

Compass Games 2023 Holiday Catalog

Go to the website (compassgames.com) for more information about any games.

Compass Games will be hosting our Fall convention. Compass Games Expo 2023 will be held at the Comfort Inn & Suites (Meriden, CT) over Veterans Day Weekend (Nov. 9-13, 2023). 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, special attendee discounts, and play games from any publishers. More information is on our website www.compassgames.com/expo Hotel Phone Number: (203) 440-9600

Catalog Information

No coupon code required for special, blowout, holiday, or preorder order prices. The holiday, blowout and special prices are good through 1/31/2024.

When preordering games, 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 order online or by 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 quality games. So please take advantage of our Blowout, Holiday, Special, and Preorder, pricing to receive substantial savings over retail prices.

If you have any question you can always call Carolynne at 860-301-6527 or email at sales@compassgames.com

Visit our website for more information about our games at compassgames.com Preorder can be placed on our website.

BLOWOUT PRICE: 40%-70% off retail price
HOLIDAY PRICE: 35% off retail price.

SPECIAL PRICE: 20%-30% off retail price.

Preorder Price: Up to 25% off retail price.

Use catalog order form or go online

www.compassgames.com

Percentages listed are approximate

The above mentioned prices cannot be combined with any other offer.

No coupon code required online

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Compass Games
PO Box 271 Cromwell, CT 06416 USA

1812! War on the Great Lakes Frontier

1812! War on the Great Lakes Frontier by Ken Repele is a card-driven strategy game that simulates the naval and land actions fought on and around the Great Lakes of North America during The War of 1812.

AVAILABLE NOW

Retail Price: \$99.00
Special Price: \$80.00

Complexity: Medium
Time Scale: Seasonal turns
Map Scale: 55 square miles per hex
Unit Scale: Regiments
Players: 2
Solitaire: Medium
Playing Time: 1-5 hours for single map scenarios (9 hours for campaign)

- 3 Maps,
- 337 counters,
- 104 US Strategy Cards,
- 102 British Strategy Cards, 14 Combat Cards,
- 4 PACs,
- 1 Terrain Chart,
- 2 Land/Naval Combat Displays,
- 5 Single Map Scenarios,
- 6 Two-Map Scenarios & Full Campaign,
- 1 Rules Book & 1 Play Book

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.

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

1 Mounted Map
1 Rule booklet
2 PACs
Deck of Event Cards & Story Cards
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
Playing Time: 2-3 hours

1 News Cycle Display
1 countersheet

AVAILABLE NOW

Air and Armor

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.

Retail Price: \$95.00
Preorder Price: \$70.00

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

March 2024

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

Designer Signature Edition

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

Retail Price: \$79.00
Special Price: \$65.00

AVAILABLE NOW

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
Playing Time: 4 hours for full games

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

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.

Back In Stock
Dec 2023

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

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: Designed for Solitaire Play
Playing Time: 2-3 hours

AVAILABLE NOW

- 1 Countersheet
- 10 Tank Display Mats
- 4 Player Aid Cards
- 2 Crew Status Displays
- 1 Mission logsheet
- 1 Rulebook

Atlantic Sentinels

Atlantic Sentinels by Greg M. Smith provides players with a host of decisions as they are assigned to provide protection to merchant convoys, typically ranging from 40 to 60 ships.

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

Early 2024

Complexity: Medium
Time Scale: Semi-abstract (Convoy escort missions, 2 per month)
Map Scale: Abstract
Unit Scale: Individual escorts, U-boats, merchant ships (when targeted)
Players: One (with options for two)

Solitaire: Designed for Solitaire Play
Playing Time: 10-15 minutes (single mission) 6-8 hours (full career)

- 1 Counter Sheet
- 2 Tactical Displays
- 3 PACs (double-sided)
- 3 PACs (single-sided)
- 1 Operational Display
- 1 Rules Booklet
- 1 Mission Logsheet

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: \$89.00
Preorder Price: \$65.00

Back In Stock Feb 2024

1 Mounted Map
1 Rule & 1 playbook
2 Distinct PACs
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

Late 2024

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: Designed for Solitaire Play
Playing Time: 1 to 3 hours (scenarios), 5 to 8 hours

- 3 maps
- 2 Countersheets
- Standard Rules booklet
- Special Rules booklet
- 8 double-sided PACs

Rebel Tide

Rebel Tide: The U.S. Civil War, 1861-65 by Gregory M. Smith is a two-player strategic level game that places you in command of either the USA (Union) or CSA (Confederacy) during the Civil War.

