

Compass Games 2020 Holiday Catalog

All New Games Will Have Thicker Counters

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 2021! Compass Games Expo 2021 will be held at the Comfort Inn & Suites (Meriden, CT) over Veterans Day Weekend (Nov. 11-15, 2021). 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 an games from any publishers. More information is or

www.compassgames.com Hotel Phone Number: (203) 440-9600 Compass Games Expo 2021 will be held at the Comfort Inn & Suites (Meriden, CT) over

Veterans Day Weekend (Nov. 11-15, 2021)

No coupon code required for special price, holiday price or preorder order prices.

The holiday and special prices are good through 1/31/2021.

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

Visit our website for more information about our games at compassgames.com Preorder can be placed on our website with two options: Pay now or pay later

HOLIDAY PRICE - 35% off retail price.

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. No coupon code required online

Copyright 2020, Compass Games LLC; All Rights Reserved. No portion

of this work be copied in any manner, physical or electronic without the express written permission of Compass Games LLC. **Barbarians At The Gates**

Barbarians at the Gates, The **Decline and Fall of the Western** Roman Empire 337 - 476 by Kris Van Beurden (whose credits include Europe in Turmoil), is a card-driven

game for two players set during the final century of the Western Retail Price: \$69.00 Roman Empire. **Preorder Price: \$52.00**

Mid 2021

Mounted Map Rule & 1 playbook 2 Distinct PAC's 110 Strategy cards 2.5 Countersheets with

rounded corners

Brotherhood & Unity

by Tomislav Cipcic is a 2-3

player card driven wargame

and Herzegovina from 1992-

shows all of the major events:

from the siege of Sarajevo, to

the ferocious battles for the

which depicts the war in Bosnia

1995 ("Bosnian War"). The game

Posavina corridore. Point-To-Point

movement system, card driven,

CRT), streamlined rules and fast

gameplay. Interaction between

1 Rulebook

Combat! 2

Combat! 2 by Ross Mortell is an add-on

module for Combat! You must have

Combat! to play this expansion.

A fully structured campaign game consists of

6 'Chapters', 'Normandy', 'Pursuit', 'Hurtgen

Line' and 'Germany'. Follow the

Mid 2021

dependent upon actions taken

Map Scale: 10 yards per hex

fortunes of your squad from

D-day to VE-day.

Complexity: Medium

Time Scale: Abstracted

Forest', 'The Bulge', 'The Siegfried Retail Price: \$139.00

(Bosniaks, Serbs and Croats).

1 Mounted Map

2 Countersheets

96 Strategy cards

3 PAC's

quick combat resolution (no

troops per CU Players: 1-2

Brotherhood & Unity

Complexity: Medium Map Scale: point-to-point of Western Roman Empire Unit Scale: about 5-10 thousand

Time Scale: +/- 10 years per turn **Solitaire: Medium** Playing Time: Multiple 2-hour scenarios, full campaign about 5 hours

3-6-2

Retail Price: \$69.00

Cromwell CT 06416 USA **Battle Hymn Vol 2**

Compass Games PO Box 271

Battle Hymn: Volume Two Shiloh and Bentonville by Eric Lee Smith is the seguel game release to Volume One and includes two complete games: Shiloh and Bentonville. Battle Hymn is the new brigade-level system based upon the latest research into Civil War combat. This new entry introduces a new solitaire system to the series

3 maps

Complexity: Medium

Players: 1-2

Map Scale: 100 yards per hex

Unit Scale: Regiments & Batteries

Special Price: \$75.00

Time Scale: differs by scenario

Map Scale: differs by scenario

Unit Scale: differs by scenario

Playing Time: 60-90 minutes

Solitaire: Medium

Complexity: Medium

Players: 1-2

Time Scale: 1 Turn=20 Minutes

2 counter sheets

Standard Rules booklet

Special Rules booklet

8 double-sided PAC's

WAR

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

Mid 2021

Complexity: Medium Map Scale: 1 hex = 300 yards across Unit Scale: Brigades, with some regiments

Time Scale: 1 turn = 60 to 90 minutes depending on the day Players: 1-2, best with two

Solitaire: High (new solitaire game system)

Playing Time: 1 to 3 hours (scenarios), 5 to 8 hours BROTHERS

Brothers at War

Brothers at War by Christopher Moeller is a game with four maps feature different historical battlegrounds. The four different battles for the Brothers at War are The Cornfield (The Battle of Antietam), Fox's Gap

The Battle of South Mountain), Retail Price: \$99.00 Mill Springs (The Invasion of

Kentucky), and Bloody Valverde Preorder Price: \$74.00 (War in the Territories).

4 countersheets of 3/4'

and half 5/8"

4 maps

AVAILABLE NOW Late 2021

Complexity: Medium Time Scale: 1 year per turn, 2 months per action round Map Scale: Point-to-point strategic level

Special Price: \$52.00

Unit Scale: Brigades Players: 2 to 3 **Solitaire: Medium** Playing Time: 2 to 3 hours

Preorder Price: \$99.00

2 Rulebooks & Scenario Books

7 Displays/Charts

6 game maps

3 counter sheets (5/8")

4 1-inch counter sheets

COMBAT!

Solitaire: High 9 PAC's (double-sided) Playing Time: 1 to 4 hours 52 playing cards depending on scenario rulebook

Commands & Colors Tricorne: Jacobite Rising

Jacobite Rising by Richard Borg is our first standalone game for Commands

& Colors Tricorne (ownership of Tricorne s NOT required) and features 13 battle scenarios by Richard Borg. You will find many new and interesting play Retail Price: \$99.00

concepts which brings new experiences and challenges.

AVAILABLE NOW

etail Price: \$89.00

1 Rule & Scenario Book 52 Command cards

| Mounted Map

58 Combat cards (29 English, 29 Jacobite)

4 Terrain/ Accessories punchboards 5 Block Sticker sheets

8 Engraved Battle dice 283 Blocks 2 Double-sided Summary Cards **Decision at Kasserine**

Death in the Trenches Madison & Wes Erni is a strategic-level

Death in the Trenches by Ben R.

Players: One – Designed specifically for solitaire play

Playing Time: 2-6 dependent upon size of scenario

Solitaire: High - Designed specifically for solitaire play

per round but between 30 seconds and 2 minutes

Unit Scale: Single man – man-to-man combat

World War I game covering the entire war, in all theaters, on an army level with divisional formation. The game relies on simple mechanics that eliminate production bean counting and Retail Price: \$69.00 complicated combat results

Time Scale: 1 turn = 3 months

Playing Time: 10+ hours

Preorder Price: \$52.00 tables. There are more than 500 random events draw you into the global nightmare of 1914-1918.

Mid 2021 Complexity: Medium

Map Scale: 1 hex = approximately 80 miles Unit Scale: Army and Corps Players: 1-2 **Solitaire: High**

1 Mounted Map 3 Countersheets 1 Rules booklet 6 Player aid cards



Decision at Kasserine: Rommel's Last Chance,

Designer Signature Edition by Vance von Borries, marks the return of a true wargaming classic first published in 1983, faithfully remastered and update with this all-new, supersized

AVAILABLE NOW

Holiday Price: \$58.00 edition. This two-player 2 map sheets

3 countersheets (5/8" size) operational level simulation Rules booklet 3 PAC's covers the WWII German and Italian offensive in central Tunisi 3 order of appearance which took place in mid-February

display cards Complexity: Medium Time Scale: 12 hours per turn Map Scale: 2 miles per hex Unit Scale: companies and battalions, artillery batteries

Players: 1-2, best with two **Solitaire: Medium** Playing Time: 3-8 hours depending upon scenario



2040

Retail Price: \$69.00

Preorder Price: \$52.00 and from Los Angeles to New York. 1 Mounted Map 1 News Cycle Display 1 Rule booklet 2 PAC's

2040: An American Insurgency

2040: An American Insurgency by Edward

Castronova simulates a US civil war in the 21st

century. In this 2-player, 3-hour game, the blue

team is the Federals, agents of the government

in Washington. The red team is the Rebels, militia

groups trying to seize control of states, highways,

ind cities. The conflict spreads across the entire

1 countersheet Time scale: Not specified, but approximately one year per turn, **Late 2021**

continental US, from Miami to Seattle

American Tank Ace

American Tank Ace by Gregory M Smith is a solitaire tank combat game set in WW2, where the player commands one of 9 models of an M4 Sherman tank or an M26 Pershing. Outgunned, the player must use every trick available to survive in combat against the heavier German tanks while avoiding German AT and Panzerfaust fire. Designed by Gregory M. Smith.

Complexity: Medium **Time Scale:** 3-4 days per turn Map Scale: abstract Unit Scale: individual tank, weapon systems, crew members,

Players: 1 (with option for 2 or **Solitaire: High**

Playing Time: 2-3 hours

ammo rounds

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

> **Countersheet** Late 2021 3 Aircraft Display Mats 5 PACs 1 Countersheet 1 Combat Display Mat 10 Tank Display Mats (1 Pilot Awards Display Ma 4 Player Aid Cards 1 Air Operations Map **2 Crew Status Displays** 1 Rules Booklet 1 Mission logsheet 1 Logsheet. 1 Rulebook

Bismarck

Bismarck: The Last Battle by Petros Sorilos is a compact, strategic-level solitaire game covering the last 5 days of operations of the most feard German battleship in WWII. This game utilizes a unique and strategic card-driven battle system revolving around

Retail Price: \$69.00 Bismarck's operations. **Preorder Price: \$54.00**

Complexity: Medium Map Scale: Area map **Unit Scale:** Carriers, Battleships, Battlecruisers, Destroyers, Airplanes Time Scale: Single Day Turn with multiple cards plays per player Players: one

Solitaire: High (solitaire system) Playing Time: 1 to 2 hours Carrier Battles:

Carrier Battle: Philippine Sea by

As the U.S. commander, you

and conduct air searches in a

tension-packed contest to find

control Japanese movement

strengths of their attacks.

