



# 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 on our website

**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.

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

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**HOLIDAY PRICE - 35% off retail price.**

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

**No coupon code required online**

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## 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 Roman Empire.



Retail Price: \$69.00

**Preorder Price: \$52.00**

**Mid 2021**

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

**Complexity:** Medium  
**Map Scale:** point-to-point of Western Roman Empire  
**Unit Scale:** about 5-10 thousand troops per CU  
**Time Scale:** +/- 10 years per turn  
**Players:** 1-2  
**Solitaire: Medium**  
**Playing Time:** Multiple 2-hour scenarios, full campaign about 5 hours

## Battle Hymn Vol 2

**Battle Hymn: Volume Two Shiloh and Bentonville by Eric Lee Smith** is the sequel 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.

Retail Price: \$79.00

**Preorder Price: \$59.00**

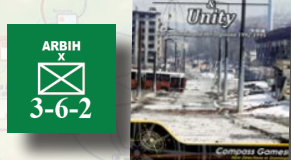
**Mid 2021**

**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

**3 maps**  
**2 counter sheets**  
**Standard Rules booklet**  
**Special Rules booklet**  
**8 double-sided PAC's**

## Brotherhood & Unity

**Brotherhood & Unity by Tomislav Cipic** is a 2-3 player card driven wargame which depicts the war in Bosnia and Herzegovina from 1992-1995 ("Bosnian War"). The game shows all of the major events: from the siege of Sarajevo, to the ferocious battles for the Posavina corridor. Point-To-Point movement system, card driven, quick combat resolution (no CRT), streamlined rules and fast gameplay. Interaction between (Bosniaks, Serbs and Croats).



Retail Price: \$69.00

**Special Price: \$52.00**

**AVAILABLE NOW**

**1 Mounted Map**

**2 Countersheets**  
**96 Strategy cards**  
**3 PAC's**

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

## 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 Forest', 'The Bulge', 'The Siegfried Line' and 'Germany'. Follow the fortunes of your squad from D-day to VE-day.



Retail Price: \$139.00

**Preorder Price: \$99.00**

**Mid 2021**

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

**6 game maps**  
**3 counter sheets (5/8")**  
**4 1-inch counter sheets**  
**2 Rulebooks & Scenario Books**  
**2 Pads**  
**7 Displays/Charts**

## Commands & Colors Tricorne: Jacobite Rising

**Jacobite Rising by Richard Borg** is our first standalone game for Commands & Colors Tricorne (ownership of Tricorne is NOT required) and features 13 battle scenarios by Richard Borg. You will find many new and interesting play concepts which brings new experiences and challenges.



Retail Price: \$99.00

**Special Price: \$75.00**

**AVAILABLE NOW**

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

**Complexity:** Medium  
**Time Scale:** differs by scenario  
**Map Scale:** differs by scenario  
**Unit Scale:** differs by scenario  
**Players:** 1-2  
**Solitaire: Medium**  
**Playing Time:** 60-90 minutes

## Death in the Trenches

**Death in the Trenches by Ben R. Madison & Wes Erni** is a strategic-level 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 complicated combat results tables. There are more than 500 random events draw you into the global nightmare of 1914-1918.



Retail Price: \$69.00

**Preorder Price: \$52.00**

**Mid 2021**

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

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

## Decision at Kasserine



Retail Price: \$89.00

**Holiday Price: \$58.00**

**2 map sheets**  
**3 countersheets (5/8" size)**  
**Rules booklet**  
**3 PAC's**  
**3 order of appearance 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

**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 updated with this all-new, supersized edition. This two-player operational level simulation covers the WWII German and Italian offensive in central Tunisia which took place in mid-February 1943.

**AVAILABLE NOW**

**Designer Signature Edition**

## 2040: An American Insurgency



Retail Price: \$69.00

**Preorder Price: \$52.00**

**1 Mounted Map**

**1 Rule booklet**  
**2 PAC's**  
**Deck of Event Cards & Story Cards**  
**Wooden pieces for forces**  
**Complexity:** Medium  
**Time scale:** Not specified, but approximately one year per turn, covering a 4 to 5 year conflict  
**Players:** 1-2 best with 2  
**Solitaire: High** (similar to games like Twilight Struggle)  
**Playing time:** 2-3 hours

**1 News Cycle Display**  
**1 countersheet**

**Late 2021**

## 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, and cities. The conflict spreads across the entire continental US, from Miami to Seattle and from Los Angeles to New York.

## 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.

Retail Price: \$69.00

**Preorder Price: \$52.00**

**Late 2021**

**Complexity:** Medium  
**Time Scale:** 3-4 days per turn  
**Map Scale:** abstract  
**Unit Scale:** individual tank, weapon systems, crew members, ammo rounds  
**Players:** 1 (with option for 2 or more)  
**Solitaire: High**  
**Playing Time:** 2-3 hours

**1 Countersheet**  
**10 Tank Display Mats (4 Player Aid Cards**  
**2 Crew Status Displays**  
**1 Mission 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 feared German battleship in WWII. This game utilizes a unique and strategic card-driven battle system revolving around Bismarck's operations.



Retail Price: \$69.00

**Preorder Price: \$54.00**

**Mid 2021**

**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

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

## Carrier Battles: Philippine Sea

**Carrier Battle: Philippine Sea by Jonathan Southard** is a solitaire simulation of the largest carrier battle in history, fought during the invasion of Saipan (June, 1944).