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

Late 2024

Complexity: Medium
Playing time: 3 to 4 hours
Solitaire: High (Solitaire Bot system)
Players: 2 (with option for solitaire play)
Map Scale: Strategic; Abstract
Time Scale: 1 year per Turn; each turn being composed of multiple card plays
Unit Scale: Strategic (Infantry points, Cavalry points, Artillery points, and Leaders)

- Mounted game map
- 1 counter sheet
- 2 Player Aid Cards
- 48 Game Cards (24 per side)
- 3 Year Cards (double-sided)
- Rules Booklet

Bismarck

Bismarck: The Last Battle by Petros Sorlios is a compact, strategic-level solitaire game covering the last 5 days of operations of the most feared German battleship in WW1. This game utilizes a unique and strategic card-driven battle system revolving around Bismarck's operations.

Retail Price: \$59.00
Preorder Price: \$54.00

Mid 2024

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: Designed for Solitaire Play
Playing Time: 1 to 2 hours

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

Blue Water Navy: The Pacific

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.

Retail Price: \$109.00
Preorder Price: \$80.00

Early 2025

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 PACs
- 1 rules booklet
- 1 scenario booklet

Breaking The Chains 2.0

Breaking the Chains (BtC) by John Gorkowski simulates a hypothetical future military conflict over the South China and East China Seas around the year 2021. Conflicting claims of sovereignty have roiled those "near seas" since the Cold War.

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

Early 2024

Complexity: Medium
Time Scale: Daily Turns subdivided into 4-hour "cycles"
Map Scale: 70 nautical miles per hex
Unit Scale: Individual aircraft carriers, pairs or triplets of smaller ships/submarines; Air wings (25-75 aircraft); Land battalions, regiments and divisions
Players: 1 to several

Solitaire: Medium
Playing Time: 2-20 hours depending on scenario

- 1 Mounted map
- 1 rulebook
- 2 reference cards
- 1 political status track
- Approximately 440 counters (5/8")

Brief Border Wars 2

Brief Border Wars 2 by Brian Train is the second set of four small operational level games on short border conflicts. The game system uses a card-driven system first introduced in Brief Border Wars that models the chaotic, stop-and-start nature of these impromptu wars.

Retail Price: \$65.00
Preorder Price: \$54.00

Mid 2024

Complexity: Medium
Time Scale: variable (1 day to 1 week per turn)
Map Scale: variable (area movement)
Unit Scale: variable (paramilitary "groups" to divisions)
Players: 1-2 (best with 2)

Solitaire: Medium
Playing Time: 1-2 hours each

- 4 Maps
- 1 Countersheet
- 1 PAC
- 1 deck
- 1 system rules
- 4 exclusive rules booklets

Blowout games

Game	Retail Price	40-70% off
- Cargo Express	\$69.00	\$22.00
- Coalition	\$69.00	\$35.00
- Colonialism	\$89.00	\$30.00
- Cradle of Civilization	\$89.00	\$40.00
- Dawn of Empire	\$55.00	\$30.00
- Festung Europa	\$79.00	\$40.00
- Fornvo 1495	\$69.00	\$35.00
- Korea Fire and Ice	\$85.00	\$40.00
- Late Unpleasantness	\$89.00	\$35.00
- Lebensraum	\$99.00	\$35.00
- Little Land	\$129.00	\$50.00
- Maori	\$79.00	\$40.00
- Operation Skorpion	\$55.00	\$25.00
- Once We Moved Like The Wind	\$69.00	\$30.00
- Ostkrieg	\$59.00	\$25.00
- Prelude to Rebellion	\$109.00	\$35.00
- Triumph of The Will	\$69.00	\$35.00
- Battle of Armageddon	\$69.00	\$35.00
- Sovereign of The Seas	\$110.00	\$60.00
- Napoleon's Imperium	\$159.00	\$70.00
- Paper War 81,82,84,85, 86,87,88,90,91,94	\$46.95	\$25.00

