politics will be present – as well as all the forces that were stationed in the region in 1985.

Retail Price: \$109.00
Preorder Price: \$79.00

3 Maps
4 Countersheets
7 Player Aids, Charts, and Displays
1 Rule & Scenario book

Complexity: Medium
Time Scale: 1 day per turn
Unit Scale: Divisional/Brigade/Regiment
Players: 1-2
Solitaire: High
Scenarios: 4

Early 2020

Amerika Bomber

Designer: Gregory M. Smith

Amerika Bomber: Evil Queen of the Skies by Gregory M. Smith is a solitaire alternate history game covering the strategic bombing of the United States in a future gone horribly wrong. Players control one of 5 historically-based bombers in an effort to bring America to her knees by conventional and atomic bombing missions.

Retail Price: \$69.00
Preorder Price: \$54.00

1 Countersheet
3 Aircraft Display Mats
5 PACs
1 Combat Display Mat
1 Pilot Awards Display Mat
1 Air Operations Map
1 Rules Booklet featuring extensive Alternate History Background
1 Logsheet.

Complexity: Medium
Map Scale: Abstract
Unit Scale: Individual aircraft, individual weapon systems, specific crew members, and ammo rounds
Time Scale: 1 week per turn
Players: 1 (option for 2 or more)
Solitaire System
Playing Time: 2-3 hours+

Late 2019

Dawns Early Light

Designer: David McDonough

Dawn's Early Light: The War of 1812 by David McDonough is a two-player card-driven grand strategy game: a quick-playing, high-level abstract recreation of the entire conflict encompassing the territorial, naval, political, and economic competition between the United States and Great Britain.

Retail Price: \$69.00
Preorder Price: \$52.00

1 MOUNTED map
2 COUNTERSHEETS
86 Game Cards
2 PACS
1 Rulebook

Complexity: Medium
Time Scale: 6 months per turn
Map Scale: Strategic areas of varying size
Unit Scale: Strategic forces of varying size
Players: 1-2
Playing Time: 120 minutes

Late 2020

Cradle of Civilization

Sean and Daniel Chick

Cradle of Civilization by Sean & Daniel Chick is a pair of games, Sumeria to Persia and Alexander vs Darius, in one premium package (mounted mapboard and "thick" counters) that allows two to six players determine the fate of the Ancient Near East. In one game civilizations rise, while in the second game, two players battle over whether the great Persian Empire will survive or perish. Both games use simple mechanics to make them quick-playing and to portray a period feel to the players.

Retail Price: \$79.00
Preorder Price: \$59.00

1 Mounted map
9 Countersheets
2 rulebooks
6 player reference cards
48 Nation/City/Epoch tiles

Complexity: Low (Sumeria to Persia), medium (Alexander vs. Darius)
Time Scale: Variable (days to weeks per turn)
Map Scale: Variable (area movement maps)
Unit Scale: Variable (battalion to division)
Players: 1-6
Playing Time: 3 hours

Late 2020

Bismarck

Designer: Petros Sorilos

Bismarck: The Last Battle by Petros Sorilos is a compact, strategic-level game covering the last 5 days of operations of the most feared German battleship in WWII. This game utilizes a unique and strategic card-driven battle system revolving around Bismarck's operations which will provide player with a multitude of decisions & tactics. While extremely competitive as a solitaire game, Bismarck: The Last Battle is quite addict for the player, as every repeatable battle is a struggle to survival.

Retail Price: \$69.00
Preorder Price: \$52.00

1 Map
1 Player mat
2 Countersheets
54 Game Cards
12 six-sided dice
1 PACs
1 Rulebook

Complexity: Medium
Time Scale: Single Day Turn with multiple cards plays per player
Map Scale: Area map
Unit Scale: Carriers, Battleships, Battlecruisers, Destroyers, Airplanes
Players: 1
Solitaire: High (solitaire system)
Playing Time: 1-2 hours

Late 2020

Pontiac's Uprising

Designer: John Poniske

Pontiac's Uprising 1763-1766 by John Poniske followed on the heels of the French and Indian War which ended in 1763. Thanks to Indian resentment over the French surrender of their lands and the harsh policies of General Jeffery Amherst, governor-general of British North America, 20+ Indian nations rose up under the charismatic leadership of the Ottawa sachem, Pontiac and the Lenape Holy Man, Neolin.

Retail Price: \$89.00
Preorder Price: \$72.00

1 MOUNTED map
4 Countersheet
106 Game Cards
16 Wooden Cubes
11 PACs
1 Rulebook

Complexity: Medium
Time Scale: Seasonal turns (approx. 3 months per turn)
Map Scale: Point-to-Point map (approx. 60-75 miles between points)
Unit Scale: 30-50 men, 4-6 artillery guns, individual officers and sea vessels
Players: 1 or 2 (best with 2)
Solitaire: Medium
Playing Time: from 15 minutes (intro scenarios) to 6 hours (grand campaign)

Late 2020

Brief Border Wars

Designer: Brian Train

Brief Border Wars by Brian Train is a quadrige or set of four mini-games on short border conflicts of the 20th and 21st century, using a card-driven system that models the chaotic, stop-and-start nature of these impromptu wars. The four conflicts include:
• El Salvador vs. Honduras, 1969
• The Turkish invasion of Cyprus, 1974
• China vs. Vietnam, 1979
• Israel vs. Hezbollah, southern Lebanon, 2006

Retail Price: \$69.00
Preorder Price: \$52.00

4 Maps
1 Countersheet
4 PACs
1 Set of 54 cards
1 Rulebook

Complexity: Medium
Time Scale: Variable (days to weeks per turn)
Map Scale: Variable (area movement maps)
Unit Scale: Variable (battalion to division)
Players: 1-2
Solitaire: Medium

Early 2020

Armageddon

Designer: Kerry Anderson

THE BATTLE OF ARMAGEDDON by Kerry Anderson is a 2 to 6 player game dealing with this final battle. In THE BATTLE OF ARMAGEDDON, players assume the roles of the leaders of these nations. Biblical names have been used to capture some of the mystery of the setting.