Retail Price: \$69.00

**Preorder Price: \$52.00**

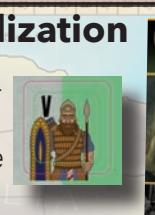
**Mid 2021**

**Complexity:** High  
**Map Scale:** 33 nmi per hex  
**Unit Scale:** Individual capital ships; groups of smaller ships; 8-12 planes per unit.  
**Time Scale:** 20 minutes per phase, 80 minutes per full turn.  
**Players:** 1-2  
**Solitaire: High**

**1 Mounted Map**  
**4 Countersheets**  
**Rulebook and Table Booklet**  
**Multiple PAC's**

## Cradle Of Civilization

**Cradle of Civilization by Sean & Daniel Chick** is a pair of games, Sumeria to Persia and Alexander vs Darius, in one premium package (mounted map and "thick" counters) that allows 2-6 players determine the fate of the Ancient Near East. In one game civilizations rise, while in the second game, two players battle over whether the great Persian Empire. Both games use simple mechanics to make them quick-playing.



Retail Price: \$89.00

**Preorder Price: \$65.00**

**Early 2021**

**1 Mounted Map**  
**9 Countersheets**  
**2 rulebooks**  
**6 player reference cards**  
**48 Nation/City/Epoch tiles**  
**Complexity:** Low (Sumeria to Persia), medium (Alexander vs. Darius)  
**Solitaire: Low** (Sumeria to Persia), **High** (Alexander vs. Darius)  
**Players:** 1-6  
**Playing Time:** 3 hours

## Defending America

**Defending America by Gregory M Smith** is a solitaire, tactical level game which places you in command of an actual or experimental interceptor aircraft during a frightening look at what might have been in World War II. This game is highly accessible to those familiar with the B17: Queen of the Skies system.



Retail Price: \$69.00

**Preorder Price: \$52.00**

**Early 2021**

**Complexity:** Medium  
**Time Scale:** Weekly turns (individual sorties, 4 per month)  
**Map Scale:** Abstract  
**Unit Scale:** Individual aircraft, weapon systems, specific crew members, and ammo rounds  
**Players:** 1 (with option for 2 or more)  
**Solitaire: High**  
**Playing Time:** 60-90 minutes

**1 Countersheet**  
**8 Aircraft Display Mats**  
**9 PAC's**  
**1 Combat Display Mat**  
**1 Pilot Awards Display Mat**  
**1 Air Operations Map**  
**Rules Booklet**  
**1 Logsheet**

## Air and Armor



Retail Price: \$85.00

**Preorder Price: \$60.00**

**Complexity:** Medium  
**Map Scale:** 1 Mile/hex  
**Unit Scale:** Companies & Battalions  
**Time Scale:** 1 Turn = 2 Hours  
**Players:** 2-7 players  
**Solitaire Medium**  
**Playing Time:** 3 - 8 hours based on Scenario

**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 is a company level simulation of a Hypothetical Soviet attack on West Germany in the mid-1980s. This new edition is lovingly recreated with new map artwork, new unit counters, new unit values and updated rules

**Early 2021**

**2 22" x 34" Maps**  
**5 Countersheets**  
**2 Player Charts & Tables**  
**Booklets**  
**5 TO&E Displays**  
**Basic Game Rules Booklet**  
**Advanced Game Rules Booklet**



Retail Price: \$69.00

**Holiday Price: \$45.00**

**AVAILABLE NOW**

**1 Countersheet**  
**3 Aircraft Display Mats**  
**5 PACs**  
**1 Combat Display Mat**  
**1 Pilot Awards Display Mat**  
**1 Air Operations Map**  
**1 Rules Booklet**  
**1 Logsheet.**

## Amerika Bomber

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

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

## Blue Water Navy 2

**Blue Water Navy - The Pacific by Stuart Tonge** covers the action from the West coast of the USA over to Vietnam and is the sister game of Blue Water Navy, also by Compass which covers Europe.

**Late 2021**

Retail Price: \$99.00

**Preorder Price: \$74.00**

**Complexity:** Medium  
**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, one squadron or regiment of air

**Number of Players:** 1-2  
**Solitaire: Medium**  
**Playing Time:** 1-3 hours for scenarios and 8-12 hours per campaign game

**2 maps**  
**2 countersheets**  
**2 decks of 55 playing cards**  
**8 double-sided PAC's**  
**1 rules booklet**  
**1 scenario booklet**

## Coalition



Retail Price: \$69.00

**Preorder Price: \$52.00**

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

**Early 2021**

**1 Mounted Map**  
**2 Countersheets**  
**168 Playing Cards**  
**1 Rulebook**  
**Multiple PAC's**

## Dawn Early Light

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

Retail Price: \$69.00

**Special Price: \$57.00**

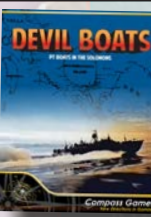
**AVAILABLE NOW**

**1 Mounted Map**  
**2 CounterSheets**  
**86 Game Cards**  
**2 PACs**  
**1 Rulebook**

**Complexity:** Medium  
**Time Scale:** 6 months per turn  
**Map Scale:** Strategic areas of varying size  
**Unit Scale:** Strategic forces of varying size  
**Players:** 1-2  
**Solitaire: Medium**  
**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 US Navy PT boats on nightly missions against Japanese forces in the Solomon Islands



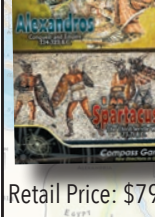
Retail Price: \$59.00

**Preorder Price: \$45.00**

**Complexity:** Medium  
**Time Scale:** 1 day per mission, 20 missions per month  
**Map Scale:** Abstract  
**Unit Scale:** Individual PT boats, ships, aircraft,  
**Players:** 1-2  
**Solitaire: High**  
**Playing Time:** 15-60 minutes per mission, 15-30+ hours for full campaign game.