Mounted Map

4 Countersheets

Multiple PAC's

and determine the timing and

Mid 2021

Cradle of Civilization by

of games, Sumeria to Persia

Sean & Daniel Chick is a pair

and Alexander vs Darius, in one

map and "thick" counters) that

oremium package (mounted

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. Both

make them quick-playing.

Players: 1-6

system.

more)

Complexity: Medium

Map Scale: Abstract

Solitaire: High

Time Scale: Weekly turns

individual sorties, 4 per month)

Unit Scale: Individual aircraft,

weapon systems, specific crew

members, and ammo rounds

Players: 1 (with option for 2 or

Playing Time: 60-90 minutes 1 Logsheet

the Japanese carriers before they locate

and attack yours. Simple game mechanics

Cradle Of Civilization

allows 2-6 players determine Retail Price: \$89.00

games use simple mechanics to 2 rulebooks

Defending America

Defending America by Gregory M Smith

is a solitaire, tactical level game which places

you in command of an actual or experimental

nterceptor aircraft during a frightening look

at what might have been in World War II. This

with the B17: Queen of the Skies Retail Price: \$69.00

game is highly accessible to those familiar

Complexity: Low (Sumeria to Persia), medium (Alexander vs.

Solitaire: Low (Sumeria to Persia), High (Alexander vs.

maneuver your task forces

Jonathan Southard is a solitaire simulation

of the largest carrier battle in history, fought

during the invasion of Saipan (June, 1944).

Philippine Sea

1 Map 1 Player mat 2 Countersheets 54 Game Cards **Player Aid Card Rules Booklet**

Retail Price: \$69.00

Complexity: High

8-12 planes per unit.

Map Scale: 33 nmi per hex

Unit Scale: Individual capital

ships; groups of smaller ships;

Preorder Price: \$65.00

6 player reference cards

48 Nation/City/Epoch tiles

Preorder Price: \$52.00

1 Countersheet

9 PAC's

8 Aircraft Display Mats

1 Combat Display Mat

1 Air Operations Map

Rules Booklet

1 Mounted Map

9 Countersheets

Playing Time: 3 hours

Preorder Price: \$52.00

Mid 2021

The Last Battle

PHILIPPINE SEA

Playing Time: 1-3 hours for scenarios and 8-12 hours per campaign game

one squadron or regiment of air

Number of Players: 1-2

Solitaire: Medium

1 scenario booklet Coalition **COALITION!** by Javier García de Gabiola is a game about the Napoleonic

Air and Armor

Preorder Price: \$60.00 Germany in the mid-1980s. This new

and updated rules

Retail Price: \$85.00

Complexity: Medium

Map Scale: 1 Mile/hex

Players: 2-7 players

based on Scenario

Retail Price: \$69.00

Holiday Price: \$45.00

AVAILABLE NOW

Solitaire Medium

Playing Time: 3 - 8 hours

Battalions

Unit Scale: Companies &

Time Scale: 1 Turn = 2 Hours

Air & Armor: Operational Armored

Warfare in Europe, Designer Signature

Edition by Bruce Maxwell marks the return

of one of the most highly rated wargames on

modern warfare ever published. Air & Armor

map artwork, new unit counters, new unit values

2 22" x 34" Maps

5 Countersheets

5 TO&E Displays

Amerika Bomber

bring America to her knees.

Amerika Bomber: Evil Queen of the

bombing of the United States in a future

Skies by Gregory M. Smith is a solitaire

alternate history game covering the strategic

gone horribly wrong. Players control one of

5 historically-based bombers in an effort to

Complexity: Medium

Unit Scale: Individual aircraft,

Time Scale: 1 week per turn

Solitaire System

Blue Water Navy 2

Blue Water Navy - The Pacific by Stuart Tonge

by Compass which covers Europe.

Late 2021

Complexity: Medium

covers the action from the West coast of the USA over to

Vietnam and is the sister game of Blue Water Navy, also

Time Scale: Each turn = 2 days (each card play is one day)

Map Scale: Each area represents 500 nautical miles square

Unit Scale: Each counter represents 10 ships, 3 submarines,

2 maps

2 countersheets

1 rules booklet

8 double-sided PAC's

Playing Time: 2-3 hours+

individual weapon systems, specific

crew members, and ammo rounds

Players: 1 (option for 2 or more)

Retail Price: \$99.00

Preorder Price: \$74.00

2 decks of 55 playing cards

flamboyant period handling

historical Generals, Armies,

Fleets and Event Cards.

1 Mounted Map

2 Countersheets

168 Playing Cards

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

Map Scale: Abstract

Booklets

2 Player Charts & Tables

Basic Game Rules Booklet

Advanced Game Rules Booklet

is a company level simulation of a

Hypothetical Soviet attack on West

edition is lovingly recreated with new

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, Retail Price: \$69.00 being the UK player launching

Preorder Price: \$52.00 successive Coalitions to destroy France and his Empire. You will remember and reenact this

Complexity: Medium Time Scale: 1 year per turn Map Scale: country-to-country grand-strategic level **Unit Scale:** Armies (30-50,000 men per Strenght Point) and Fleets (15-25 ships per Strenght

Time Scale: 20 minutes per Players: 2 to 6 phase, 80 minutes per full turn. **Solitaire: Medium** Rulebook and Table Booklet Players: 1-2 **Solitaire: High**

Playing Time: 4 to 6 hours

Dawn Early Light
Designer: David McDonough

etail Price: \$69.00

AVAILABLE NOW

Mounted Ma 2 CounterSheets 86 Game Cards 2 PACs 1 Rulebook

Special Price: \$57.00

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 Solitaire: Medium

Britain.

Playing Time: 120 minutes **Devils Boats**

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

apanese forces in the Solomon Islands Countersheet **Special Missions Board** PT Boat Damage Log Sheet PT Boat Damage

JS Navy PT boats on nightly missions against

Repair Times Sheet 1 Tablebook & Rulebook Map Scale: Abstract 1 Special Missions /

Destroyer Status Sheet Campaign Log Sheets 1 Strategic Movement Map Board 1 PT Boat Crewmen Placement Board Playing Time: 15-60 1 Pilot Awards Display Mat 1 PT Boat Squadron Status Sheet

| Mounted Combat Board

Retail Price: \$59.00 **Preorder Price: \$45.00** Complexity: Medium

Time Scale: 1 day per mission, 20 missions per month 1 IJN Barge Status Sheet Unit Scale: Individual PT boats, ship

minutes per mission,

15-30+ hours for full

campaign game.

aircraft, Players: 1-2 Solitaire: High

Mid 2021

Alexandros and Spartacus **Alexandros and Spartacus by Mike** Markowitz features not one but two great ancient games that originally appeared in Command magazine in 1991 and 1992, garnering numerous

Charles S. Roberts Award nominations and awards. This expanded edition Pre order Price: \$62.00 features both games along with their

> multiple expansions, three in total ass Complexity: Low to Medium Map Scale: Both are area strategic **Unit Scale:** Legions

Time Scale: Alexandros is Seasonal -I Am Spartacus - Monthly Players: 1-2

Solitaire: Medium 2 maps (each 22 x 34) Playing Time: 4 hours for full games 2 rulebooks 2.5 sheets of counters

An Attrition Of Souls

An Attrition of Souls by Scott Leibbrandt is a light, fast-paced wargame at the strategic scale covering the Great War, designed with a high degree of replayability-no two games play alike. Game strategy is key due to the unforgiving combat system capturing the

Retail Price: \$69.00 Special Price: \$55.00

Mounted Map 2 Counter Sheets 20 Event Cards Rules booklet **Entente Player Mat Central Powers Player Mat** 2 PACs

2 Pouches

Time Scale: 6 months per turn Players: 1-2, Best with Two Solitaire: Medium Playing Time: 90 minutes

Brief Border Wars

quadrigame 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

4 PACs 1 Set of 54 cards 1 Rulebook

Players: 1-2

• China vs. Vietnam, 1979,

Complexity: Medium Time Scale: Variable (days to weeks per turn) Map Scale: Variable (area movement maps)

F-4U F

Unit Scale: Variable (battalion to division) **Solitaire: Medium** Combat (Reprint)
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. *Will be a Straight

Late 2020 Preorder Price: \$99.00 Complexity: Medium

but between 30 seconds and 2 minutes Map Scale: 10 yards per hex

Solitaire: High **Playing Time:** 2-6 hours dependent upon size of scenario 4 5/8 inch countersheets

2 decks of cards 1 Rule & Scenario Book

1 Turn Display

Dawn of Empire by Stephen Newberg is an uncomplicated game centered on the

with most operational and tactical

Mounted Map of the Atlantic Ocean & Caribbean Sea **Battle Board** 2 Countersheet

4.5.5

3 PAC's 1 Rulebook

Eastern Front Operational Battles Quad Mid 2021

an operational level. "Pincers" and "Operation Fredericus" (1942), and "Orel Salient" and "Operation Rumiantsev" Retail Price: \$69.00

Time Scale: 1 day per turn for 1942 games,

for 1942 games, mostly divisions and corps

Players: 1 or 2 (best with 2)

4 Maps (17x22" each) 2.5 Countersheets **4 Player Aid Cards**

for 1943 games

norrific attrition of this conflict. AVAILABLE NOW

> Map Scale: abstract regional map Unit Scale: Army and Army Group each tile = approx. 250,000 men)

The four conflicts include: 4 Maps • El Salvador vs. Honduras, 1969 1 Countersheet

> Israel vs. Hezbollah, southern Lebanon, 2006



Reprint* Retail Price: \$139.00

Time Scale: Abstracted dependent upon actions taken per round Unit Scale: Single man - man-to-man combat

Players: 1 – Designed for solitaire play

4 maps 2 1 inch countersheets

1 Rulebook Multiple PACs 4 Displays/Charts **Dawn of Empire**

> naval aspects of the Spanish-American War of 1898 in the Atlantic Ocean. The game depicts this conflict at a strategic level,

Complexity: Medium

(area movement maps)

Solitaire: Medium

Playing Time: 2-3 hours

Time Scale: 11 days per turn

Map Scale: variable

Players: 1-2

details represented by fast and **Holiday Price: \$36.00** easy-to-play systems, rather than intricate mechanisms.