Retail Price: \$69.00
Preorder Price: \$52.00

1 rulebook
1 Mounted map
216 playing pieces
149 playing cards
1 legend sheet
3 battle game profile sheets
1 campaign game profile sheet

Complexity: Medium
Time Scale: abstract (weekly)
Map Scale: 90 km per hex
Unit Scale: abstract (divisions/corps)
Players: 2-6
Solitaire: Low
Playing Time: 1-4 hours

Early 2021

Maori

Designer: Kevin McPartland

Maori: Warriors of the Long White Cloud by Kevin McPartland is a card-driven war game that puts you in charge of a complex society as you try to impose your will on your neighbors using essentially stone-age technology. Players begin the game on the North Island of Aotearoa, in charge of only a single iwi (or tribe).

Retail Price: \$119.00
Preorder Price: \$82.00

3 maps (1 for each solitaire game and 1 for the 2-player game)
3 rulebooks (1 for each game)
2 countersheets
110 playing cards
Multiple player aid cards

Complexity: Medium
Map Scale: area movement, strategic level
Unit Scale: individual leaders; about 30 to 50 warriors per unit; war canoes are one large canoe or two or three smaller ones.
Time Scale: the time represented is flexible
Players: 1 to 4
Solitaire: special rules to facilitate solitaire play
Playing time: 60 to 90 minutes

Early 2021

Traders of the Air

Designer: Michael Schacht

Traders of the Air by Michael Schacht 2 to 4 players represent steampunk trading guilds on a planet far away, always on the lookout for an opportunity to acquire valuable goods. The four conflicts include:
• El Salvador vs. Honduras, 1969
• The Turkish invasion of Cyprus, 1974
• China vs. Vietnam, 1979
• Israel vs. Hezbollah, southern Lebanon, 2006

Retail Price: \$52.00
Preorder Price: \$39.00

2 Maps
8 Guild mats
1 Steamship
60 Guild contracts discs
22 Sky dollar cardboard coins
78 Cardboard markers
1 Bag
1 Start player marker
1 Cardboard compass
2 Rulebooks

Complexity: Medium
Map Scale: Point to point
Unit Scale: Individual ships
Players: 2-4
Playing Time: 1 hour+

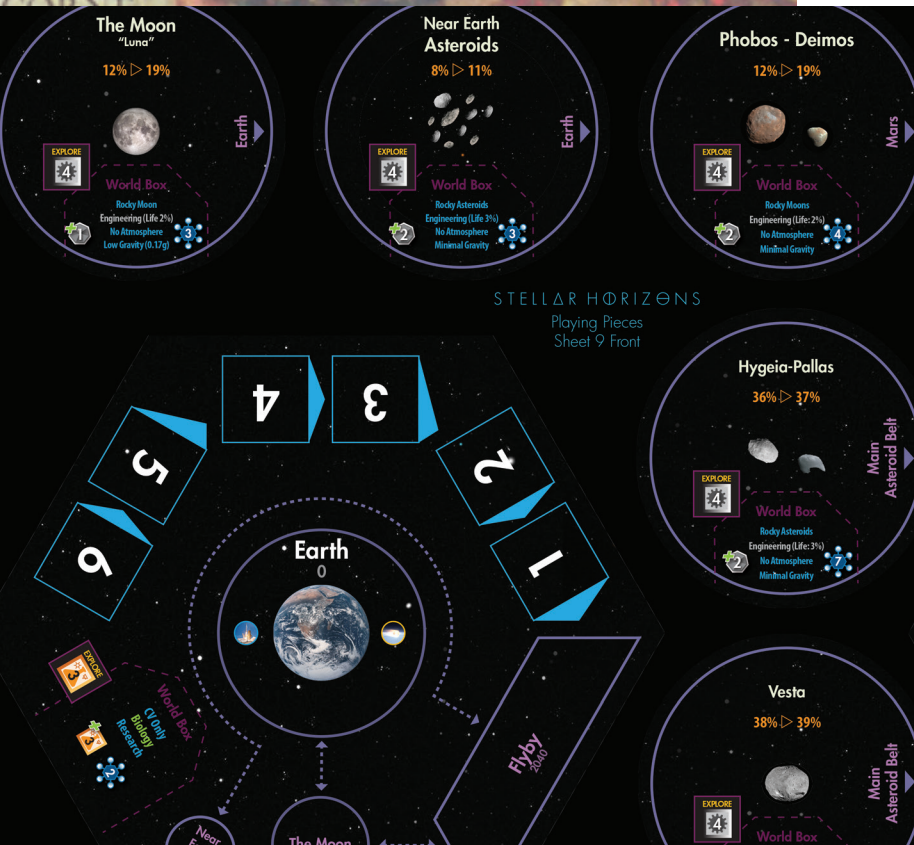
Mid 2020

Compass Games

New Directions in Gaming

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Commands & Colors Tricorne: Jacobite Rising by Richard Borg



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News

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Stellar Horizon by Andrew Rader

Catalog Discounts valid until 1/31/20
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On all games not listed holiday