**1 Countersheet**  
**1 Special Missions Board**  
**1 PT Boat Damage Log Sheet**  
**1 PT Boat Damage Repair Times Sheet**  
**1 Tablebook & Rulebook**  
**1 LUN Barge Status Sheet**  
**1 Special Missions / Destroyer Status Sheet**  
**Campaign Log Sheets**  
**1 Strategic Movement Map Board**  
**1 PT Boat Crewmen Placement Board**  
**1 PT Boat Squadron Status Sheet**  
**1 Mounted Combat Board**

## Alexandros and Spartacus



Retail Price: \$79.00

**Pre order Price: \$62.00**

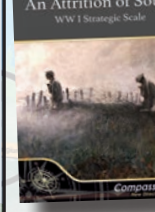
**Mid 2021**

**2 maps (each 22 x 34)**  
**2 rulebooks**  
**2.5 sheets of counters**

**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 features both games along with their multiple expansions, three in total.

**Complexity:** Low to Medium  
**Map Scale:** Both are area strategic  
**Unit Scale:** Legions  
**Time Scale:** Alexandros is Seasonal - 1 Am Spartacus - Monthly  
**Players:** 1-2  
**Solitaire: Medium**  
**Playing Time:** 4 hours for full games

## An Attrition Of Souls



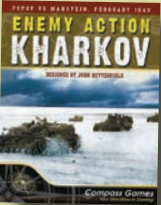
Retail Price: \$69.00

**Special Price: \$55.00**



## Enemy Action: Kharkov

**Enemy Action: Kharkov by John Butterfield** is the second game in John Butterfield's acclaimed Enemy Action series of card-driven games simulating pivotal battles in World War II, playable by two players or one player controlling either side in the conflict.



Retail Price: \$119.00

**Preorder Price: \$82.00**

**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 divisions

**Players:** 1-2 (features Solitaire mode)

**Solitaire: Designed for**

**solitaire play**

**Playing Time:** 15 minutes to 5 hours for the full campaign

**3 maps**  
**3 rules books**  
**2 Countersheets**  
**110 playing cards** (poker quality)  
**Multiple PAC's**

## For Motherland!

**For Motherland! The Russian Front 1941-44** by Masahiro 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.

Retail Price: \$89.00

**Preorder Price: \$64.00**

**Late 2021**

**Complexity:** Medium

**Time Scale:** 1 or 2 months per turn

**Map Scale:** 74 km per hex

**Unit Scale:** Army & Corps

**Players:** 1-2

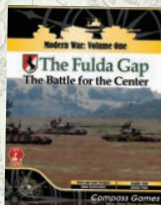
**Solitaire: High**

**Playing Time:** 2-5 hours for scenarios, 8+ hours for campaign

**1 Mounted Map**  
**5 countersheets**  
**Rules booklet**  
**2 PACs**  
**1 Axis & Soviet Order of Appearance Display**

## 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 beginning of a new volume – the Central Front Series. These volumes will cover World War Three combat in 1985. The war that never was. As befits modern war. Soviet divisions will try and advance through the center of the US 5th Corps as the NATO forces attempt to buy time while reinforcements arrive.



Retail Price: \$149.00

**Holiday Price: \$97.00**

**AVAILABLE NOW**



**Complexity:** High

**Time Scale:** 2 hours per game turn

**Map Scale:** 500 meters per hex

**Unit Scale:** Company/platoon

**Players:** 1-4

**Playing Time:** 2-50 hours

**Solitaire: High**

**4 Maps**  
**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/updated and will be linked with an all-new companion game, Russia 1944.



Retail Price: \$69.00

**Holiday Price: \$45.00**

**AVAILABLE NOW**

**Complexity:** Medium

**Time Scale:** Monthly turns

**Map Scale:** 20 miles (32 kilometers) per hex

**Unit Scale:** Army-level HQs, infantry corps, armored divisions

**Players:** 1-2

**Solitaire: High**

**Playing Time:** 2-7 hours

## Interceptor Ace 2

**Interceptor Ace 2** by Fernando Sola and Gregory M. Smith is the sequel to Gregory M. Smith's "Interceptor 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 to survive to the end of the war.