British Tank Ace

British Tank Ace: 1940-45 by Gregory M. Smith is a solitaire, tactical-level game that places you in command of a British tank during World War II in North Africa, Italy, and the European Theaters of Operation.

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

Early 2025

Complexity: Medium
Playing time: 10-15 minutes (single mission), 4-5 hours (full career)
Solitaire High; Designed for solitaire play
Players: One or more
Map Scale: Abstract
Time Scale: Semi-abstract (individual missions, 8 missions per month)
Unit Scale: Individual tanks, crewmen, enemy vehicles, anti-tank guns, and ammo

- 2 Countersheets
- 11 Tank Display Mats (double-sided, for 22 different tank models total)
- 11 Player Aid Cards
- 1 Crew Status Display Mat
- 3 Battle Boards
- 3 Operational Displays
- 1 Rules Booklet
- 1 Mission Logsheet

Operation 333

Operation Storm-333: Soviet coup in Kabul, 1979 by Christopher Davis introduces Volume 1 of the all-new Great Raids series! It is a solitaire game depicting the 1979 Soviet coup in Kabul that initiated the Afghan-Soviet War.

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

Early 2025

Complexity: Medium
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: Designed for Solitaire Play

- 1 Countersheet
- 2 Mission Boards
- 8 Tactical Mission Boards
- 4 Player Aid Cards
- 33 Event Cards
- 44 Operational cards
- 40 Tactics cards
- 1 Rulebook

Burma

Burma, 1942-45 Bob Fowler is a remake of the original Game Designers Workshop design from 1976. An operational-scale game using brigades and battalions, play moves in steps and starts as supply and the monsoon may limit operations.

Retail Price: \$55.00
Preorder Price: \$42.00

Mid 2024

Complexity: Medium
Playing time: 2 to 6 hours
Solitaire: Medium
Players: 1-2
Map Scale: 1 hex = 15 miles
Time Scale: 1 Turn = 1 Month
Unit Scale: Brigades, Butais and Battalions

- 1 Mounted game map
- 1 counter sheet (280 pieces)
- 4 Player Aid Cards
- 2 Order of Battle and Appearance Cards
- Rules Booklet

Burning Banners

Burning Banners by Christopher Moeller brings the rich tapestry of Kalar to life with a breathtaking fusion of immersive artwork and engaging gameplay that grows with your group.

Retail Price: \$119.00
Preorder Price: \$99.00

April 2024
Fantasy Game

- 7 Countersheet
- 4 Hand-Drawn Mounted Maps (with HUGE 1 1/2" hexes)
- 192 Playing Cards
- 1 Rule Book
- 1 Campaign Book
- 1 Lore Booklet
- 6 Dual-Layered Kingdom Playmats
- 3 Cardstock Player Aids
- 2 Mounted Displays

Carrier Battle: 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). As the U.S. commander, you maneuver your task forces and conduct air searches in a tension-packed contest to find the Japanese carriers before they locate and attack yours.

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

Back In Stock
Dec 2023

1 Mounted Map
4 Countersheets
Rulebook and Table Booklet
Multiple PACs

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: Designed for Solitaire Play

Combat! Vol 1 (2nd Printing)

Combat! Volume 1 by Ross Mortell is a solitaire game on man-to-man combat in the 20th century. The player will control friendly forces and attempt to complete a scenario against enemy forces that are controlled by the game system.