Compass Games

New Directions in Gaming

Still in Stock Paper Wars

- Paper Wars 80-SETTING SUN, RISING SUN** by Stephen Newberg is an uncomplicated war game centered on the naval aspects of the Russo-Japanese War of 1904-1905. The game depicts this conflict at a strategic level, with most operational and tactical details represented by fast and easy-to-play systems, rather than intricate mechanisms. **1 Map & 2 Countersheets.**
Retail Price: \$46.95 **Holiday Price: \$33.00**
- Paper Wars 81- Position Magnifique: Mars-la-Tour 1870** by Hermann Luttmann is a medium-sized, brigade-scale game for two players (although it is solitaire-friendly). **1 Map & 1 Countersheet.**
Retail Price: \$46.95 **Holiday Price: \$33.00**
- Paper Wars 82- I Will Fight No More Forever** by Stephen Newberg is a game of the retreat of the Nez Perce Indian tribe, the longest contested retreat in history. **2 Maps & 1.5 Countersheets.**
Retail Price: \$46.95 **Holiday Price: \$33.00**
- Paper Wars 83-Rising Sun Over China** by John Gorkowski simulates the Japanese invasion of China prior to World War II on a table top map scaled at 50 miles per hex with division-level playing pieces and monthly game turns. **1 Map & 1 Countersheet**
Retail Price: \$46.95 **Holiday Price: \$33.00**
- Paper Wars 84-FINNISH CIVIL WAR** by Brian Train is a simulation game of the civil conflict in Finland in the early months of 1918. **1 Map & 1 Countersheet.**
Retail Price: \$46.95 **Holiday Price: \$33.00**
- Paper Wars 85- RUSSIA FALLING** by Ty Bomba the game enables two players to play the first year of a hypothesized near-future post-Putin civil war in Russia. **1 Map & 1 Countersheet.**
Retail Price: \$46.95 **Holiday Price: \$33.00**
- Papers War 86-The Nomads No More** by John Gorkowski game system includes two different games: Ungern-Sternberg's Mongolia and Enver Pasha's Bokhara. Ungern-Sternberg's Mongolia simulates the invasion of Mongolia by fleeing Whites, their clash with the Chinese and subsequent pursuit by Reds. Enver Pasha's Bokhara covers the Basmachi Revolt against Soviet rule around Bokhara - present day Kyrgyzstan, Tajikistan and Uzbekistan. **2 Maps & 1 Countersheet.**
Retail Price: \$46.95 **Holiday Price: \$33.00**
- Paper Wars 87-Belmont** by John Poniske: General Grant's Belmont offensive provided him his first action in the war and his green Midwestern troops the needed experience. Having overrun a Rebel camp gave him good reason to claim victory, but then, Confederate general Polk claimed victory as well, for forcing Grant to quit the battlefield. **1 Map & 1 Countersheet.**
Retail Price: \$46.95 **Holiday Price: \$33.00**
- Paper Wars 88-Sourage of God** by Stephen Newberg is a mainly solo player depiction of the result of the consolidation of the Mongol tribes by Genghis Khan and resulting the next 50 years of conquests. **1 Map & 1 countersheet.**
Retail Price: \$46.95 **Holiday Price: \$33.00**
- Paper Wars 89-Burning Mountain** by Andrea Brusati is a simulation game about the Spring 1916 Austro-Hungarian offensive on the Italian Front, aimed to drive to the Veneto plain, west of Venice, cutting off the front in Friuli and along the Isonzo river, where most of Italian Army where deployed. **1 Map & 1 Countersheets.**
Retail Price: \$46.95 **Holiday Price: \$33.00**
- Issue 90: MacArthur: The Road to Bataan** by Jack Greene covers the battle of Luzon Island during the winter of 1941-1942. This game originally appeared in Wargamer #44. **1 Map & 1 Countersheet**
Retail Price: \$46.95 **Holiday Price: \$33.00**
- Issue 91: Jihad** by Stephen Newberg is a game type simulation of the first century of the Islamic expansion after the death of Mohammad, the Prophet and founder of the Islamic religion. The objective of the game is for the Muslim player to at least duplicate the conquests of Islam over the historical time frame while for the opposing player the object is to prevent that level of advance by Islam. **1 Map & 1 Countersheet**
Retail Price: \$46.95 **Holiday Price: \$33.00**
- Issue 92: Pitt's War** by Stanislaw Thomas simulates the epic struggle between United Kingdom and France from the beginning of the French Revolution to the end of the French Empire at Waterloo on a map with zones covering Europe and the Levant. The game provides round 130 event markers to simulate easily the essence of that period. **1 Map & 1 Countersheet**
Retail Price: \$46.95 **Holiday Price: \$33.00**
- Issue 93: Wragam: Napoleon's Final Triumph** by Ty Bomba has the French on the strategic offensive, but there's plenty of opportunity for both players to attack. In fact, the Austrians can win a sudden death victory by capturing the French crossing area over the Danube. **1 Map & 1 Countersheet** (Retail Price: \$46.95) **Preorder Price: \$ 41.95** **AVAILABLE NOW**
- Issue 94: Hannibal, The Italian Campaign, 218-208 BC** by Stephen Newberg is a medium complexity strategic study of the Second Punic War. Turns represent a year of campaigning with map hexes scaled to 40 kilometers. **1 Map & 1 Countersheet.** Retail Price: \$46.95 **Preorder Price: \$ 41.95** **WINTER 2020**
- Issue 95: Fall of Siam by 1765-1767** by John Poniske covers the relationship between the two ancient Asian superpowers of Burma (currently Myanmar) and Siam (currently Thailand) was long, bloody and well documented. Burma and Siam clashed constantly, involving at least 17 separate conflicts that in turn resulted in at least six sieges of the Siam's capital, Ayutthaya, over a 300 year period. **1 Map & 2 Countersheets** Retail Price: \$46.95 **Preorder Price: \$ 41.95** **Summer 2020**
- Issue 96: Army of the Heartland: Perryville and Stones River 1862-1863** by Sean Chick is a brigade grand tactical system. The games come with multiple scenarios, including additional forces. Players can make Perryville the grand decisive battle or at Stones River additional Confederate forces that could decide the battle and the war. **2 Maps, 2 Countersheets, & 1 PAC.**
Retail Price: \$46.95 **Preorder Price: \$ 41.95** **Fall 2020**