**Mid 2021**

Retail Price: \$89.00

**Preorder Price: \$65.00**

**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**

**Time Scale:** 3-4 days per turn

**Map Scale:** abstract

**Unit Scale:** individual aircraft, weapon systems, crew members, ammo rounds

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

**Solitaire: High**

**Playing Time:** 2-3 hours

## 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**

Retail Price: \$69.00

**Preorder Price: \$52.00**

**1 Rulebook**  
**2 PAC's**  
**2 22 x 34 Battle Maps** (Little Round Top, Culp's Hill)  
**2 5/8 inch Countersheets**

**Complexity:** Medium

**Map scale:** 30 meters per hex

**Time scale:** 30 minute turns - or three hours per battle

**Unit Scale:** Companies, approximately 5-7 regiments per side.

**Players:** 1-2

**Solitaire: Medium**

**Playing Time:** 3.5 hours for each game

## 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

**Preorder Price: \$50.00**

**Complexity:** Medium

**Time 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

**Players:** Two (with option for one)

**Solitaire: 8 out of 10 (Solitaire Bot system)**

**Playing Time:** 3-4 hours

**2 Countersheets**

**1 Mounted Map**

**2 PAC's**

**48 Game Cards (24 per side)**

**3 Year Cards (double-sided)**

**1 Rules Booklet**

## Granada

**Granada: The Last Stand of the Moors, 1482-1492** by José Rivero is a game for 2 players in which they will decide the outcome of this decisive historical episode in less than 4 hours. As the Catholic player, you will gain fame and glory accomplishing the Reconquista. And as the Muslim player, you will resist and save Granada or you will become the last King of the Nasrid dynasty?



Retail Price: \$99.00

**Preorder Price: \$75.00**

**1 Mounted Map**

**137 wooden blocks**

**2 Sheets of stickers**

**20 Wooden Castle shape**

**20 Cylinders**

**20 Wooden cubes**

**7 Wooden markers**

**3 Decks of cards**

**1 VP track**

**2 Reference cards**

**1 Rules booklet**

**2 Draw bags**

**Complexity:** Low to Medium

**Time Scale:** 1 Year per turn

**Map Scale:** Point-to-point map

**Unit Scale:** Units vary from 500-1500 men

**Players:** 2

**Solitaire: Low**

**Playing Time:** 3 1/2 to 4 hours per game

**Early 2021**

## Hitlers Last Gamble

**Hitlers Last Gamble: 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

**Map Scale:** 3.2 km per hex

**Unit Scale:** regiments and battalions

**Players:** 1-4

**Solitaire: High**

**Playing Time:** 3-8 hours for scenarios, 20+ hours for campaign

**2 Maps**

**3 Countersheets**

**1 Rule book**

**Historical book**

**6 PACs**

**1 Axis & Allied order of appearance displays**

## Indian Ocean Region

**Indian Ocean Region** by John Gorkowski enables participants to play out possible future conflicts, circa 2025, from their political beginnings to military endings with the same game mechanics as used in the South China Sea game.



Retail Price: \$89.00

**Preorder Price: \$65.00**

**Early 2021**

**Complexity:** Medium to High

**Time Scale:** 1 turn = between 3 and 7 hours

**Map Scale:** 1 hex = 45 nautical miles

**Unit Scale:** aircraft squadrons, pairs of ships/subs, land battalions

**Players:** Best with 2 players but can be played with up to 3 players, or solitaire

**Solitaire: Medium**

**Playing Time:** 2-4 hours depending on scenario

**3 22x 34" map sheets**

**3 Countersheets**

**totaling 390 3/4" counters**

**Deck of 39 political cards**

**2 PAC'S**

**Rule/scenario book**

## 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 battles are featured: Borodino, the sanguinary clash before the gates of Moscow featured in Tolstoy's famous novel War and Peace, and Leipzig, the great "Battle of Nations" which marked the beginning of the end of the French Empire.



Retail Price: \$55.00

**Holiday Price: \$36.00**

**AVAILABLE NOW**

**Complexity:** Medium

**Time Scale:** abstract (one full day of battle is 6 turns)

**Unit Scale:** Infantry and Cavalry Corps

**Players:** 1-2

**Solitaire: Low**

**Playing Time:** 30 to 90 minutes; 4 hours for large campaign

**225 Poker-sized cards**

**2 PACs**

**3 Scenario Set-up Cards**

**1 Rule & Scenario Book**

## 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 March 1943. There are 4 scenarios.

Retail Price: \$69.00

**Preorder Price: \$52.00**

**2 Maps**

**3 Countersheets with 1/2 inch counters**

**1 Rulebook**

**10 PAC's with various Scenario Set-Ups, Tracks, Charts and Tables**

**Early 2021**

**Difficulty:** Medium

**Time Scale:** 1 turn = 3 days

**Map Scale:** 1 hex = 6.5 miles (10 km)

**Unit Scale:** Divisions, Corps, Brigades, and Battalions

**Players:** 1 to 2

**Playing Time:** Less than 2 hours (small scenarios), up to 80 hours for full Fall Blau campaign

**Solitaire: High**

## 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

**Time Scale:** 15 minutes per turn

**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

**Solitaire: High**

**Playing Time:** 4+ hours

Retail Price: \$75.00

**Preorder Price: \$59.00**

**Mid 2021**

**2 Maps**

**2 Countersheets**

**4 Player Aid Cards**

**2 Loss Record Displays**

**1 Loss Record logsheet (optional use)**

## Maori

**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 protecting their home village. The player is represented on the board as the Paramount Chief: if killed, the game is lost.

**Map Scale:** area movement, strategic level

**Unit scale:** individual leaders; about 30 to 50 warriors per unit; war canoes are one large canoe or two or three smaller ones.