AVAILABLE NOW Unit Scale: individual warships

Eastern Front Operational Battles Quad by John Theissen is four games on the Eastern Front in WWII at

(1943). All four games share a common set of rules and blend historical detail with high playability. Game design by John Theissen. Complexity: Low/Medium **Preorder Price: \$52.00**

2 days per turn for 1943 games Map Scale: 4 miles or 6.4 km/hex for 1942

games, 6 miles per hex for 1943 games **Unit Scale:** mostly regiments and divisions

Solitaire: High **Playing Time:** 2 hours

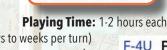
Complexity: Low



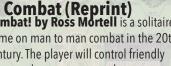


• The Turkish invasion of Cyprus, 1974

AVAILABLE NOW







Preorder Price: \$82.00

KHARKOV

Mid 2021

Complexity: Medium Map scale: 7.5 miles per hex. Hexes are oversized for easy counter handling. **Time scale:** Three days per turn, with several impulses in each turn. Unit Scale: Regiments, brigades and

3 maps Players: 1-2 (features Solitaire mode) 3 rules books 2 Countersheets **Solitaire: Designed for** 110 playing cards solitaire play (poker quality) Playing Time: 15 minutes to 5 hours fo **Multiple PAC's** the full campaign

Granada

Granada: The Last Stand of the

Moors, 1482-1492 by José Rivero

will decide the outcome of this decisive

historical episode in less than 4 hours. As

the Catholic player, will you gain

Muslim player, will you resist and

HARKOV

BATTLES

Preorder Price: \$52.00

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

one player will be seeking a

Complexity: Low to Medium

Time Scale: 8-10 years per turn

Playing Time: 90 - 120 minutes

Retail Price: \$109.00

nuclear deterrent to invasion,

preventing uprising, improving

1 Smaller Map

fame and glory accomplishing

the Reconquista. And as the

is a game for 2 players in which they



Preorder Price: \$75.00 save Granada or will you become the last 137 wooden blocks 2 Sheets of stickers King of the Nasrid dynasty?

20 Wooden Castle shape 20 Cylinders 20 Wooden cubes/ Complexity: Low to Medium 7 Wooden markers Time Scale: 1 Year per turn 3 Decks of cards

Map Scale: Point-to-point map Unit Scale: Units vary from 500-1500 mer 1 VP track Players: 2 2 Reference cards **Solitaire: Low** 1 Rules booklet 2 Draw bags

Playing Time: 3½ to 4 hours per game **Kharkov Battles Designer: Greg Blanchett** Kharkov Battles by Greg Blanchett: includes a revised Terrain Effects Chart., an additional map which is made to mate with the Fall Blau maps, allowing players to combine the two games into one "Grand Campaign" to be played into Retail Price: \$69.00

scenarios. 2 Maps 3 Countersheets with 1/2 inch counters 1 Rulebook 10 PAC's with various Scenario Set-**Ups, Tracks, Charts and Tables**

Difficulty: Medium **Time Scale:** 1 turn = 3 days **Map Scale:** 1 hex = 6.5 miles (10 km)

March 1943. There are 4

Unit Scale: Divisions, Corps, Brigades, and Battalions **Solitaire: High** Players: 1 to 2 Playing Time: Less than 2 hours (small scenarios) up to 80 hours for full Fall Blau campaigr

No Motherland Without

the DPRK and the West from 1953 to present day. As the Kim Regime (DPRK), Retail Price: \$59.00 Preorder Price: \$42.00

infrastructure and purging elites to prevent a coup. As the West, players will exert pressure on the regime

1 Mounted Map 2 Countersheets

1 Rulebook

128 Poker-Sized Cards **Operation Crusader, Designer**

Signature Edition The classic monster game returns with a newly-streamlined

game system throughout (no more pre-plotting moverment!). This new edition emphasizes playability while capturing the same flavor of the original game. The game adds more smaller scenarios (6 total), and a full campaign game which allows players to experience the full sweep of Operation Crusader. Two shorter versions of the entire campaign (the most exciting parts) are also included for those wanting less game play time. Complexity: Medium

Players: 1-2

Solitaire: High

Time Scale: 1/3 day per turn **Preorder Price: \$82.00** Map Scale: 2 km or 1.25 miles/hex Unit Scale: battalion and companies, Late 2021 Players: 2 or more (best with 4 Maps two, team play possible)

4 Countersheets Solitaire: Medium 4 Player Aid Cards Playing Time: 4+ hours per scenario, 20+ hours full **Numerous Displays**

1 Air Maintenance Display Ma

Red Poppies Campaigns: Volume 3 Red Poppies Campaigns: Volume 3 -**Assault Artillery: La Malmaison Assault** Artillery (AA) recounts the Battle of La Malmaison, 23-27 October 1917, in which

the French employed their Artillerie Spéciale Retail Price: \$69.00 (tank force) and creeping barrage Holiday Price: \$45.00 to capture Pinon, Vaudesson, and the coveted Chemin des Dames

Players: 1 or 2

3 player reference cards depending on the scenario/campaigr

Solitaire: High

 $\stackrel{3}{\boxtimes}$ Complexity: Medium Time Scale: 10 minutes per turn +3 7 3 Map Scale: 200 yards per hex AVAILABLE NOW Unit Scale: Companies, squadrons, sections

2 maps 3 countersheets 1 rule & scenario book Playing Time: 2 to 24 hours For Motherland!

For Motherland! The Russian Front 1941-44 by Masahir Yamazaki is a new game design covering the entire Eastern Front during World War II. This new and highly-playable, single mounted map edition can be completed in a single sitting.

Preorder Price: \$64.00 Complexity: Medium Time Scale: 1 or 2 months per turn Map Scale: 74 km per hexid Unit Scale: Army & Corps

Players: 1-2 **Solitaire: High** Playing Time: 2-5 hours for scenarios, 8+ hours for campaign

2 PACs 1 Axis & Soviet Order of Appearance Display

Retail Price: \$89.00

Late 2021

I Mounted Map

5 countersheets

Rules booklet

Hitlers Last Gamble

Hitlers Last Game: The Battle of the Bulge Designer Signature Edition by Danny Parker will feature all new components and several new scenarios. This edition will also include new historical essays and a completely revamped evaluation of the Ardennes roads, terrain and even settlement size (cities, towns, villages, hamlets and even castles!) Retail Price: \$99.00

Preorder Price: \$75.00

Late 2021 Complexity: High Time Scale: 8 hour day turns, 16 hour night turns

2 Maps Map Scale: 3.2 km per hex **3 Countersheets** Unit Scale: regiments and battalions 1 Rule book Players: 1-4 **Historical book Solitaire: High**

6 PACs Playing Time: 3-8 hours for scenarios, 1 Axis & Allied order of apperance displays 20+ hours for campaign

Manassas Designer Signature Edition

Manassas, Sunday, Designer Signature Edition marks the return of the original tactical level Civil War simulation for 2 or more players covering the First Battle of Manassas, July 21st, 1861. Minor game enhancements keep this classic game true to its original design with organizational loss displays added. Game design by Richard H. Britton.

Complexity: Medium Retail Price: \$75.00 Time Scale: 15 minutes per turn **Preorder Price: \$59.00** Map Scale: 135 yards/hex **Unit Scale:** infantry regiments, battalions and detached companies. artillery batteries and sections. HQ and individual commanders. Players: 2 or more

2 Maps 2 Countersheets **4 Player Aid Cards 2 Loss Record Displays Solitaire: High** 1 Loss Record logsheet **Playing Time:** 4+ hours (optional use)

Napoleon's Imperium Napoleon's Imperium is a new Napoleonic War game on a grand scale! Napoleon's mperium is a team-based game! The key to winning Napoleon's Imperium is your ability to strategize and work as a team with your allies.

Mid 2021

Retail Price: \$159.00 2 Map 1 Rulebook Preorder Price: \$119.00 240 Battle cards 1 Battle Point board 5 Sheets of 168 square unit tokens **8 Game Reference Charts**

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 Calvary, 50 Cannon per unit Artillery, 5 ships of the line per unit Fleet.

Players: 2 to 8 players **Solitaire: Medium** Playing Time: Battle Point Game 4 to 6 hours. A Campaign Gam can last 6-15 hours. Each year of Play takes approximately 40 minutes to 1 hour.