Next Subscription cycle for 4 issues 93-96. Publication dates are September 19, February 20, June 20 October 20.		
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Canada	\$130.00	\$69.00
International	\$155.00	\$79.00
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3 game issue Subscription cycle for issues 94-96. Publication dates are, February 20, June 20 October 20.		
	With Game	Without Game
Domestic	\$90.00	\$44.00
Canada	\$120.00	\$64.00
International	\$140.00	\$74.00
Subscriptions Include Shipping		

Still in Stock Games Hypothetical Category

- Brezhnev's War: NATO vs. the Warsaw Pact in Germany, 1980** by Ty Bomba enables two players to game the first month of a hypothesized communist invasion of Western Europe sometime between the fall of Saigon and the start of the Soviet intervention in Afghanistan. **3 map, 2 countersheets, 1 rulebook & 1 PAC.** Complexity: Medium, Time Scale: 10 three days turns, Map Scale: 6.66 miles per hex, Unit Scale: Divisions and brigades, along with a few regiments. **Playtime: 4-6 hours. Solitaire: Medium, Players: 1-2** (Retail Price: \$69.00 **Holiday Price: \$48.00**)
- German Fleet Boats: Steel Wolves Expansion** by Brian Miller & Stephen Jackson allows players to alter their Steel Wolves campaign with cruiser/fleet type submarines. This alternate history expansion pack is a must have for your Steel Wolves campaign. **1 countersheet, 1 rulebook.** Complexity: Moderate - Requires a copy of Steel Wolves, **Playing Time:** Play time is based on Steel Wolves and varies depending on scenario, **Solitaire: High This is a Solitaire game** (Retail Price: \$30.00 **Holiday Price: \$21.00**)
- Triumph Of The Will** by Ty Bomba enables two players to game the entirety of alternative history's worst nightmare: a triumphant Nazi Germany and Imperial Japan, having won World War II and conquered the planet in 1945, square off against each other - for total domination. **2 map, 2 countersheets, 1 rulebook.** Complexity: Medium, Time Scale: player determined- any number of one year turns, Map Scale: 1 map global area movement, Units Scale: Armies, fleets & air forces, **Playtime: 2-16 hours, Solitaire: High, Players: 1-2** (Retail Price: \$69.00 **Holiday Price: \$48.00**)

Pre-Gunpowder Category

- Fornovo 1495** by Brian Miller the first game in the series presents the battle fought between the French Army of King Charles VIII, and the Condottieri forces of the League of Venice. **1 rule & scenario book, 1 map, 2 countersheets, 4 charts & tables cards.** Complexity: Medium, Time Scale: 20 Minutes per turn, Map Scale: 350 yards per area, Unit Scale: Battalions and Companies, **Playtime: 2-4 hours, Solitaire: Medium, Players: 1-2** (Retail Price: \$69.00 **Holiday Price: \$48.00**)

Gunpowder Category

- 1866: The Struggle For Supremacy In Germany** by John B. Fier is a two-player simulation dealing with the Austro-Prussian War of 1866 in Central Europe. **1 rulebook & play book, 1 map, 1 mixed sheet of 5/8" and 1/2" counters., 1 deck of 55 operations cards, 1 PAC** Complexity: Medium, Time Scale: 1 week per turn, Map Scale: point-to-point strategic level, Unit Scale: Corps and division, **Playing Time:** 4 to 6 hours, **Solitaire: Medium, Players:** 1 to 2 (Retail Price: \$79.00 **Holiday Price: \$55.00**)
- Battle Hymn Vol. 1 - Gettysburg And Pea Ridge** by Eric Lee Smith includes two games: Gettysburg: The Tide Turns and Pea Ridge: The Struggle for Missouri. Battle Hymn is a new brigade-level system. **2 maps, 2 identical cards, rulebook, 3 Counter sheets.** Complexity: Medium, **Playing Time:** 45 minutes - 3 hours (scenarios), 5 - 8 hours (full campaigns), **Time Scale:** 1 turn = 60-90 minutes depending on the game, **Map Scale:** 1 hex = 300 yards across, **Unit Scale:** Brigades, strength point = 150-300 men, **Players:** 1-2, **Solitaire: High** (Retail Price: \$79.00 **Holiday Price: \$55.00**)
- Blood On The Ohio: The Northwest Indian War 1789 - 1794** by John Poniske is a two player, point-to-point game loosely based on King Philip's War (MMP - 2010). It covers the Northwest Indian War. **2 countersheets, 1 map, 1 rules & playbook, 2 PAC's** Complexity: Medium, **Time Scale:** 1 turn: Each turn segment is 2 months. Each turn is 6 months, **Map Scale:** A point-to-point map, **Unit Scale:** Each force point represents approximately 50 fighting men, **Players:** 1-2, **Solitaire: Medium, Playing Time:** 2 - 2 1/2 hours per game (Retail Price: \$59.00 **Holiday Price: \$42.00**)
- Commands & Colors Tricorne** is based on the highly successful Commands & Colors game system. **1 mounted map, 105 tiles, 108 cards, 8 battle dice, 5 block & dice label sheets, 1 rule & scenario books, 300+ wooden blocks** Complexity: Medium, **Time Scale:** depends on scenario, **Map Scale:** depends on scenario, **Unit Scale:** depends on scenario, **Playing Time:** 60-90 minutes, **Solitaire: Medium, Players:** 1 to 2 (Retail Price: \$109.00 **Holiday Price: \$76.00**)
- Commands & Colors: The American Revolution War Expansion Kit 1 - The French & More!** by Richard Borg adds ten new battles, adding the French army to the mix. **45 terrain tiles, 18 victory banner counters, 8 battle dice, 3 block label sheets, 4 summary cards, 2 unit reference & terrain effects charts, 1 rule & scenario book, over 100 wooden blocks.** Complexity: Low, **Solitaire: Medium, Time Scale:** The scale differs by scenario, **Map Scale:** The scale differs by scenario, **Unit Scale:** The scale differs by scenario, **Players:** 1-2, **Playing Time:** 60-90 minutes (Retail Price: \$75.00 **Holiday Price: \$54.00**)
- Crusade And Revolution: The Spanish Civil War, 1936-1939 DELUXE EDITION** by David Gómez Relleso marks a failed coup d'état provoked a bloody civil war that would devastate Spain for nearly three years. **1 MOUNTED map, 110 Strategy Cards, 6 half sheet countersheets, 1 Rulebook & Playbook.** Complexity: Medium, **Time Scale:** 1 turn = Two months (1 month during the first 4 turns of the game), **Map Scale:** 1 space = approximately 60 kilometres (37 miles), **Unit Scale:** (Small Units) From Irregular columns to divisions. (Large Units) From reinforced divisions to army corps, **Players:** 1-2 **Solitaire: High, Playing Time:** Small Scenarios: 3-4 hours, Full Campaign: 8+ hours (Retail Price: \$129.00 **Holiday Price: \$90.00**)