**Time Scale:** the time represented is flexible

**Players:** 1 to 4

**Solitaire: special rules to facilitate solitaire play**

**Playing time:** 60 to 90 minutes

**1 Mounted map**

**2 Countersheets**

**110 Action Cards**

**4 PAC's**

**1 Rule booklet**

**Mid 2021**

## 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 feedback.

Retail Price: \$79.00

**Preorder Price: \$56.00**

**Early 2021**

**Complexity:** Medium

**Time Scale:** 24 hours per turn

**Map Scale:** 15 miles per hex

**Unit Scale:** regiments, brigades, and divisions, abstract air and naval

**Players:** 1-4

**Solitaire: High**

**Playing Time:** 3-8 hours depending upon scenario

**2 Maps**

**3 Countersheets**

**Rulebook with extensive Historical Notes**

**8 PACs**

## 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. .



Retail Price: \$59.00

**Holiday Price: \$38.00**





### South China Sea Reprint

**South China Sea by John Gorkowski** is an integrated political-military simulation of near future contention and conflict around the South China Sea. Players take on the roles of China, 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 Reprint.\***

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

**Complexity:** Medium  
**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

**1 rulebook**  
**1 scenario book**  
**3 Countersheets**  
**37 political cards**  
**2 PAC**  
**2 maps**

**Late 2020**



### Stellar Horizons Reprint

Retail Price: \$149.00  
**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**  
**20 Punchboards**

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

**Late 2020**

### 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.

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

**Mid 2021**

**Complexity:**Medium  
**Solitaire: High**  
**Time Scale:** 1 day per turn  
**Unit Scale:** Battalions/Regiments  
**Scenarios:** 7

**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**



### The Battle of Armageddon

**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 fight 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  
**Solitaire: Medium**  
**Playing Time:** 2 to 4 hours

**1 Mounted Map**  
**2 Countersheets**  
**149 playing cards**  
**Rules booklet**  
**6 scenarios & Campaign Game**

**Early 2021**



### The Korean War

**The Korean War: June 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 premier games covering The Korean War, this two-player operational level simulation covers the first year of the Korean conflict, from June 1950 to May 1951.

Retail Price: \$95.00  
**Preorder Price: \$68.00**

**Late 2020**

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

**4 Maps**  
**3 Countersheets**  
**Rules booklet with updated Historical Notes**  
**2 charts & tables booklets**



### 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 enjoy! The game is similar to Michael Schacht's famous game Hansa! This version includes an additional map, promo Hansa items, and all new Variable Guild Powers.

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

**1 Mounted Map (backprinted on a single "sheet")**  
**8 guild maps (four of them backprinted)**  
**1 steamship**  
**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)**  
**2 rule booklets (English and German)**  
**1 start player marker**

**AVAILABLE NOW**

### 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  
**Preorder Price: \$65.00**

**Complexity:** Medium  
**Time Scale:** 3-4 days per turn  
**Map Scale:** abstract  
**Unit Scale:** individual aircraft, weapon systems, crew members, ammo rounds  
**Players:** 1 (with option for 2 or more)  
**Solitaire: High**  
**Playing Time:** 2-3 hours

**1 Countersheet**  
**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**

**Early 2021**

### 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**

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

**2 maps (22 x 34" each)**  
**2 countersheets (5/8" size)**  
**72 Formation Cards**  
**(45 Soviet, 27 German)**  
**Rules booklet**  
**Scenario booklet**  
**4 PAC's**

**Early 2021**



### The African Campaign (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 Marshal Graziani, and culminating in December 1942 when the Americans landed in Rommel's rear, thus sealing the ultimate fate of the Afrika Korps.

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

**Complexity:** Medium  
**Solitaire: High**  
**Time Scale:** 2 turns per month  
**Map Scale:** 12 miles (19 kilometers) per hex  
**Unit Scale:** battalion to division  
**Players:** 1-2, best with two  
**Playing Time:** 3-4 hours

**1/ 1/2 Mounted Maps**  
**1 Countersheet**  
**2 Order of Battle Appearance Cards**  
**2 PAC's**  
**Rules Booklet**

**Early 2021**



### 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. In this partly card-driven, partly procedural game you will seek out and discover the great Indian cities and empires.

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

**2 Mounted Maps**  
**2 Countersheets**  
**1 Deck of 130 Strategy/Conquistador Cards**  
**1 Deck of 26 Asset Cards**  
**1 Rulesbook**  
**4 Player Aid Cards**  
**Complexity:** Medium  
**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

**Mid 2021**



### 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, constraints and ultimately the grand decision-making involved. **\*Expanded & Updated\***

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

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

**Mid 2021**

**1 Mounted Map**  
**1 Rule & scenario booklet**  
**2 PAC's**  
**120 cards**  
**1 Countersheets**

### War For America

War for America is a strategic game game based on the events 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 isolated. It features a new 'Action Pulse' and 'Initiative System' that keeps every turn of variable length and new. Game design by Gilbert Collins.