PACIFIC TIDE

Pacific Tide Pacific Tide: The United States versus Japan, 1941-45 by Gregory M. Smith is compact, strategic-level game covering the struggle between the United States (includin

ome Commonwealth forces) and Japan in Vorld War II. This game utilizes a unique and fast-paced, card-driven combat/ Retail Price: \$59.00 Preorder Price: \$42.00 build system revolving around

carrier operations which will provide players with a multitude of decisions. Complexity: Low *This is a Straight Reprint.* Time Scale: Single year turns with alternating,

multiple cards plays per player Late 2020 Map Scale: Area map Unit Scale: Individual carriers or carrier groups, fleets, army-level infantry, air groups 1 Mounted Map

Players: 1-2 1 Countersheet **Solitaire: High** 51 Game cards Playing Time: 2-4 hours 1 Rules booklet

Roma Victrix

Roma Victrix by Paul Kallio is a game which endeavors to re-create the conflicts between Rome and her neighbors to achieve and maintain that dominance. A simple interactive sequence of play guides each player through the process of revenue collection, recruiting and maintaining military forces, conducting land and naval operations, diplomacy, field battles and sieges. Mid 2021

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

1 Mounted Map **8 Counter Sheets** 6 Major Power Display Cards **6 Leader Display Charts** 6 PAC's 21 Event Cards **87 Province Cards**

1 Rules Booklet

×

+3 7 3

Complexity: 5 out of 10 Time Scale: 1 year per turn Area Movement Map Unit Scale: Legions, Legionar Equivalents, Barbarian Warbands

1 PAC: with Solitaire Bot

Players: 1-6 **Solitaire: Medium** Playing Time: 3-8 hours depending upon scenario

Playing Time: 6 hours or less

3

2 Maps

4 Countersheets

1 German Player Display

1 Soviet Player Display

1 Conference map

Players: Best with 2 players but can be counters Deck of 39 politica played with up to 3 players, or solitaire cards **Solitaire: Medium** 2 PAC'S Playing Time: 2-4 hours depending on Rule/scenario book

> Maori: Warriors of the Long White Cloud by Kevin McPartland & Jerry **Shiles** is a historic simulation game for 1-4 players, depicting clan warfare typical in New Zealand before European colonization. Players build war canoes & train warriors to create a force while

Retail Price: \$69.00 Preorder Price: \$54.00 protecting their home village. The player is represented on the board as the Paramount Chief- if killed, the Complexity: Medium game is lost

Map Scale: area movement, strategic level Unit scale: individual leaders; about 30 to 1 Mounted 50 warriors per unit; war canoes are one large canoe or two or three small<mark>er ones.</mark> Time Scale: the time represented is flexible 2 Countersheets 110 Action Cards Players: 1 to 4 4 PAC's

Fulda Gap CSS

CSS: Fulda Gap: Volume One of

the Central Front Series by Adam

Starkweather is the next game in

the Company Scale System and the

Central Front Series. These volumes

beginning of a new volume - the

will cover World War Three

combat in 1985. The war that

never was. As befits modern war.

through the center of the US 5th

Complexity: High

Players: 1-4

eg 🚍 🕮 💯 🕾 🕄

Retail Price: \$89.00

Preorder Price: \$65.00

Complexity: Medium to High

ships/subs, land battalions

scenario

MĀORI

Time Scale: 1 turn = between 3 and 7

Unit Scale: aircraft squadrons, pairs of

Soviet divisions will try and advance

Corps as the NATO forces attempt to

Time Scale: 2 hours per game turn

Solitaire: High

South China Sea game.

Map Scale: 1 hex = 45 nautical miles 3 22x 34" map sheets

Maori

Map Scale: 500 meters per hex

Unit Scale: Company/platoon

Playing Time: 2-50 hours

buy time while reinforcements arrive.

Solitaire: special rules to facilitate solitaire play Playing time: 60 to 90 minutes

Complexity: Medium

Players: 1-4

upon scenario

Solitaire: High

Mid 2021

1 Rule booklet

NATO

NATO: The Next War in Europe, Designer Signature **Edition by Bruce Maxwell** was first published by Victory Games (1983), this game will receive a major order of battle update based on new research materials covering the Warsaw Pact and other game enhancements based on years of player

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

Time Scale: 24 hours per turn Map Scale: 15 miles per hex Unit Scale: regiments, brigades, and divisions, abstract air and naval

2 Maps **3 Countersheets Rulebook with extens** Playing Time: 3-8 hours depending Historical Notes 8 PACs

Panzerkrieg

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. Retail Price: \$85.00

Mid 2021

2 PACS

Complexity: Medium Time Scale: 1 week per turn **Map Scale:** 14 miles per hex 5 Order of Battle Display cards **Unit Scale:** divisions & corps **Players:** 1-2, best with two **Solitaire: High** Playing Time: 2-5 hours

1 Rule & Play booklet Russia Campaign

Recognized as one of the finest wargames ever published and winner of the 1976 CSR Awards. Enjoy this remake of the original 1974 Jedko game covering the Eastern Front luring World War II that is short on rules and laying time. Relive a true wargaming classic hat serves as a great introductory wargame.

Retail Price: \$52.00

Complexity: Low **Time Scale:** 1 turn = 2 months Map Scale: 32 miles/hex **Units:** army and corps Players: 1-2 players Solitaire: High

Mid 2021

1 Countersheet 1 Rulebook

Preorder Price: \$62.00

CAMPAIGN

Preorder Price: \$38.00

1 Mounted Mag

2 Player aid cards

Time Scale: 3-4 days per tur Map Scale: abstract

Interceptor Ace 2

Interceptor Ace 2 by Fernando Sola and Gregory M.

Ace," designed by Fernando Sola. In this solitaire air combat

game, players fly a single German interceptor in desperate

combats against waves of American fighters and bombers at

the end of WW2, facing incredible odds and risks and trying

Smith is the seguel to Gregory M. Smith's "Interceptor

1.5 Countersheets **38 Aircraft Display Mats** 4 Player Aid Cards 1 Combat Display Mat 2 Bomber Target Mats 1 Pilot Awards Display Mat 1 Air Operations Display **60 Combat Cards 8 Ace Pilot Cards** 1 Sortie logsheet

1 Rulebook

to survive to the end of the war.

Mid 2021

RANCE 1944

Retail Price: \$69.00

AVAILABLE NOW

Complexity: Medium

Time Scale: Monthly turns

Unit Scale: Army-level HQs,

Playing Time: 2-7 hours

Players: 1-2

Solitaire: High

infantry corps, armored divisions

Map Scale: 20 miles (32 kilometers) per hex

Holiday Price: \$45.00

The Fulda Gap
The Battle for the Center

Retail Price: \$149.00

Holiday Price: \$97.00

4 Maps

Indian Ocean Region

Gorkowski enables participants to play out

their political beginnings to military endings

with the same game mechanics as used in the

3 Countersheets

totaling 390 3/4"

possible future conflicts, circa 2025, from

Indian Ocean Region by John

AVAILABLE NOW

8 Countersheets

1 Rules booklet

1 Scenario booklet

10 Player aid cards

France 1944

France 1944: The Allied Crusade in

Europe, Designer Signature Edition

by Mark Herman, marks the return of

an original game covering the historical

events that led to the liberation of France

Belgium, Luxembourg, and the

Netherlands during the Allied

drive on Germany. This new

signature edition has been re-mastered/

pdated and will be linking with an all-

1 Mounted Map

appearance display

1 Allied & German order of

2 Countersheets

2 PAC's

1 Rulebook

Retail Price: \$89.00

Preorder Price: \$65.00

Unit Scale: individual aircraft

weapon systems, crew mem-

bers, ammo rounds

new companion game, Russia 1944.

Players: 1 (with option for 2 or more) **Solitaire: High Playing Time:** 2-3 hours

Napoleon's Eagles Napoleon's Eagles by Christopher Moeller

is a highly playable, action-packed card game set during the wars of 19th Century Europe. Two pattles are featured: Borodino, the sanguinary clash before the gates of Moscow featured in Tolstoy's famous novel War and Retail Price: \$55.00

Peace, and Leipzig, the great "Battle of Nations" which marked Holiday Price: \$36.00 the beginning of the end of the French Empire. 225 Poker-sized cards



Complexity: Medium

3 Scenario Set-up Cards 1 Rule & Scenario Book

2 PACs

Time Scale: abstract (one full day of battle is 6 turns) **Unit Scale:** Infantry and Cavalry Corps Players: 1-2

Solitaire: Low > 3 Playing Time: 30 to 90 minutes; 4 hours for large campaign

OST KRIEG



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.

1 Half map

1 Rulebook

2 PACs

53 Game cards

Retail Price: \$59.00 **Holiday Price: \$38.00**

AVAILABLE NOW

Complexity: Low 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

Solitaire: High (solitaire bot system) Players: 1-2 Playing Time: 2-4

Pontiac's War

Philip's War and Blood on the Ohio, this design expands fron-

tier conflict using Battle cards to introduce combat chaos.

Pontiac's War, 1763-1766 by John Poniske recreates the reaction of Indian leaders to British mishandling of frontier politics and the impending colonial crisis. Building on the point-to-point system and loose Indian alliances used in King

Mid 2021

1 Mounted Map

4 Counter Sheets

106 Game Cards

1 Rules Booklet

11 PAC's

16 Wooden Cubes

Retail Price: \$89.00

Preorder Price: \$72.00

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,

Players: 1 or 2 **Solitaire: Medium** Playing Time: 15 minutes (intro

individual officers & sea vessels

scenarios) to 6 hours (grand campaign) Schutztruppe

SCHUTZTRUPPE HEIA SAFARI 1914-1918 Schutztruppe, Heia Safari, 1914-18 by Dennis Bishop is the all-new edition of Schutztruppe and represents a complete re-write of Jim Bumpas' classic World War I game. While much of the original flavor is maintained in the retained rules, significant

game system. Some of the more Preorder Price: \$52.00 notable changes include naval rules, updated campaign map, expanded

changes have been made to the Retail Price: \$69.00

order of battle, and realistic supply rules. 1 Mounted Map Complexity: Medium

Playing Time: 3-4 hours

Time Scale: 1 month per turn 2 9/16" countersheets Map Scale: 30 miles per hex **Rules booklet** 2 order of battle displays **Unit Scale:** Divisions 2 PAC's Players: 1-2, best with two Solitaire: Medium (no hidden units)

Mid 2021

Flanks of Gettysburg Flanks of Gettysburg by John Poniske (FOG) consists of two, two-player games on a company level, simulating the two brigade sized flank attacks on Little Round Top and Culp's Hill on July 2, 1863. Each assault is a separate game. One player controls the forces of the United States (Union) and the other player controls the forces of the Confederate States (Confederate).