- End of Empire: 1744-1783** by William M. Marsh is a game covering the three great conflicts fought on the North American continent between 1744 and 1783: King George's War, the French and Indian War, and the American Revolutionary War. (15 scenarios spanning these 3 wars). **2 maps, 4 countersheets, 1 rulebook & scenario book, and 4 PAC's.** Complexity: Medium, **Time Scale:** 2 months per turn, **Map Scale:** 20 miles per hex, **Units Scale:** Various sizes (mostly regiments & fleets), **Playtime:** 6-18 hours, **Solitaire: High, Players:** 1-2 (Retail Price: \$99.00 **Holiday Price: \$69.00**)
- Nine Years: War Of The Grand Alliance 1688-1697** by Sean Chick, Kris Van Beurden Series Designer: Don Herndon is a stand alone game uses the No Peace without Spain System, also contains a campaign game combining Nine Years: War of the Grand Alliance 1688-1697 and NO PEACE WITHOUT SPAIN games into one epic scenario running from 1688 to 1713. **1 map, 1 rule & scenario book, 2 PACs, 55 playing cards, 1 countersheet.** Complexity: Medium, **Playing Time:** About 4 hours, **Solitaire: Medium** (Retail Price: \$69.00 **Holiday Price: \$48.00**)
- On To Paris!** by Milan Bcevcar uses a wargame system adapted from Victory Games' "The Civil War" to simulate the grand events of the Franco Prussian war (1870-71). **2.5 countersheets, 2 maps, 1 rule & scenario book, & 10 PACs.** Complexity: Medium, **Time Scale:** 15 days per turn, 17 days per turn in campaign, **Map Scale:** 15 miles per hex, **Unit Scale:** Corps & armies, **Playtime:** 1-12 hours, **Solitaire: High, Players:** 1-2 (Retail Price: \$89.00 **Holiday Price: \$62.00**)
- Prelude To Rebellion - Mobilization & Unrest In Lower Canada** by Marco Poutré is a card-driven game on the events leading to the uprisings of Lower Canada in 1834-1837. **1 mounted map, 2 player aids, 6 dice, 4 custom scoring dice, 275 colored cubes, 147 cards divided as such, 8 'key event' cards, 139 cards, 2 player boards, and 1 countersheet** Complexity: Low, **Solitaire: Medium, Players:** 2, **Playing Time:** 3 hours (Retail Price: \$109.00 **Holiday Price: \$76.00**)
- Red Star White Eagle: The Russo-Polish War, 1920. Designer Signature Edition** by David Williams marks the return of a true wargaming class by David Williams, faithfully remastered and updated with this all-new, supersized edition. **2 maps, 2 countersheets, 3 PACs, 4 order of battle appearance cards, 1 deployment map, and rulebook.** Complexity: Medium, **Solitaire: High, Time Scale:** Weekly turns, **Map Scale:** 14 miles (23 kilometers) per hex, **Unit Scale:** regiment to division, **Players:** 1-3, **Playing Time:** 3-8 hours (Retail Price: \$79.00 **Holiday Price: \$55.00**)