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

**Complexity:** Medium  
**Time Scale:** Seasonal turns (6 turns per year)  
**Map Scale:** Area map  
**Unit Scale:** 1,000 men per strength point, individual capital ships, and leaders  
**Players:** 2  
**Solitaire: Medium**  
**Playing Time:** 8 hours (15+ hours for Campaign Game)

**Mid 2021**

**2 Map sheets**  
**2.5 Countersheets**  
**6 Player Aid Cards**  
**1 Sequence of Play Card**  
**2 Army Organization Displays**  
**1 Setup Card**  
**51 Action Cards**  
**1 Rulebook**  
**1 Playbook**

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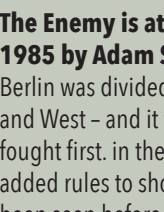
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### The Enemy is at the Gates

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

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

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

**Mid 2021**

**4 Maps**  
**8 Countersheets**  
**7 Player Aids and Charts**  
**1 Rulebook**  
**1 Scenario Book**



### 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. While offering all the expansive 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 scenarios. **\* This is a Straight Reprint.\***

Retail Price: \$150.00  
**Preorder Price: \$115.00**

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

**Early 2021**

**2 maps**  
**Approximately 20 full color PAC's**  
**1 rules booklet & scenario booklet**  
**1 deck of variant cards**



### WWII Commander: Battle of the Bulge

**WWII Commander: Battle of the Bulge by John Butterfield** is a two-player game of the German offensive against the Western Allies in December 1944.

Retail Price: \$65.00  
**Holiday Price: \$42.00**

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

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

**1 Rules book**  
**50 Activation cubes**

**AVAILABLE NOW**



### 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 and first published in 1975 (this is not a reprint but a new design).

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

**Complexity:** Medium  
**Time Scale:** 1 day per turn (two operations phases per day)  
**Map Scale:** 1.5 miles per hex  
**Unit Scale:** battalions & companies  
**Players:** 2 (playable solitaire)  
**Solitaire: High**  
**Playing Time:** 8 to 10 hours

**5 countesheets**  
**2 maps**  
**1 Allied Air Display**  
**1 Axis Air Display**  
**1 Allied Reserve & Refit Display**  
**1 Axis Reserve & Refit Display**  
**1 Turn Record & Reinforcements Chart**  
**1 Air Tasking Display Screen**  
**5 Orders of Battle Displays**  
**2 PAC's**

**Early 2021**



### The War: The Pacific, 1939-1945

**The War: The Pacific, 1941-1945 by Ernie Copley** borrows many concepts from TWE, so experienced TWE gamers will readily adapt to TWP's game system. However, TWP doesn't just port European Theater rules to the Pacific and hope for the best. The game features sophisticated carrier-warfare rules that capture the unique features of the Allied naval struggle against Japan.

Retail Price: \$165.00  
**Preorder Price: \$119.00**

**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  
**Players:** 1-2  
**Solitaire: Good**  
**Playing Time:** 50 hours for full campaign (1.5 hours and up for scenarios)

**2 maps**  
**8 countersheets approx. 20 full color PAC's**  
**rules booklet**  
**scenario booklet**  
**Charts/tables/ booklet**  
**deck of variant cards**

**Early 2021**



### Zeppelin Raider

**Zeppelin Raider: Imperial German Naval Airships by Gregory M. Smith** is a solitaire, tactical level game placing you in command of one of several models of WWI Zeppelin.

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

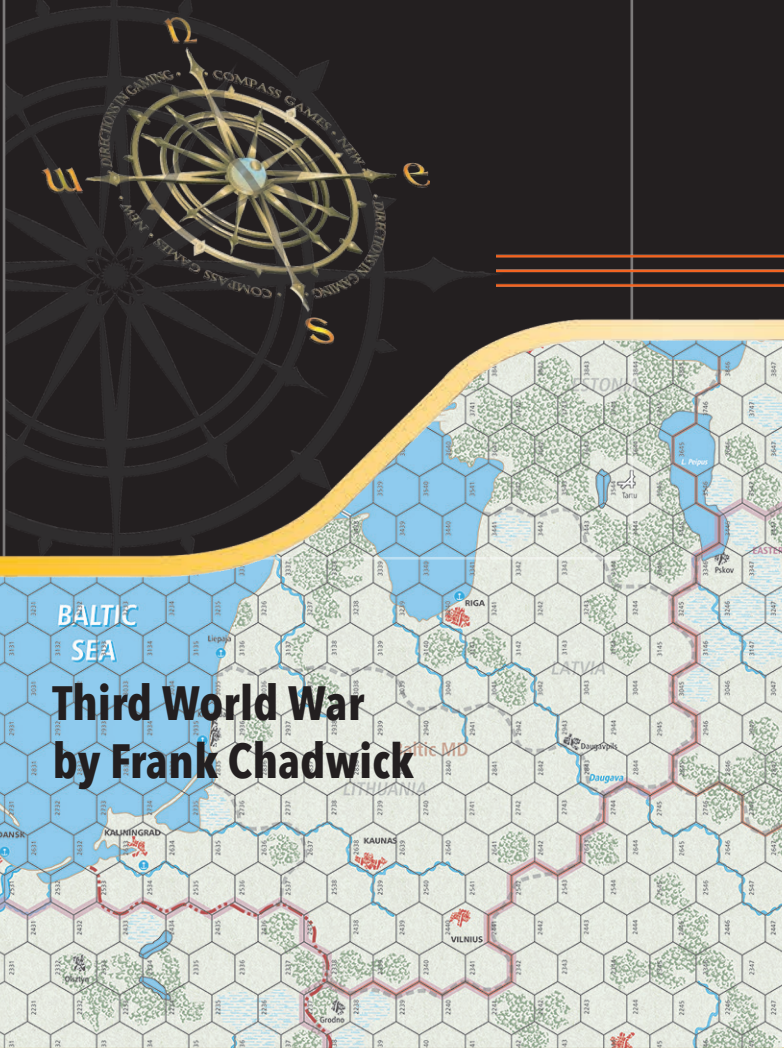
**Complexity:** Medium  
**Time Scale:** 1 day per mission, 3 missions per month  
**Map Scale:** Abstract  
**Unit Scale:** Individual Zeppelins, ships, aircraft, specific crew members, and ammo/bombs  
**Players:** 1 (with option for two or more)  
**Solitaire System**

**Late 2020**

**1 Countersheet**  
**4 Zeppelin display mats**  
**6 PAC's**  
**8 Historical Kommandant Cards**  
**1 Zeppelin patrol mat**  
**1 Zeppelin logsheet**  
**1 Rulebook**

**Playing Time:** 2-3 hours





# Compass Games

## New Directions in Gaming

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# 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 elusive raider Graf Spree plunders the Atlantic?