Mid 2021

1 Rulebook

Culp's Hill)

Countersheets

2 5/8 inch

2 22 x 34 Battle

(Little Round Top,

2 PAC's

Maps

Complexity: Medium Map scale: 30 meters per hex Time scale: 30 minute turns - or three

Retail Price: \$69.00

Preorder Price: \$52.00

hours per battle Unit Scale: Companies, aproximately 5-7 regiments per side.

Players: 1-2 **Solitaire: Medium** Playing Time: 3.5 hours for each game

Imperial Tide

Designer: Gregory M. Smith IMPERIAL TIDE 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. Retail Price: \$69.00

Mid 2021

Preorder Price: \$50.00 Complexity: Medium Fime Scale: 1 year per Turn; each turn being composed of multiple card plays.

Map Scale: Strategic; Abstract Unit Scale: Strategic: Infantry points with artillery stockpiles 2 Countersheets Players: Two (with option for

Solitaire: 8 out of 10 (Solitaire Bot system)

2 PAC's 48 Game Cards (24 per side) Playing Time: 3-4 hours

> Napoleon's Eagles: The Hundred Days by Christopher Moeller, is the second game in series aiming to cover all of the great battles of the Napoleonic era. Following Napoleon's

Retail Price: \$55.00 Eagles: Storm in the East, The **Preorder Price: \$39.00** Hundred Days covers the Emperor Napoleon's Belgian campaign in 1815: four battles that culminated in one of

the most famous conflicts in history: Waterloo. 194 Poker-sized cards Mid 2021

5 PACs 1 Rule & Scenario Book Complexity: Medium Time Scale: abstract (one full day of battle is 6 turns) Unit Scale: Infantry and Cavalry Corps

Players: 1-2 Solitaire: High Playing Time: 30 to 90 minutes; 4 hours for large campaign

Operation 333 Operation Storm-333: Soviet coup in Kabul, 1979 by

Christopher Davis introduces Volume 1 of the all-new Great Raids series and is a solitaire game depicting the 1979 Soviet coup in Kabul that initiated the Afghan-Soviet War. Players control Soviet forces, planning and then executing the operation. Game tension is high as you carry out your tactical missions using numerous point-to-point maps of the historical installations, including the Tajbeg Palace. Game design by Christopher Davis.

1 Countersheet Retail Price: \$69.00

40 Tactics cards

1 Rulebook

Preorder Price: \$52.00 Complexity: Medium **Late 2021**

1 Countersheet 2 Mission Boards **8 Tactical Mission Boards** 4 Player Aid Cards 33 Event Cards 44 Operational cards

Time Scale: Months/Weeks/Days (Planning Phase), Minutes/Hours (Execution Phase) Map Scale: abstract (point-to-point

movement) **Unit Scale:** individual leaders, officers, soldiers, weapons, ammo **Players:** 1 (co-op option for 2 players)

Solitaire: High

Prelude to Revolution Prelude to Revolution: Russia's Descent into Anarchy,

1905-1917 by Mike Willner is a two-player card-driven game. The players (the Revolutionary and the Government) try to spread their influence across the capital, sway the masses, workers and soldiers to their cause, and build grass-roots organizations. All the while world events such as WWI will drive events, and the ever-growing threat of outright revolution looms as time goes on.

Preorder Price: \$69.00

Retail Price: \$89.00

Mounted Map 2 Countersheets I deck of 125 Event and Key cards Solitaire: Medium 300+ plastic cubes in red & blue 1 cloth bag 4 PAC's

1 Rulebook **Slient War**

Deluxe Edition Silent War/IJN Deluxe Edition by is an enhanced second edition features a mounted

game board, consolidated rulebook of the original, and improvements incorporated to the award winning game first published in 2005. This new edition includes Retail Price: \$75.00 **Preorder Price: \$56.00**

the expansion, IJN that brings all the major warships of the Imperial Japanese Navy.

campaign) **Solitaire: Perfect**

8 Countersheets (SW & IJN)

(designed for solitaire play)

1 Rules Book 1 Scenario Book

Mounted Map

6 Player Aids including 1x tactical board & 1 base display

Late 2021

Playing Time: 1 hour (scenarios), 125 hours (full

Late 2021

Complexity: Medium **Players:** Best with 2

players but can be played

Playing Time: 6 hours

Complexity: Medium

3 Year Cards (double-sided) 1 Rules Booklet Napoleon's Eagles 2: The Hundred Days

Retail Price: \$79.00

Preorder Price: \$59.00

Complexity: Medium Players: 1-3 Time Scale: 1 turn = between 3 to 7 hours Map Scale: 1 hex= 45 nautical miles

Unit Scale: aircrafts, ships/subs, & land battalions **Solitaire: Medium**

Playing Time: 2 to 4 hours

Reprint.*



20 Punchboards

Stellar Horizons Reprint

Late 2020

1 rulebook

2 PAC

2 maps

1 scenario book

3 Countersheets

37 political cards

Late 2020

Retail Price: \$149.00

South China Sea by John Gorkowski is an

integrated political-military simulation of near

future contention and conflict around the South

the United States, Malaysia, the Philippines, and

Vietnam. They simulate current political tensions

through card play and structured negotiation keyed

to real world events. * This is a Straight

China Sea. Players take on the roles of China,

Preorder Price: \$129.00

Stellar Horizons by Andrew Rader is a "build your own space program" game where you will lead 1 of 7 Earth Factions to explore and develop our solar system. Stellar Horizons is intended to be a plausible representation of the first steps of humanity towards the stars between 2030 and 2169. *This is a Straight Reprint.*

4 Punchboards containing 7 Player **Faction boards & Policy Tree** 1 Punchboard containing Tracks board 1 Technology Tree on mounted board 4 PAC's containing charts & tables & the Solar System & Space diagram 1 Rulebook

Complexity: Medium Time Scale: 1year/turn Map Scale: The Solar System Unit Scale: Manned and Robotic Starships Players: 2 to 7

Solitaire: High

Playing Time: 1 - 20 hours

Test of Faith

A Test of Faith by Adam Starkweather is a new game in the Operational Scale Series using the new added rules from the Doomsday Project to show this war in a way that has not been seen before. Highly playable but with an emphasis on command and equipment, OSS uses an impulse system to create a test and challenging game to play, but also with new research, plenty of historical narrative.

Mid 2021

Retail Price: \$109.00

Complexity: Medium **Solitaire: High** Time Scale: 1 day per turn **Unit Scale:** Battalions/Regiments

Scenarios: 7

Preorder Price: \$79.00

3 Maps at 22" by 34" - one for the fight in the Golan Heights and two for the fight in the Sinai **F5 Countersheets 6 Player Aids and Charts** 1 Rulebook

Spitfire Ace

Spitfire Ace is a solitaire air combat game based on Gregory M. Smith's "Ace" series and designed by Nigel Hodge. Players fly one of several models of Spitfire or Hurricane fighters against German fighters and bombers during one of the most intense periods of aerial combat in the history of the world - the Battle of Britain in 1940.

Retail Price: \$89.00 1 Countersheet **Preorder Price: \$65.00**

5 Aircraft Display Mats 6 Player Aid Cards 1 Combat Display Mat **6 Bomber Position Mats**

5 Bomber Target Mats 1 Pilot Awards Display Mat **1 Air Operations Display Mat 60 Combat Cards**

8 Ace Pilot Cards 1 Sortie logsheet 1 Rulebook

Players: 1 (with option for 2 or more) **Solitaire: High**

Tank Leader

Tank Leader: Eastern Front, Designer Signature Edition by **John Hill** is a tactical level, two-player game covering armored warfare in the Second World War where formations are activated by

playing command cards. This edition is dedicated to the memory of the original game includes numerous system updates as introduced in later entries of the game series.

> Retail Price: \$99.00 **Preorder Price: \$70.00**

> > 4 PAC's

Solitaire: High

Time Scale: 2 turns per month

Unit Scale: battalion to division

Players: 1-2, best with two

Playing Time: 3-4 hours

Map Scale: 12 miles (19 kilometers) per

Complexity: Medium Time Scale: 60 minutes per scenario Map Scale: 150 meters per hex

Unit Scale: platoons - 20-30 men, 2-5 tanks, 2 maps (22 x 34" each)

Players: 2 Solitaire: Low

Playing Time: 3-8 hours depending upon

Complexity: Medium

Map Scale: abstract

bers, ammo rounds

Time Scale: 3-4 days per turn

Unit Scale: individual aircraft,

weapon systems, crew mem-

Playing Time: 2-3 hours

trucks, halftracks, and 3-5 tubes of artillery 2 countersheets (5/8" size) **72 Formation Cards** (45 Soviet, 27 German) Rules booklet **Scenario booklet**

The African Campiagn (Deluxe)

The African Campaign, Designer Signature Edition, by John Edwards, marks the return of a true wargaming classic, faithfully remastered and updated with this all-new, supersized edition. This two-player game allows players to explore the key elements of the Desert War, beginning in December 1940 with Wavell's first offensive,

Operation Compass, against the Italian forces of **Preorder Price: \$42.00** Marshal Graziani, and culminating in December 1942 when the Americans landed in Rommel's rear, thus

sealing the ultimate fate of the Afrika Korps. Complexity: Medium

1/ 1/2 Mounted Maps 1 Countersheet

2 Order of Battle Appearance Cards 2 PAC's **Rules Booklet**

The Doomsday Project

Preorder Price: \$64.00

Mid 2021

In this partly card-driven, partly procedural <mark>ga</mark>me you will seek out and di<mark>scover the</mark> great Indian cities and empires. Retail Price: \$89.00

Deck of 130 Strategy/Conquistador Cards

4 Player Aid Cards

Playing Time: 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

6 scenarios & Campaign Game

1950 - May 1951, Designer

Signature Edition by Joseph Balkoski, marks the return of a true wargaming classic first published in 1986, faithfully remastered and updated with this all-new, supersized edition. Hailed by many as of the premie games covering The Korean War,

Complexity: Medium Time Scale: 1 month per turn Map Scale: 7.5 miles per hex of the Korean conflict, from June Unit Scale: battalions, regiments,1950 to May 1951.