- Revolution Road** by John Poniske contains two separate games encompassing the two Massachusetts flashpoints that ignited the American Revolutionary War in 1775 One is from Boston to Concord and the other is Bunker Hill. **1 countersheets, 2 maps, 2 rulebooks, 22 cards & 8 PAC's** Complexity: Medium, **Time Scale:** Boston to Concord 1 turn = about 3 hours. Bunker Hill 1 turn = 20 minutes, **Map Scale:** Boston to Concord about 4 square miles. Bunker Hill about 1400 square yards, **Unit Scale:** 1 unit = about 100 men for both, **Playtime:** 2-3 hours per game, **Solitaire: High, Players:** 1-2 (Retail Price: \$69.00 **Holiday Price: \$48.00**)
- Sovereign of the Seas by Steve Newberg** is a game centered on the naval aspects of the series of wars between England and the various European powers between 1756 and 1805 for dominance of the world's ocean. **6 countersheets, 1 1/2 maps, 1 rulebooks & scenario, & 7 PAC's** Complexity: Medium, **Time Scale:** Yearly Turns, **Map Scale:** Area, **Unit Scale:** Individual Ships, **Playtime:** 3-4 hours **Solitaire: Medium, Players:** 1-2 (Retail Price: \$110.00 **Holiday Price: \$77.00**)
- The War For The Union** by Rob Beyma is a strategic level simulation of the American Civil War. Players command the Union and Confederate forces that fought from 1861 to 1865 **2 maps, 3.5 countersheets, 1 deck of cards, 2 reinforcement schedules, 2 identical terrain effects cards & combat results table, 1 rule & scenario book.** Complexity: Medium, **Time Scale:** 1 turn = 1 month, **Map Scale:** Around 22 miles per hex, **Unit Scale:** Around 5,000 men per strength point, **Number of Players:** 1-4, **Solitaire: High Playing Time:** 1 hour for an introductory scenario, an evening for a 1 year scenario, and a weekend for the Campaign Game. (Retail Price: \$95.00 **Holiday Price: \$66.00**)

WWI Category

- Balance of Power** by John Gorkowski World War One across the globe. This is a complete game of the entire war featuring land, sea and air forces, production, diplomacy and economics. With large and small scenarios this WWI game to suit everyone. **3.5 maps, 3.5 countersheets, 1 rulebook & scenario book, 5 PACs.** Complexity: Medium, **Time Scale:** Monthly turns consisting of 2 fortnights, **Map Scale:** 33 miles per hex in Europe and 200 miles per hex in Africa, **Unit Scale:** Corp in Europe, battalions in Africa, naval squadrons (4-16) and air groups (50-100), **Playtime:** 2-24 hours depending on scenarios, **Solitaire: Medium Players:** 1-7 (Retail Price: \$115.00 **Holiday Price: \$80.00**)
- Europe In Turmoil: Prelude To The Great War** by Kris Van Beurden is a card-driven game set at the beginning of the 20th Century in which two players each assume the role of a political ideology ascendant in Europe at that time. **1 point-to-point map, 1 rulebook, 2 PACs, deck of 110 strategy cards, 2 decks of 10 stability cards, 2 countersheets, deck of 35 mobilization cards.** Complexity: Low, **Playing Time:** 3-4 hours, **Solitaire: Low, Players:** 1-2, **Time Scale:** 1-2 years per turn (Retail Price: \$79.00 **Holiday Price: \$55.00**)
- Fatal Alliances The Great War 1914-1918** by Andrew Rader Fatal Alliances is all encompassing, and represents every theater and aspect of the First World War. Fatal Alliances expands upon the military system of World in Flames™. **3 map, 6 countersheets, rulebook & scenarios, & 5 PAC's.** Complexity: Medium, **Time Scale:** 2 months turns with multiple impulses per turn representing from 1-4 weeks, **Map Scale:** 100 km per hex Europe/Middle East, 600 km per he rest of the world, **Unit Scale:** Army, corps, division; air: 50-250 aircraft per counter; naval: 2-5 ships per counter **Playtime:** 20+ hours, **Solitaire: Medium, Players:** 1-2. (Retail Price: \$134.00 **Holiday Price: \$94.00**)
- Red Poppies The Battle for Ypres** by John Gorkowski enables players to game WWI battles from the perspective of battalion and regimental command posts. **3 maps, 3 countersheets, 1 rule & scenario book, 2 PACs.** Complexity: Medium, **Time Scale:** 10 minutes per turn, **Map Scale:** 20 yards per hex, **Unit Scale:** Companies, squadrons, sections, **Playtime:** 2-24 hours depending on scenarios, **Solitaire: Medium Players:** 1-2 (Retail Price: \$89.00 **Holiday Price: \$62.00**)
- Red Poppies Volume 2 Last Laurels at Limanowa** by John Gorkowski simulates Austria-Hungary's last independent victory against the Russian Empire in World War I. **1 map, 2 countersheets, 1 rule & scenario book, and 2 player reference cards.** Complexity: Medium, **Solitaire: High, Time Scale:** 10 minutes per turn, **Map Scale:** 200 yards per hex, **Unit Scale:** Companies, squadrons, sections, **Players:** 1 or 2, **Playing Time:** 2 to 24 hours depending on the scenario/campaign (Retail Price: \$65.00 **Holiday Price: \$45.00**)
- Raiders of the Deep: U-boats of the Great War, 1914-18** by Ian B. Cooper is a solitaire, tactical level game placing you in command of a German U-boat during WWI (known at the time as the Great War). **1 Countersheet, 10 U-Boat Display Mats, 7 PACs, 1 Combat Display Mat, 8 Kommandant Card Tiles, Rules Booklet, German U-Boats and Target Roster Booklet, and 1 Patrol Logsheet** Complexity: Medium, **Solitaire: High, Time Scale:** 3-4 days per Travel Box when on Patrol, **Map Scale:** Abstract, **Unit Scale:** individual ships, aircraft, specific crew members, individual torpedoes, and ammo rounds, **Players:** 1 or 2, **Playing Time:** 2-3 hours (Retail Price: \$99.00 **Holiday Price: \$69.00**)
- Empires and Alliance World War one across Europe** by Rob Beyma is a strategic level simulation of the First World War. Players command the Central Powers and Allied forces that fought in Europe from 1914 to 1918. Complexity: Medium, **Solitaire: High, Time Scale:** 1 turn = 1 month, **Map Scale:** Approximately 30 miles per hex, **Unit Scale:** Corps with a few divisions, **Players:** 1 or 4 **Playing Time:** An evening for a 1 year scenario, a weekend for the Campaign Game **4 Maps, 4 Countersheets, 8 PACs, 1 Rules and Scenario book** (Retail Price: \$99.00 **Holiday Price: \$69.00**)