Retail Price: \$139.00
Holiday Price: \$90.00

AVAILABLE NOW

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: 1 - Designed for solitaire play

Solitaire: Designed for Solitaire Play
Playing Time: 2-6 hours dependent upon size of scenario

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

Combat! Vol 2

Combat! Volume 2 by Ross Mortell is an add-on module for Combat! You must have Combat! to play this expansion. A fully structured campaign game consisting 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
Holiday Price: \$90.00

AVAILABLE NOW

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: Designed for Solitaire Play
Playing Time: 2-6 dependent upon size of scenario

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

Combat! Vol 3

Combat! Vol 3 Adam Starkweather is a solitaire game of man-to-man combat in World War Two. This is the third game in the series of Combat! games that use the same system. This game introduces the British Armed Forces into the system.

Retail Price: \$139.00
Preorder Price: 99.00

Mid 2024

Complexity: Medium
Solitaire: High Designed specifically for solitaire play
Time Scale: 30-90 seconds per turn
Map Scale: 10 yards per hex
Unit Scale: Single man per counter; man-to-man combat
Players: One
Playing Time: 3-5 hours per scenario

- 3 game maps (a historically accurate map of the Arnhem Bridge), 1 11" by 17" map
- 6 counter sheets
- 2 Decks of Playing Cards (52 cards for Allied, 50 cards for German)
- 1 Display Mat
- 1 Impulse/Turn Track
- 1 Player Aid Card
- 1 Rulebook

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: \$79.00
Holiday Price: \$52.00

AVAILABLE NOW

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

Desert Blitzkrieg

Desert Blitzkrieg by Michael Vitale is a treatment of the main struggle between the Axis represented by Rommel and the Afrika Korps versus the British and their Commonwealth Allies from April 1941 to December 1942.

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

Mid 2024

Complexity: 3-4
Map Scale: It's 'Point-to-Point' game. Covers the same 'distance' as old Avalon Hill 'Afrika Korps'. Aghelia to El Alamein.
Time Scale: Monthly turns
Unit Scale: Regimental equivalents with Divisional Integrity a key feature
Players: 2
Solitaire: Medium
Playing Time: Full Game 10+ hours; Short Game 2 1/2 - 3 hours

- 190 counters
- 34x22 Mounted map area
- 22 Cards
- Summary of play / Summary of Combat card (2 of these)
- Battle Board (about 6x9)
- Rules booklet
- Examples of Play booklet

Desert Generals

Desert Generals by Ernie Copley captures the ebb and flow of the North African Campaign from late 1940 to November 1942 with a unique emphasis on leadership and command.

Retail Price: \$65.00
Preorder Price: \$54.00

Mid 2024

Complexity: Medium
Playing time: 1 hour for scenarios, 4 hours for the full campaign
Solitaire: High
Players: Two (suitable for solitaire play)
Map Scale: Approx. 10 miles per hex
Time Scale: 1 Turn = 1 Month
Unit Scale: Battalions, Regiments, and Divisions

- 2 maps
- 2 5/8 inch counter sheets
- 3 setup sheets
- 2 double-sided play aids
- Detailed sequence of play sheet
- 1 Rules Booklet
- 1 Scenario Booklet

Dog Boats

Dog Boats: Battle of the Narrow Seas by Joe Carter is a solitaire, tactical-level, narrative-driven wargame. You, as Commander, will lead a squadron of 4 Royal Navy gun boats or torpedo boats on night missions against German Kriegsmarine forces in the English Channel during 1943-1944.

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

Mid 2024

Complexity: Medium
Playing Time: 1 hour for scenarios, 4 hours for the full campaign
Solitaire: Designed for Solitaire Play

- 2 Countersheets
- 1 Mounted Strategic Movement Board
- 1 Fairmile D Gun Boat Crewmen Placement Board
- 1 Vosper 72' Crewmen Placement Board
- Fairmile D Boat Damage Log / Vosper 72' Damage Log
- Boat Squadron Status Sheet
- 1 Enemy Merchant Ship Status/ Enemy Warship Status
- 1 Campaign Log Sheet
- 1 Boat #1 Crew Status Sheet
- 1 Boats #2-#4 Crew Status Sheet
- 1 Rule Book
- 2 Erasable markers

Eastern Front Operational Battles Quad

Eastern Front Operational Battles Quad by John Theissen is four games on the Eastern Front in WWII at an operational level. "Pincers" and "Operation Fredericus" (1942), and "Orel Salient" and "Operation Rumiantssev" (1943). All 4 games share a common set of rules and blend historical detail with high playability.