Players: 1 to 2,

depending upon scenario, 20+ hours for campaign

4 Maps 3 Countersheets

Rules booklet with updated

2 charts & tables booklets

enjoy! The game is similar to

Michael Schacht's famous game

Mid 2021

2 PAC's 120 cards **Countersheets**

Complexity: Medium **Unit Scale:** Field Armies

Players: 2-4 Solitaire: High **Playing Time:** 4-6 hours

War For America

during the American Revolution. It is a 2 player game that shows how the conflict, which began as a 'civil war' turned into a World conflict with a Great Britain that was greatly that keeps every turn of variable length and new. Game

Retail Price: \$79.00 **Preorder Price: \$60.00**

2.5 Countersheets 6 Player Aid Cards 1 Sequence of Play Card 2 Army Organization Displays capital ships, and leaders 1 Setup Card **51 Action Cards**

Time Scale: Seasonal turns (6 | **Time Scale:** Abstract turns per year) Map Scale: Area map

strength point, individual Players: 2 **Solitaire: Medium**

Retail Price: \$109.00

Preorder Price: \$79.00 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

Complexity: Medium Time Scale: 1 day per turn

Players: 1-2

4 Maps **5 Countersheets**

5 Scenarios

The Third World War, Designer Signature Edition by

Frank Chadwick marks one of the largest and ambitious game undertakings to date covering not one but FOUR true wargaming classics by Frank Chadwick, faithfully remastered and updated with this all-new, deluxe edition.

Preorder Price: \$135.00

Retail Price: \$190.00

6 map Complexity: Medium 8 countersheets Time Scale: 1 week Map Scale: 45 km per Numerous PAC's and unit displays

24 Diplomacy Cards (for Persian Gulf) Unit Scale: divisions,

Players: 1-2 per individual game, 1-8 for combined campaign Solitaire: High (no hidden units) Playing Time: 6-10 hours per game, 36+ hours for full

combined campaign

1918 by Gregory M. Smith and Ian Cooper is a solitaire, tactical level game which places you in command of a scout (fighter) aircraft during World War I. The player may choose one of seven different nationalities to fly for.

Retail Price: \$109.00

Preorder Price: \$79.00

Complexity: Medium 2 Countersheets **21 Aircraft Display Mats** (individual sorties with 1 Two-seater Target Mat time compression via 4 Pilot Awards & 1 Air Operations Display Map "Contact Patrols") 84 Cards **Rules Booklet & 1 Logsheet** Map Scale: Abstract

Unit Scale: individual aircraft, individual weapon system, specific crew members, and ammo rounds . **Players:** 1 (with option for 2 or more) **Solitaire: High**

Compass Games Order Form

#	Item Description	Quantity	Catalog/Preorder Price	Total
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
		Merchandise Total		

Special Deal If your merchandise total is more than \$399, take \$30.00 of (Not available online) **US shipping:** \$12.00 for 1st game, \$6.00 each additional game, Paper Wars \$5.00 (Game with mounted map shipping will be \$18.00) Canada Shipping: \$23.00 for 1st game, \$11.00 each additional game, Paper Wars \$8.00 (Game with mounted map will be \$36.00) International Shipping: \$33.00 for 1st game, \$18.00 each additional game, Paper Wars \$13.00 (Game with mounted map will be \$58.00) Sales Tax 6.35% (Connecticut customers only) Total Payment

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. 2. If you live in the US and order No Peace Without Spain (mounted map) and 1866, the total for shipping would be \$18+\$6 = &24

3. Free Shipping for Paper Wars Subscription. For additional games with mounted maps please add \$9.00 US, \$18.00 Canada, and \$24.00 international. Games with mounted maps also has to be the first game in shipping ex: \$18.00.

Payment Information

Payment for game (including preorder **Payment Information** games) will processed when ordered

Checks and money order payments must be mailed along with this order form. Credit card unless you check here to have your credit payments can be made by completing the credit card information below. Mail order to: card charged when the game is released. Compass Games PO Box 271 Cromwell, CT 06416 USA

Payment Total

Name: **Address:** City: State: Zip Code: **Country: Email: Credit Card Information** Mastercard ☐ Visa **Card Number CCV Code** Phone # **Exp Date** Signature:

1. Preorder games can either be charged when order is placed or order now and use the Pay Later

Minor price differences could occur

com Credit Card or Paypal

between catalog and online prices.

Order online at Compassgames.

The Battle of Armageddon



THE KOREAN WAR

THE BATTLE OF ARMAGEDDON by Kerry **Anderson** is a 2 to 6 player game dealing with the final battle as foretold in the Bible prophecies as the armies of the world will ight the final battle and that without divine intervention, no life shall be saved (Matthew 24: 22).

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

Complexity: Medium Time Scale: 1 Turn = 1 Week Map Scale: 100 km per hex Unit Scale: armies of varied size

Players: 2 to 6 players 1 Mounted Map 2 Countersheets 149 playing cards **Rules booklet**

Solitaire: Medium Playing Time: 2 to 4 hours

The Korean War The Korean War: June

Preorder Price: \$68.00 Late 2020 this two-player operational level simulation covers the first year

brigades and divisions **Solitaire: Medium** Playing Time: 4-8 hours

Traders Of The Air Traders of the Air by Michael Schacht is a Steampunk Trading Game for 2 to 4 players based on a distant planet, which balances a great game design by award-winning game designer, Michael Schacht, with marvelous

components throughout for everyone to

Historical Notes

Retail Price: \$52.00 **Holiday Price: 34.00**

Hansa! This version includes an additional map, promo Hansa items, and all new Variable Guild Powers. 1 Mounted Map (backprinted on a single "sheet")

8 guild maps (four of them backprinted) 1 steamship 1 bag 60 guild contract discs (15 each in four player colors)

22 sky dollar cardboard "coins" 78 cardboard goods markers 1 cardboard "compass" (used only for the variant)

AVAILABLE NOW

The Conquistadors The Conquistador by Jonathan

Southard puts you in charge of a group of conquistadors, competing against other conquistadors to bring home the most gold.

2 Mounted Maps 2 Countersheets

Deck of 26 Asset Cards 1 Rulesbook Complexity: Medium

The Lamps Are Going Out 2ND EDITION

The Lamps Are Going Out: World War 1 2ND EDITION is a game simulating World War I at the grand strategic level. Many of the economic and military factors have been simplified to make game play as easy as possible,

while still accurately portraying the balance of forces, strategies, Preorder Price: \$59.00 constraints and ultimately the grand decision-making involved.

Expanded & Updated

Mounted Map

1 Rule & scenario booklet

Time Scale: Seasonal turns Map Scale: Variable-Sized Areas

War for America is a strategic game game based on the events isolated. It features a new 'Action Pulse' and 'Initiative System' design by Gilbert Collins. Mid 2021

2 Map sheets

Complexity: Medium

Unit Scale: 1,000 men per

The Doomsday Projectm 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

Shipping Information

Credit cards orders by phone:

Credit cards orders by fax:

were stationed in the region in 1985.

Unit Scale: Divisional/Brigade/Regiment **Solitaire: High**

6 PAC's 1 Rulebook & Scenario book

The Third World War

Mid 2021

Standard Rules booklet Scenario & Campaign booklet

with some brigades and regiments, 100 aircraft per air unit

Western Front Ace

Western Front Ace: The Great War in the Air, 1916-

The Enemy is at the Gates

1-860-301-0477 (Bill Thomas)

1-860-635-9480 (Bill Thomas)

The Enemy is at the Gates: The Battle for Berlin, **1985 by Adam Starkweather** is a new game where Berlin was divided at the end of World War Two into East and West - and it was here that World War Three would be fought first. in the Company Scale Series using the new added rules to show this bitter battle in a way that has not been seen before. Highly playable but with an emphasis on command and equipment, CSS uses an chit draw system to create a test and challenging game to play, but also with new research, and plenty of historical narrative. 1st game

in the series was Fulda Gap.

Mid 2021 Complexity: Medium

Scenarios: 5

Retail Price: \$149.00 **Preorder Price: \$109.00**

1 Scenario Book

4 Maps Time Scale: 2 hours per turn **8 Countersheets Unit Scale:** Companies 7 Player Aids and Charts **Solitaire: High** 1 Rulebook

The War: Europe 1939-1945 Reprint

The War: Europe 1939-1945 (TW) by **Ernie Copley** is a new WWII strategic level game combining all the best features of the genre into an intuitive, challenging new game

features of the WWII Monster Game genre (such as U-Boat warfare, diplomacy, espionage, strategic bombing, jets, rockets and numerous variants for each Major Power), TW also offers tremendous scope in its 12

1 deck of variant cards

Unit Scale: Divisions

Complexity: High **Playing Time:** 50 hours for full campaign (1.5 hours and up for scenarios) **Solitaire: Good** scenarios. * This is a Straight

Preorder Price: \$115.00

Reprint.* 2 maps 9 countersheets Approximately 20 full color PAC's 1 rules booklet & scenario booklet

While offering all the expansive Retail Price: \$150.00



Retail Price: \$65.00 AVAILABLE NOW Holiday Price: \$42.00 Complexity: Medium Time Scale: 1 day = multiple 90 minutes player-turn activations

Solitaire: High Playing Time: 2-4 hours 1 Mounted Map 3 Deluxe countersheets

2 Player aid cards **50 Activation cubes** 1 1 40 Wooden German control discs I German order of battle appearance display 1 Allied order of battle appearance display