Between World Wars Category

- A Las Barricadas!** by Juan Carlos & Niko Eskubi the first title in the War Storm Series, is a game that simulates the battles, which took place on the different fronts of the war, at platoon and company level. **4 maps, 3 countersheets, 1 rulebook, 8 scenario cards, and 2 PAC's** Complexity: Medium, **Time Scale:** 1 turn = 12-15 minutes, **Map Scale:** 1 hex = 150-200 meters, **Unit Scale:** Companies & 3-5 vehicles, **Playtime:** 45+ minutes, **Solitaire: High, Players:** 1-2 (Retail Price: \$75.00 **Holiday Price: \$52.00**)
- Lion of Judah: The War for Ethiopia 1935-1941** by Javier Romero is a two-player wargame simulating two campaigns located in the Horn of Africa - Italy vs. Ethiopia in 1935-1936, and the British Commonwealth and Ethiopia vs. Italy in 1940-1941) **1 maps, 2 countersheets, 1 rulebook & scenario, and 5 PACs.** Complexity: Medium, **Time Scale:** 1 turn = 1 month, **Map Scale:** 1 hex = 46 miles, **Unit Scale:** Brigades, divisions, regiments, & irregular units **Playtime:** 3-4 hours, **Solitaire: High, Players:** 1-2 (Retail Price: \$69.00 **Holiday Price: \$48.00**)