Early 2025 Retail Price: \$69.00
Preorder Price: \$52.00

Complexity: Low/Medium
Time Scale: 1 day per turn for 1942 games, 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 & divisions for 1942 games, mostly divisions and corps for 1943 games
Players: 1 or 2 (best with 2)
Solitaire: High
Playing Time: 2 hours
4 Maps (17x22" each)
2.5 Countersheets
4 Player Aid Cards



Enemy Action: Ardennes

Enemy Action: Ardennes by John Butterfield is a fun, tense new gaming system from John Butterfield. A card-driven and diceless system featuring three games in one box.

AVAILABLE NOW Retail Price: \$145.00
Holiday Price: \$109.00

3 maps (1 for each solitaire game and 1 for the 2-player game - only 1 is used at a time)
3 Countersheets
1 deck of 110 playing cards (poker quality)
3 rules books, (1 for each game)
Multiple PACs
Complexity: Medium
Playing Time: 15 minutes to 6 hours for the full campaign
Solitaire: Designed for Solitaire Play

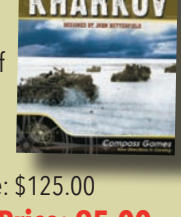


Enemy Action: Kharkov

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.

AVAILABLE NOW Retail Price: \$125.00
Special Price: 95.00

3 maps
3 rules books
2 Countersheets
110 playing cards (poker quality)
Multiple PACs
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



Europe in Turmoil: 2nd Edition

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.

Complexity: Low to Medium
Playing time: 3-4 hours
Solitaire: Medium
Players: 2
Time Scale: 1-2 years per turn
Retail Price: \$69.00
Preorder Price: \$54.00
Jan 2024

1 Mounted map
1 Rulebook
2 player aid cards
A deck of 110 Strategy Cards
2 decks of 10 Stability Cards
2 countersheets
A deck of 35 Mobilization Cards



Europe in Turmoil 2

EUROPE IN TURMOIL II: INTERBEL-LUM by Kris Van Beurden is a two player card-driven game simulating the political events in Europe between the First and Second World Wars.

Complexity: Medium
Number of Players: 2
Solitaire: Medium
Playing Time: 3-4 Hours
14+
Jan 2024

1 Mounted Map
110 Strategy Cards
4 Countersheets
1 Event Chart
1 Rearmament Chart
1 Rulebook
30 Wooden Cubes



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.

Late 2024 Retail Price: \$69.00
Preorder Price: \$52.00

1 Rulebook
2 PACs
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



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.

Late 2024 Retail Price: \$89.00
Preorder Price: \$64.00

1 Mounted Map
5 countersheets
Rules booklet
2 PACs
1 Axis Soviet Order of Appearance Display
Complexity: Medium
Time Scale: 1 or 2 months per turn
Map Scale: 74 km per hex
Unit Scale: Army & Corps
Players: 1-2
Solitaire: Medium
Playing Time: 2-5 hours for scenarios, 8+ hours for campaign



Galaxy Force

Galaxy Force: Battles of the Fallen Stars by Sreffren Beck is a fast-playing, immersive solitaire experience. The once glorious Order of Allied Stars now lies in turmoil as formerly devoted systems have seceded from the empire, joining a hastily formed rebellion.