The Fall Of Tobruk

The Fall of Tobruk: Rommel's Greatest Victory by Chris Fawcett is a recreation of the Axis attack on the heavily fortified Gazala-Bir-Hachiem line in May-June 1942. The is a complete revision of the Conflict Games edition designed by Frank Chadwick Retail Price: \$119.00 and first published in 1975 (this is

not a reprint but a new design). Complexity: Medium Time Scale: 1 day per turn Display (two operations phases per day) 1 Axis Reserve & Refit Map Scale: 1.5 miles per hex

Unit Scale: battalions &

companies

Preorder Price: \$82.00 5 countesheets 2 maps 1 Allied Air Display 1 Axis Air Display 1 Allied Reserve & Refit

Display 1 Turn Record & **Reinforcements Chart** 1 Air Tasking Display Screen **Players:** 2 (playable solitaire) **5 Orders of Battle Displays**

Ernie Copley borrows many concepts from

TWE, so experienced TWE gamers will readily

hope for the best. The game

2 maps

Solitaire: High Playing Time: 8 to 10 hours 2 PAC's The War: The Pacific, 1939-1945 The War: The Pacific, 1941-1945 by

adapt to TWP's game system. However, TWP doesn't just port European Retail Price: \$165.00 Preorder Price: \$119.00 Theater rules to the Pacific and

features sophisticated carrier-warfare rules that capture the

unique features of the Allied naval struggle against Japan. Complexity: High Time Scale: 1 turn = 3 months **Map Scale:** 1 hex = 100-120 miles/hex**Unit Scale:** Fleets & Task-Forces; Air: Wings; Land: Divisions, Corps & Army

PAC's Players: 1-2 Solitaire: Good Playing Time: 50 hours for full campaign

rules booklet scenario booklet Charts/tables/ booklet deck of variant cards

Late 2020

8 countersheets

approx. 20 full color

(1.5 hours and up for scenarios)

Zeppelin Raider: Imperial German Naval Airships by Gregory M. Smith is a solitaire, tactical level game

models of WWI Zeppelin.

6 PAC's

Zeppelin Raider

placing you in command of one of several

Retail Price: \$79.00 Preorder Price: \$55.00

Complexity: Medium Time Scale: 1 day per

3 missions per month Map Scale: Abstract **Unit Scale:** Individual Zeppelins, ships, aircraft,

1 Zeppelin patrol mat 1 Zeppelin logsheet 1 Rulebook

4 Zeppelin display mats

8 Historical Kommandant Cards

1 Countersheet

Players: 1 (with option for two or more)

specific crew members, and ammo/bombs **Solitaire System**

Playing Time: 2-3 hours

Map Scale: Abstract areas approx. 15 miles across Players: 1-2 1 Rules book

Playing Time: 8 hours (15+ 1 Rulebook 2 rule booklets (English and German) hours for Campaign Game) Playing Time: 15 minutes per sortie, multiple hours in total 1 Playbook 1 start player marker



Presorted Standard U.S. Postage Paid Springfield, MA Permit No. 130

Third World War by Frank Chadwick

COMBATI



2020 Holiday Catalog

News

Preorder Games: 25% off retail Recent Releases: 25%-30% off retail

Special Offers Still in Stock Items Holiday Prices: 35% off retail

> Combat 2 by Ross Mortell

Catalog Discounts valid until 1/31/21

Compass Games New Directions in Gaming

Victory At Sea

A wargaming classic by John Edwards returns!. Enjoy this remake of the original 1992 Jedko game covering the War in the Atlantic developed from Jedko's first popular naval game, War at Sea. This intro-level game refights the Battle of the Atlantic at a strategic level. Will you as the German Grand Admiral blockade the British Isles with your U-Boats and put England out of the war, or unleash your mighty battlecruisers to attack the vital Murmansk convoys, whilst the Retail Price: \$52.00 elusive raider Graf Spree plunders the Atlantic?

Mid 2021

1 Countersheet 1 Rulebook 2 Player aid cards

Preorder Price: \$38.00

1 Mounted Map Complexity: Low **Time Scale:** abstract (9 turns) Map Scale: area movement **Unit Scale:** individual capital ships **Players:** 1-2 players **Solitaire: High Playing Time:** 3 hours or less

(Retail Price: \$99.00 Holiday Price: \$64.00)

countersheets, 3 rulebook, 2 event booklets and 14 PAC"s.

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

(Retail Price: \$46.95 Holiday Price: \$31.00) 1 Map & 2 Countersheets.

Paper Wars 81- Position Magnifique: Mars-la-Tour 1870 by Hermann Luttman 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: \$31.00)

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: 31.00) Paper Wars 83-Rising Sun Over China by John Gorkowski simulates the Japanese invasion of China prior to World War II. 1 Map & 1 Countersheet

(Retail Price: \$46.95 **Holiday Price: \$31.00**)

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.

Holiday Price: \$31.00) 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.

Holiday Price: \$31.00) 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. 2 Maps & 1 Countersheet.

Holiday Price: \$31.00) 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. 1 Map & 1 Countersheet.

(Retail Price: 46.95

Holiday Price: \$31.00) Paper Wars 88-Scourage of God by Stephen Newberg is a mainly solo player depiction of the result of the consolidation of the Mongol tribes by Genghis Khan resulting in 50 years of conquests.

(Retail Price: \$46.95 Holiday Price: \$31.00)

Paper Wars 89-Burning Mountain by Andrea Brusati is a simulation game about the Spring 1916 Austro-Hungarian offensive on the Italian Front. 1 Map & 1 Countersheets. (Retail Price: \$46.95 Holiday Price: \$31.00)

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. (Retail Price: \$46.95 Holiday Price: \$31.00)

1 Map & 1 Countersheet

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 rounder of the Islamic religion. (Retail Price: \$46.95 Holiday Price: \$31.00) 1 Map & 1 Countersheet

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. (Retail Price: \$46.95 Holiday Price: \$31.00)

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 Holiday Price: \$31.00) Issue 94: 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. 1 Map & 2 Countersheets (Retail Price: \$46.95 Holiday Price: \$31.00)

Issue 95: Hannibal, The Italian Campaign, 218-208 BC by Stephen Newberg is a medium complexity strategic study of the Second Punic War. 1 Map & 1 Countersheet.

(Retail Price: \$46.95 Holiday Price: \$31.00)

Issue 96: : Army of the Heartland: Perryville and Stones River 1862-1863 by Sean Chick 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)

Issue 97: Battle of Galicia, 1914, by Michael Resch is a game that models the opening campaign of World War One fought between Imperial Russia and Austria-Hungary on the plains of Galicia and

(Retail Price: \$46.95 **Preorder Price: \$41.95**)

Issue 98: First Blood in the Crimea: The Battle for Alma, by Ty Bomba is a game that uses the alternating-actions system introduced in Papers Wars issue 93 Wagram. (Retail Price: \$46.95 **Preorder Price: \$41.95**)

Issue 99: Assault on Tobruk, Rommel Triumphant, 20 June, 1942 by Stephen Newberg is a game about how the forces of Rommel's Afrika Korp surrounded the Allied held fortress port of Tobruk on the Libyan coast of North Africa, but were unable to subdue it. (Retail Price: \$46.95 Preorder Price: \$41.95)

Issue 100: Bloody Retributions: The Battle of Inkerman, 5 November 1854 by Ty Bomba is a 2-player grand-tactical simulation – easily adapted for solitaire play – of the largest Russian offensive of the Crimean War. Uses the alternating-actions system introduced here in issue no. 93's Wagram & issue no. 98 Alma games. (Retail Price: \$46.95 **Preorder Price: \$41.95**) Oct 2021

Next Subscription cycle for 4 issues . Publication dates are

September 19, February 20, June 20 October 20. With Game Without Game **Domestic** \$105.00 \$49.00 Canada \$130.00 \$69.00 \$155.00 International \$79.00 **Subscriptions Include Shipping**

In Stock Games will be 35% off

Still in Stock Games Euro Category

In Stock Games will be 35% off

~Cargo Express by Krzysztof Matusik is a fast-playing train game where 2-4 players take over the roles of train entrepreneurs, accepting orders and making contracts to transport goods along a shared rail line. 1 MOUNTED map, 76 Playing cards, 4 Wooden locomotives, 45 Wooden cubes in 5 colors, 1 Cloth bag, 15 Cardboard playing tiles, 4 PACs, & 2 Rulesbooks (1 English and 1 German) (Retail Price: \$69.00 Holiday Price: \$45.00

~ Colonialism by Scott Leibbrandt 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. 1 MOUNTED map, 4 Player boards, 1 Rules booklet, 63 Resource cubes, 1 Bag, 153 Influence discs, 12 Economic interest cards, 12 Ships, 2 Black game turn tokens, 96 Influence cards, 24 Region order tiles, 4 Custom dice, 4 Player aid cards (Retail Price: \$89.00 Holiday Price: \$58.00)

In Stock Games will be 35% off In Stock Games will be 35% off **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. (Retail Price: \$69.00 Holiday Price: \$45.00)

~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 maps, 2 countersheets, 1 rulebook. (Retail Price: \$69.00 Holiday Price: \$45.00) ~Stalin's World War III by Ty Bomba 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 would've been in place

during the first 10 weeks of operations had Stalin lived long enough to put in motion one these plans to start a global conflict in 1953. 4 maps, 4 countersheets, 2 PACs, 2 rules book (Retail Price: \$89.00 Holiday Price: \$58.00

Pre-Gunpowder Category

~ Fornovo 1495 by Brien 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. (Retail Price: \$69.00 Holiday Price: \$45.00)