WWII Category

- Absolute Victory: World in Conflict 1939-1945** by Ben Madison Absolute Victory is a simulation of World War II in every actual and possible theater on the entire globe... **4 maps, 7 countersheets, 3 rulebook, 2 event booklets and 14 PAC's** Complexity: Medium, **Time Scale:** 1 turn = 2 months, **Map Scale:** 1 hex = 130 miles/hex (Europe), 185 miles/hex (Far East), **Unit Scale:** Army/corps, battalions/carriers, air fleets, **Playtime:** 20 hours for full campaign (3 hours for scenarios), **Solitaire: High, Players:** 1-5 (Retail Price: \$185.00 **Holiday Price: \$129.00**)
- Bitter Woods Designer Edition** by Randy Heller is the premier edition of this highly acclaimed regimental level Battle of the Bulge game and includes all aspects of the original game plus the expansion edition. **1 Rulebook, 1 Player's handbook, 2 Maps, 6 PACs, 3 Countersheets.** Complexity: Medium, **Players:** 1-2, **Map Scale:** 1 hex = about 2 miles, **Unit Scale:** Regiments & Brigades, **Time Scale:** 1 turn = 12 hours, **Solitaire: High, Playing Time:** small scenarios 3-4 hours Campaign 8+ (Retail Price: \$85.00 **Holiday Price: \$60.00**)
- Blitz! A World In Conflict** by Dave LeLacheur is developed in cooperation with the Australian Design Group, Blitz! brings the award-winning tradition of World in Flames™ into a re-imagined format that is much faster to play, with beautiful components, while maintaining World in Flames' premiere historical accuracy. **1 maps, 2.5 countersheets, 1 rulebook, & 8 PACs** Complexity: Medium, **Time Scale:** Variable from 4-9 months per turn, **Map Scale:** Area full global, **Unit Scale:** Army, Air Force, & air fleets, **Playtime:** 4-8 hours, **Solitaire: High, Players:** 1-2 (Retail Price: \$84.00 **Holiday Price: \$59.00**)
- Enemy Action: Ardennes** by John Butterfield is a card-driven and diceless system featuring three games in one box: 2 solitaire games and a two-player game. Portrays the German offensive against the Western Allies in December 1944 - the Battle of the Bulge. **3 maps, 3 countersheets, 3 rulebook, 110 playing cards and 8 PACs.** Complexity: Medium, **Time Scale:** 90 minutes per player turn 9 player turns per day, **Map Scale:** 15 miles per space, **Unit Scale:** Divisions, **Playtime:** 15 minutes to 6 hours for playing, **Players:** 1-2 **Solitaire: High** (Retail Price: \$145.00 **Holiday Price: \$101.00**)
- Fall Blau: The Army Group South, June to December 1942** by Greg Blanchett is a game that uses the Victory in the West chit-pull system. This is a monster game with few rules that provides a fun, challenging experience. **3 maps, 3 smaller maps, 3 1/2 countersheets, 1 rulebook/scenario book, 15 PAC's.** Complexity: Medium, **Time Scale:** 1 turn = 3 days, **Map Scale:** 1 hex = 6.5 miles, **Unit Scales:** Mostly division, corps, brigades & battalions **Playtime:** 1.45 hours, **Solitaire: High Players:** 1-8 (Retail Price: \$140.00 **Holiday Price: \$98.00**)
- Festung Europa: The Campaign for Western Europe, 1943-1945** by Michael Rinella is the long awaited follow-up to the highly popular card driven game, Shifting Sands: The Campaign for North Africa, 1940-1943. **1 map, 1 card deck, 1 rulebook, 1.5 countersheets, 2 PACs.** Complexity: Medium, **Time Scale:** seasonal turns with 6 actions per turn- action rounds represent 2 weeks **Map Scale:** 70 miles per hex, **Unit Scale:** Army & corps with Axis fortress units, **Playtime:** 4-5 hours, **Solitaire: Medium, Players:** 1-2 (Retail Price: \$79.00 **Holiday Price: \$55.00**)
- Forgotten Legions: Designer Signature Edition** by Vance von Borries marks the return of not just one, but two wargaming classics Drive on Damascus and Bloody Keren, both now published together for the first time in the same package. **3.5 maps, 2 countersheets, 2 PACs, 2 order of battle appearance cards, 1 rules & scenario book.** Complexity: Medium, **Unit Scale:** Battalions with some companies and small brigades, **Players:** 1-4, **Solitaire: High, Playing Time:** 3-7 hours. (Retail Price: \$79.00 **Holiday Price: \$55.00**)
- Guam: Return to Glory** by Ross Mortell and series designer Adam Starkweather is the second game to utilize the Company Scale System (CSS). This game covers the full fight for Guam in 1944. **4 maps, 6 countersheets, 1 rulebook & scenario, and 7 PACs** Complexity: Medium, **Time Scale:** 1 turn = 2 hours, **Map Scale:** 1 hex = 500 meters, **Unit Scale:** Companies & below, **Playtime:** 2-35 hours, **Solitaire: High, Players:** 1-4 (Retail Price: \$135.00 **Holiday Price: \$94.00**)
- Montelmar** by Adam Starkweather is the third game of the Company Scale System and the first volume of the "Liberation" series covering the battles of France and Germany in 1944 and 45. Montelmar became the focal point of the entire war in the south. **5 Maps, 6 Countersheets, 1 Rule & scenario book, 8 PACs.** Complexity: Medium, **Players:** 1-4, **Map Scale:** 500 meters per hex, **Unit Scale:** Company/Platoon, **Time Scale:** 2 hours per game turn, **Solitaire: High, Playing Time:** 2-5 hours (Retail Price: \$139.00 **Holiday Price: \$99.00**)
- Nightfighter Ace: Air Defense Over Germany, 1943-44** by Gregory M. Smith is a solitaire, tactical level game which places you in command of a German Nightfighter during World War II. **1 countersheet, 16 aircraft display mats, 4 PACs, 4 display mat, 100 total cards, rulebook, 1 logsheet.** Complexity: Medium, **Time Scale:** 3-4 days per turn, **Map Scale:** Abstract, **Unit Scale:** individual aircraft, weapon systems, electronic systems, specific crew members, & ammo rounds, **Players:** 1-2, **Solitaire: High, Playing Time:** 1-2 hours (Retail Price: \$99.00 **Holiday Price: \$69.00**)
- LEBENSRAUM!** The War For Europe 1941-1945 by Stephen Newberg is a grand strategic, moderate complexity game of the war between Nazi Germany and the Allied Nations, starting with the German invasion of the USSR in late June of 1941, through to the final battles to Berlin in 1945. **3 maps, 3 countersheets, 4 PACs, 1 rule & scenario book.** Complexity: Medium, **Time Scale:** 3 months/turn, **Map Scale:** 50 Miles/80km per hex, **Unit Scale:** Army Group, **Players:** 1-2, **Solitaire: High, Playing Time:** 3-16 hours Retail Price: \$99.00 **Holiday Price: \$69.00**
- Operation Skorpion:** Randy Heller is based on Rommel's May 1941 battle for the Halfaya Pass introduces a new fog of war combat system that provides players with fast moving and tense game play. **2 countersheets, 1 map, 1 rulebook, & 3 PAC's.** Complexity: Medium, **Time Scale:** About 30 minutes per turn 12 game turns, **Map Scale:** About 1/10 mile per hex, **Unit Scale:** Companies & platoons, **Playtime:** 3-4 hours, **Solitaire: Medium, Players:** 1-2 (Retail Price: \$55.00 **Holiday Price: \$38.00**)
- Paths to Hell** by Juan Carlos Cebrian & Niko Eskubi (Volume III) (War Storm Series) is a stand-alone game in the A las Barricadas! (ALB) game series **4 maps, 8 overlays, 5 countersheets, 1 rule & exclusive book, 7 scenario cards & 5 PAC's.** Complexity: Medium, **Time Scale:** 1 turn: 12-15 minutes, **Map Scale:** 1 hex = 150-200 meters, **Units Scale:** Companies & 3-5 vehicles, **Playtime:** 45+ minutes, **Solitaire: High, Players:** 1-2 (Retail Price: \$80.00 **Holiday Price: \$56.00**)
- Russia Besieged** by Art Lupinacci covers the entire German campaign in the east from 1941 to the bitter end, in 1945. **2 maps, 3 countersheets, 1 Rule & PlayBook, Multiple Play Aid Charts, OOB & setup cards** Complexity: Medium, **Time Scale:** 1 turn = 2 months, broken down into monthly impulses, **Map Scale:** 1 hex = 32 miles, **Unit Scale:** Army, Corps, Breakdown counters, Volksturm and Partisan, **Players:** 1-2, **Solitaire High, Playing Time:** Scenarios of 2+ hours, up to the campaign game of 20 hours. (Retail Price: \$99.00 **Holiday Price: \$72.00**)
- Saipan: The Bloody Rock** by Ross Mortell and series designer Adam Starkweather is the first game to utilize the Company Scale System (CSS). This will be your chance to experience a full-on naval invasion as Amtracs and DUKWs head towards the emplace forces of Imperial Japan. **2 maps, 6 countersheets, 1 rule & scenario book & 7 PAC's.** Complexity: Medium, **Time Scale:** 1 turn = 2 hours, **Map Scale:** 1 hex = 500 meters, **Unit Scale:** Companies & below, **Playtime:** 2-35 hours, **Solitaire: High, Players:** 1-2 (Retail Price: \$12