Mid 2021

Retail Price: \$52.00

Preorder Price: \$38.00

**1 Mounted Map**  
**1 Countersheet**  
**1 Rulebook**  
**2 Player aid cards**

**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

### Still in Stock Paper Wars

<b>Paper Wars 80-SETTING SUN, RISING SUN</b> by Stephen Newberg is an uncomplicated war game centered on the naval aspects of the Russo-Japanese War of 1904-1905. <b>1 Map &amp; 2 Countersheets.</b> (Retail Price: \$46.95 <b>Holiday Price: \$31.00</b> )		
<b>Paper Wars 81- Position Magnifique: Mars-la-Tour 1870</b> by Hermann Luttmann is a medium-sized, brigade-scale game for two players (although it is solitaire-friendly). <b>1 Map &amp; 1 Countersheet.</b> (Retail Price: \$46.95 <b>Holiday Price: \$31.00</b> )		
<b>Paper Wars 82- I Will Fight No More Forever</b> by Stephen Newberg is a game of the retreat of the Nez Perce Indian tribe, the longest contested retreat in history. <b>2 Maps &amp; 1.5 Countersheets.</b> (Retail Price: \$46.95 <b>Holiday Price: \$31.00</b> )		
<b>Paper Wars 83-Rising Sun Over China</b> by John Gorkowski simulates the Japanese invasion of China prior to World War II. <b>1 Map &amp; 1 Countersheet</b> (Retail Price: \$46.95 <b>Holiday Price: \$31.00</b> )		
<b>Paper Wars 84-FINNISH CIVIL WAR</b> by Brian Train is a simulation game of the civil conflict in Finland in the early months of 1918. <b>1 Map &amp; 1 Countersheet.</b> (Retail Price: \$46.95 <b>Holiday Price: \$31.00</b> )		
<b>Paper Wars 85- RUSSIA FALLING-</b> by Ty Bomba The game enables two players to play the first year of a hypothesized near-future post-Putin civil war in Russia. <b>1 Map &amp; 1 Countersheet.</b> (Retail Price: \$46.95 <b>Holiday Price: \$31.00</b> )		
<b>Papers War 86-The Nomads No More</b> by John Gorkowski game system includes two different games: Ungern-Sternberg's Mongolia and Enver Pasha's Bokhara. <b>2 Maps &amp; 1 Countersheet.</b> (Retail Price: \$46.95 <b>Holiday Price: \$31.00</b> )		
<b>Paper Wars 87-Belmont</b> by John Poniske: General Grant's Belmont offensive provided him his first action in the war and his green Midwestern troops the needed experience. <b>1 Map &amp; 1 Countersheet.</b> (Retail Price: 46.95 <b>Holiday Price: \$31.00</b> )		
<b>Paper Wars 88-Scourage of God</b> 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. <b>1 Map &amp; 1 countersheet.</b> (Retail Price: \$46.95 <b>Holiday Price: \$31.00</b> )		
<b>Paper Wars 89-Burning Mountain</b> by Andrea Brusati is a simulation game about the Spring 1916 Austro-Hungarian offensive on the Italian Front. <b>1 Map &amp; 1 Countersheets.</b> (Retail Price: \$46.95 <b>Holiday Price: \$31.00</b> )		
<b>Issue 90: MacArthur: The Road to Bataan</b> by Jack Greene covers the battle of Luzon Island during the winter of 1941-1942. This game originally appeared in Wargamer #44. <b>1 Map &amp; 1 Countersheet</b> (Retail Price: \$46.95 <b>Holiday Price: \$31.00</b> )		
<b>Issue 91: Jihad</b> by Stephen Newberg is a game type simulation of the first century of the Islamic expansion after the death of Mohammad, the Prophet and founder of the Islamic religion. <b>1 Map &amp; 1 Countersheet</b> (Retail Price: \$46.95 <b>Holiday Price: \$31.00</b> )		
<b>Issue 92: Pitt's War</b> 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. <b>1 Map &amp; 1 Countersheet</b> (Retail Price: \$46.95 <b>Holiday Price: \$31.00</b> )		
<b>Issue 93: Wragam: Napoleon's Final Triumph</b> 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. <b>1 Map &amp; 1 Countersheet</b> (Retail Price: \$46.95 <b>Holiday Price: \$31.00</b> )		
<b>Issue 94: Fall of Siam</b> 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. <b>1 Map &amp; 2 Countersheets</b> (Retail Price: \$46.95 <b>Holiday Price: \$31.00</b> )		
<b>Issue 95: Hannibal, The Italian Campaign, 218-208 BC</b> by Stephen Newberg is a medium complexity strategic study of the Second Punic War. <b>1 Map &amp; 1 Countersheet.</b> (Retail Price: \$46.95 <b>Holiday Price: \$31.00</b> )		
<b>Issue 96: : Army of the Heartland: Perryville and Stones River 1862-1863</b> 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. <b>2 Maps, 2 Countersheets, &amp; 1 PAC.</b> (Retail Price: \$46.95 <b>Preorder Price: \$41.95</b> ) <b>Nov 2020</b>		
<b>Issue 97: Battle of Galicia, 1914, by Michael Resch</b> 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 Southern Poland. (Retail Price: \$46.95 <b>Preorder Price: \$41.95</b> ) <b>Jan 2021</b>		
<b>Issue 98: First Blood in the Crimea: The Battle for Alma, by Ty Bomba</b> is a game that uses the alternating-actions system introduced in Papers Wars issue 93 Wragam. <b>Preorder Price: \$41.95</b> <b>April 2021</b>		
<b>Issue 99: Assault on Tobruk, Rommel Triumphant, 20 June, 1942</b> by Stephen Newberg is a game about how the forces of Rommel's Afrika Korps 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 <b>Preorder Price: \$41.95</b> ) <b>July 2021</b>		
<b>Issue 100: Bloody Retributions: The Battle of Inkerman, 5 November 1854</b> 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 Wragam & issue no. 98 Alma games. (Retail Price: \$46.95 <b>Preorder Price: \$41.95</b> ) <b>Oct 2021</b>		