Mid 2024 Retail Price: \$69.00
Preorder Price: \$52.00

1 Mounted map
2 Countersheets
54 First Contact Cards
Rules booklet
Rules Summary Card
Complexity: Medium
Time Scale: Each turn represents one galactic year
Map Scale: Milky Way galaxy (Each space about 2500 light years)
Unit Scale: Fleets (each SP represents a squadron of about a thousand ships)
Players: One (solitaire game)
Solitaire: High (designed for solitaire play)
Playing Time: 2-3 hours



Golden Age of Piracy

Golden Age of Piracy: 1718 by Joe Carter is a solitaire, tactical-level, open-ended sandbox game, being part wargame, part adventure game, and part RPG.

Early 2025 Retail Price: \$69.00
Preorder Price: \$54.00

Complexity: Medium
Playing time: 4+ hours for a campaign
Solitaire: High
Players: One (solitaire game design)
Map Scale: Abstract (point to point)
Time Scale: Abstract
Unit Scale: Individual Ships and Pirates
Rules booklet
Charts & Tables booklet
208 die-cut counters (3/4" size playing pieces)
Caribbean map
Deck of Pirate Cards
Save Game Log
Several Mats



Grant Moves South

G: The Western Campaign of 1862 by Jon Southard puts you in charge of the entire Tennessee campaign. A chit-based sequence of play makes the game highly variable and models the abilities of Grant and Johnston.

Mid 2024 Retail Price: \$69.00
Preorder Price: \$54.00

1 Mounted map
2 Countersheets
1 Rules Book
1 Play Book
Complexity: Medium
Time Scale: 1 Week
Map Scale: Point-to-point
Unit Scale: 1 Strength Point=1000 soldiers
Players: 2
Solitaire: Medium
Playing Time: 2-6 hours



Last Gamble

Last Gamble: The Battle of the Bulge Designer Signature Edition by Danny Parker will feature all new components and several new scenarios.

Mar 2024 Retail Price: \$109.00
Preorder Price: \$85.00

Complexity: High
Time Scale: 8 hour day turns, 16 hour night turns
Map Scale: 3.2 km per hex
Unit Scale: regiments and battalions
Players: 1-4
Solitaire: Medium
Playing Time: 3-8 hours for scenarios, 20+ hours for campaign
2 Maps
5 Countersheets
2 Rule book/Playbook
Historical book
60 PACs



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.

AVAILABLE NOW Retail Price: \$89.00
Special 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
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: Designed for Solitaire Play
Playing Time: 2-3 hours



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.

AVAILABLE NOW Retail Price: \$69.00
Holiday Price: \$45.00

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)
2 Countersheets
1 Mounted Map
2 PACs
48 Game Cards (24 per side)
3 Year Cards (double-sided)
1 Rules Booklet
Solitaire: Solitaire Bot System
Playing Time: 3-4 hours



Kaiser Fleet

Kaiser Fleet by Gilbert Collins is a simple game inspired by John Edwards' "War at Sea" first published in 1975. Veteran players will recognize some of the original concepts. As this is a game on World War I, there are some important differences.

Early 2024 Retail Price: \$69.00
Preorder Price: \$54.00

Complexity: Medium
Solitaire: High
Time Scale: 1 Turn = 1 Season
Map Scale: Variable (area movement)
Number of Players: 2 (suitable for solitaire play)
Unit Scale: Individual ships
Average Time to Play: 4 hours or less
1 Mounted Map
4 Countersheets
2 Task Force Cards
2 Shipyard Cards
1 Rules Booklet



Jutland

JUTLAND: Fleet Admiral by Jack Greene is the ultimate battleship simulation and results in a tight view of naval combat between the British and German fleets in 1914-1916.

Mid 2024 Retail Price: \$115.00
Preorder Price: \$90.00

6 Maps
5 Countersheets
1 Rulebook
1 Scenario Booklet
1 Designer's Notes Booklet
2 Sets of Scenario Roster Sheets
1 Set of Scenario Setup Cards
13 Player Aid Cards
1 Expanded Sequence of Play card
Complexity: Medium-High
Playing time: 30 minutes to many hours
Solitaire: Medium
Map Scale: 1-9
Map Scale: 1000 Yards/hex
Time Scale: 1 Turn = 6 minutes
Unit Scale: Individual counters for light cruisers & larger, submarines, aircraft & Zeppelins. Destroyers & Torpedo-boats are flotilla divisions or 1/2 flotillas



KONTACT NOW: RED ECLIPSE

Red Eclipse by Steve Overton is a tactical wargame. It is a Card Assisted Fire Team level of tactical combat.