Gunpowder Category

~1866: The Struggle For Supremacy In Germany by John B. Firer is a two-player simulation dealing with the Austro-Prussian War of 1866 in Central Europe. 1 rulebook & play book, 1 map, 1 (Retail Price: \$79.00 Holiday Price: \$51.00) mixed sheet of 5/8" and 1/2" counters., 1 deck of 55 operations cards, 1 PAC

~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. 1 MOUNTED map, 1 countersheet, 1 deck of cards, 1 rules and scenario book, and multiple PAC's (Retail Price: \$75.00 Holiday Price: \$49.00)

~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. (Retail Price: \$79.00 Holiday Price: \$51.00) ~ Bitter Woods 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 & play book, 2 map, 3 countersheets, 6 PAC (Retail Price: \$85.00 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 (Retail Price: \$59.00 Holiday Price: \$38.00) Indian War.. 2 countersheets, 1 map, 1 rules & playbook, 2 PAC's ~Commands & Colors Tricorne - The American Revolution by Richard Borg is based on the highly successful Commands & Colors game system. 1 mounted map, 105 tiles, 108 cards,

(Retail Price: \$109.00 Holiday Price: \$71.00) 8 battle dice, 5 block & dice label sheets, 1 rule & scenario books, 300+ wooden blocks

~ 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. (Retail Price: \$75.00) **Holiday Price: \$49.00**)

~ 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. (Retail Price: \$99.00 Holiday Price: \$64.00) ~ Nations in Arms by Stanislas Thomas is bring 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. 2 maps, 4 countersheets, 3 PACs, 1 card deck, 1 rules & scenario book. (Retail Price: \$129.00 Holiday Price: \$84.00)

~ 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. (Price: \$69.00 Holiday Price: \$45.00) ~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? 1 MOUNTED map, 1 rules & scenario book, 2 PAC's, 1 card deck, (Retail Price: \$75.00 Holiday Price: \$49.00)

~Once we Moved Like The Wind, The Apache Wars, 1861-1886 by Stephen Newberg is about how the Apache Wars dominated the attention of the US government in its westward development for the critical 25 years from the American Civil War to the final capitulation of the natives of the area. 1 mounted map, 1 rulebook, 1 sticker sheet, 80 wooden blocks, 4 PAC's. (Retail Price: \$69.00 Holiday Price: \$45.00) ~On To Paris! by Milan Becvar 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 & (Retail Price: \$89.00 Holiday Price: \$58.00)

~ 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 (Retail Price: \$109.00 Holiday Price: \$71.00)

One is from Boston to Concord and the other is Bunker Hill. 1 countersheets, 2 maps, 2 rulebooks, 22 cards & 8 PAC's (Retail Price: \$69.00 Holiday Price: \$45.00) ~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. (Retail Price: \$110.00 Holiday Price: \$70.00)

~ Revolution Road by John Poniske & Bill Morgal contains two separate games encompassing the two Massachusetts flashpoints that ignited the American Revolutionary War in 1775

~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. 2 maps, 3 countersheets, 2 card decks, 2 rulebooks, 3 PAC's. (Retail Price: \$89.00 Holiday Price: \$58.00)

~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. (Retail Price: \$95.00 Holiday Price: \$62.00)

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 the WWI game to suit everyone. 3.5 maps, 3.5 countersheets, 1 rulebook & scenario book, 5 PACs. (Retail Price: \$115.00 Holiday Price: \$75.00)

~ 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. (Retail Price \$79.00 Holday Price: \$51.00)

~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 FlamesTM. 3 map, 6 countersheets, rulebook & scenarios, & 5 PAC's. (Retail Price: \$134.00 Holiday Price: \$87.00) ~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. (Retail Price: \$65.00 Holiday Price: \$42.00) -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). I 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

~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. (Retail Price: \$99.00 Holiday Price: \$64.00)

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. (Retail Price: \$75.00 Holiday Price: \$49.00)

~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 (Retail Price: \$69.00 Holiday Price: \$45.00) British Commonwealth and Ethiopia vs. Italy in 1940-1941) 1 maps, 2 countersheets, 1 rulebook & scenario, and 5 PACs.

🗪 Red Star Wift () Early: The Russo-Rollsh Watt, 1920, Designer Signature Edition by David Williams marks the return of a true wargaming classic 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. (Retail Price: \$79.00 Holiday Price: \$51.00)

WWII Category

bsolute 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 (Retail Price: \$185.00 Holiday Price: \$120.00) ~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. (Retail Price: \$85.00 Holiday Price: \$55.00) ~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. (Retail Price: \$84.00 Holiday Price: \$55.00)

~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. (Retail Price: \$145.00 Holiday Price: \$94.00)

~ 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. (Retail Price: \$140.00 Holiday Price: \$91.00) ~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 PAC'S. (Retail Price: \$79.00 Holiday Price: \$51.00) ~ 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. (Retail Price: \$79.00 Holiday Price: \$51.00)

~ Fortress Europa, Designer Signature Edition by John Edwards is afaithfully remastered and updated with this all-new, supersized edition. Celebrated by many as the successor to The Russian Campaign, this two-player game recreates the Allied campaign in Western Europe from D-Day to March 1945. 2 maps, 3 countersheets, Rules booklet, 2 PACs, 1 German PAC, 1 Allied PAC, 1 Aircraft Mission Chart, 4 German Displays, 3 Allied Displays. (Retail Price: \$85.00 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 (Retail Price: \$135.00 Holiday Price: \$88.00)

~Interceptor Ace: Daylight Air Defense Over Germany, 1943-44 by Gregory M. Smith is a solitaire, tactical level game which places you in command of a German fighter during World War II. Each combat mission will be flown from one of many bases in Europe, attempting to intercept incoming American Bombers. 1 Countersheet, 15 Aircraft Display Mats, 4 PACs, 1 Combat Display Mat, 2 Bomber Target Mats, 1 Pilot Awards Display Mat, 1 Air Operations Display Mat, 8 Ace Pilot Cards, 60 Combat Cards, 1 Rules Booklet, and 1 Logsheet. (Retail Price: \$99.00 Holiday Price: \$64.00)

~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. (Retail Price: \$99.00 Holiday Price: \$64.00)

~Montelimar 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. Montélimar became the focal point of the entire war in the south. 5 Maps, 6 Countersheets, 1 Rule & scenario book, 8 PACs. ~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. (Retail Price: \$99.00 Holiday Price: \$64.00)

~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. (Retail Price: \$55.00 Holiday Price: \$36.00) 2 countersheets, 1 map, 1 rulebook, & 3 PAC's. ~ Paths to Hell by Juan Carlos Cebrian & Niko Eskubi (Volume III) (War Strom 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. (Retail Price: \$80.00 Holiday Price: \$52.00) ~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 Rules & PlayBook, Multiple Play Aid Charts, OOB

& setup cards. (Retail Price: \$99.00 Holiday Price: \$64.00) ~ Russia Besieged Players's Guide is a 64-page magazine describing the history of the game, from its design inspiration and origins to the game Russia Besieged has become today. by Art Lupinacci covers . 2 Half countersheets , 64 page booklet , 2 Historical variant displays. (Retail Price: \$49.00 Holiday Price: \$32.00)

~Tinian: The Forgotten Battle by Adam Starkweather seems like a small side show that had no real impact on the war. Some people may hear the name and remember that the B-29s, the ones that dropped the atomic bombs on Japan, flew from there but for the rest it has become a minor part of military history - a forgotten battle. 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. (Retail Price: \$99.00 Holiday Price: \$64.00) ~The Fall of the third Reich by Ted Raicer covers the last 2 years of fighting in Europe 1943-1945. 2 maps, 1.5 countersheets, 1 rulebook, and 3 PAC"s. (Retail Price: \$79.00 Holiday Price: \$51.00)

~The Little Land The Battle For 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. 2 maps, 8 countersheets, 1 rules & scenario booklet, 9 PACs. (Retail Price: \$129.00 Holiday Price: \$84.00)

~The War: Europe - Expansion Kit by Ernie Copley is a follow up on its 2012 release of The War: Europe 1939 - 1945 ("TW"), Compass Games is pleased to announce the next installment of the TW franchise, The War 1939 – 1945 Expansion Kit.: 2 countersheets, 3 sop cards, 1 sequence of play booklet - there is an SOP for each of the 12 new scenarios, 1 optional rules booklet, 1 scenario booklet. (Retail Price: \$85.00 Holiday Price: \$55.00)

~ War In The Wind by Mike Nagel takes place in June 1942, forces of the Japanese Northern Army occupied Attu Island as part of its Midway campaign. Attu, at the far western end of the Aleutian Archipelago, was American soil. In May 1943, American forces landed on Attu to liberate it. 1 map, 1.25 countersheets, 1 rulebook & 2PAC's. (Retail Price: \$57.00 Holiday Price: \$37.00)

Cold War Category

~Bar Lev:The 1973 Arab-Israeli War, Deluxe Edition by Chris Fawcett represents an updated game treatment of the GDW 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. 2 maps, 8 countersheets, rules booklet, 4 PACs, & 4 air tasking displays. (Retail Price: \$119.00 Holiday Price: \$77.00) ~ Hearts and Minds, Third Edition by John Poniske has 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. 1 MOUNTED map, 3 Countersheets, 1 Solitaire Player aid card, 80 Playing Cards, & 1 Rules & scenario book. (Retail Price: \$69.00 Holiday Price: \$45.00) ~ Korea Fire and Ice by Adam Starkweather is the first game in a new system called Operational Scale System. This system will cover large scale combat from World War Two into the modern era. The scale for the

system will be 10 miles a hex and weekly turns, with Divisions as the primary maneuver unit.. 1 rulebook, 3 maps, 5 Displays and Charts, 2 Countersheets. (Retail Price: \$85.00 Holiday Price: \$55.00) ~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. 3 Maps, 3 Countersheets, 5 PAC's 1 Rulebook & Scenario book. (Retail Price: \$89.00 Holiday Price: \$58.00)