Next Subscription cycle for 4 issues . Publication dates are  
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	With Game	Without Game
Domestic	\$105.00	\$49.00
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### 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 Leibrandt 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 uninindustrialized 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

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~**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 mixed sheet of 5/8" and 1/2" counters., 1 deck of 55 operations cards, 1 PAC** (Retail Price: \$79.00 **Holiday Price: \$51.00**)

~**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 Indian War.. **2 countersheets, 1 map, 1 rules & playbook, 2 PAC's** (Retail Price: \$59.00 **Holiday Price: \$38.00**)

~**Commands & Colors Tricornet - The American Revolution** by Richard Borg is based on the highly successful Commands & Colors game system. **1 mounted map, 105 tiles, 108 cards, 8 battle dice, 5 block & dice label sheets, 1 rule & scenario books, 300+ wooden blocks** (Retail Price: \$109.00 **Holiday Price: \$71.00**)

~**Commands & Colors: The American Revolution War Expansion Kit 1 - The French & More!** by Richard Borg adds ten new battles, adding the French army to the mix. **45 terrain tiles, 18 victory banner counters, 8 battle dice, 3 block label sheets, 4 summary cards, 2 unit reference & terrain effects charts, 1 rule & scenario book, over 100 wooden blocks.** (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, 1 countersheet.** (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 & scenario book, & 10 PAC's.** (Retail Price: \$89.00 **Holiday Price: \$58.00**)

~**Prelude To Rebellion - Mobilization & Unrest In Lower Canada** by Marco Poutre 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**)

~**Revolution Road** by John Poniske & Bill Morgal contains two separate games encompassing the two Massachusetts flashpoints that ignited the American Revolutionary War in 1775. One is from Boston to Concord and the other is Bunker Hill. **1 countersheets, 2 maps, 2 rulebooks, 22 cards & 8 PAC's** (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**)

~**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 **Holiday 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 Flames™. **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). **1 Countersheet, 10 U-Boat Display Mats, 7 PACs, 1 Combat Display Mat, 8 Kommandant Card Tiles, Rules Booklet, German U-Boats and Target Roster Booklet, and 1 Patrol Logsheet** (Retail Price: \$99.00 **Holiday Price: \$64.00**)

~**Empires and Alliance World War one across Europe** by Rob Beyma is a strategic level simulation of the First World War. Players command the Central Powers and Allied forces that fought in Europe from 1914 to 1918. (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 British Commonwealth and Ethiopia vs. Italy in 1940-1941) **1 maps, 2 countersheets, 1 rulebook & scenario, and 5 PACs.** (Retail Price: \$69.00 **Holiday Price: \$45.00**)

~**Red Star White Eagle: The Russo-Polish War, 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: \$99.00 **Holiday Price: \$51.00**)

### WWII Category

~**Absolute Victory: World in Conflict 1939-1945** by Ben Madison Absolute Victory is a simulation of World War II in every actual and possible theater on the entire globe.. **4 maps, 7 countersheets, 3 rulebook, 2 event booklets and 14 PAC's.** (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 faithfully 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.** (Retail Price: \$139.00 **Holiday Price: \$90.00**)

~**Nightfighter Ace: Air Defense Over Germany, 1943-44** by Gregory M. Smith is a solitaire, tactical level game which places you in command of a German Nightfighter during World War II. **1 countersheet, 16 aircraft display mats, 4 PACs, 4 display mat, 100 total cards, rulebook, 1 logsheet.** (Retail Price: \$99.00 **Holiday Price: \$64.00**)

~**Operation Skorpon**: Randy Heller is based on Rommel's May 1941 battle for the Halfaya Pass introduces a new fog of war combat system that provides players with fast moving and tense game play. **2 countersheets, 1 map, 1 rulebook, & 3 PAC's.** (Retail Price: \$55.00 **Holiday Price: \$36.00**)

~**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**