Late 2024 Retail Price: \$115.00
Preorder Price: \$85.00

Complexity: Medium
Time Scale: 2 - 5 minutes consisting of various impulses
Map Scale: 50 meters per hex
Unit Scale: Individuals/ Groups/Single Support Weapons and Vehicles
Players: 1-2 (best with 2)
Solitaire: Medium
Playing Time: 1 to 3 hours (15 scenarios included)
12 11x17" Maps
4 3/4" Countersheets
2 1" Countersheets
1 US Tactical Event Card Deck
1 Soviet Tactical Event Card Deck
1 Rules Booklet
1 Examples of Play Booklet
1 Scenario Booklet
4 PACs
1 Terrain Effects Card



Lightning Strikes

Lightning Strikes! by Dave LeLachur gives players the chance to write a completely new narrative of 20th-century world history. In the full campaign game players create a new global history by managing their countries from the outbreak of war in 1914 through 1954.

Late 2024 Retail Price: \$169.00
Preorder Price: \$129.00

Complexity: Standard Game
High ; Basic Game Moderate
Playing time: Scenarios from 1 hour or more. 50+ hours for the full campaign.
Solitaire: Good (solitaire "bot" rules are included)
Players: 1-5 (suitable for solitaire play)
Map Scale: Global, area-based
Time Scale: 1 turn = 6 months
Unit Scale: Fleets; Air Forces: Armies
2 mounted maps of the world
1 zoomed-in mounted map of mainland Europe
17 countersheets
52 political cards
18 charts
1 rulebook and scenario book

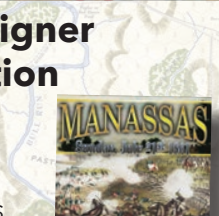


Manassas Designer Signature Edition

Manassas Designer Signature Edition by Richard H. Britton 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.

Early 2025 Retail Price: \$75.00
Preorder Price: \$59.00

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
2 Maps
2 Countersheets
4 Player Aid Cards
2 Loss Record Displays
1 Loss Record logsheet (optional use)



No Peace Thirty Years

No Peace for Thirty Years! by Kris Van Beurden is a two-player, card-driven standalone wargame using the No Peace Without Spain system. **Series games- No Peace Without Honor, Pragmatic War, and No Peace Without Spain.**

Early 2025 Retail Price: \$75.00
Preorder Price: \$56.00

Complexity: Medium
Playing time: 4 or 8 hours
Solitaire: Medium
Players: 1 or 2 (best with 2)
Map Scale: point-to-point strategic scale
Time Scale: 1 year per turn
Unit Scale: Corps of 3,000 mixed arms
1 MOUNTED map
3 counter sheets
1 Rules and Scenario Book
Deck of 92 Playing cards
3 Player Aid cards
1 Rules Booklet with examples of play

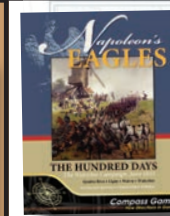


Napoleon's Eagles 2: The Hundred Days

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

Back In Stock Retail Price: \$55.00
Special Price: \$49.00

Complexity: Medium
Time Scale: abstract (one full day of battle is 6 turns)
Unit Scale: Infantry and Cavalry Corps
Players: 1-2
Solitaire: Medium
Playing Time: 30 to 90 minutes; 4 hours for large campaign
194 Poker-sized cards
5 PACs
1 Rule & Scenario Book



NATO

NATO: The Next War in Europe, Designer Signature Edition by Bruce Maxwell this game received a major order of battle update based on new research materials covering the Warsaw Pact.

AVAILABLE NOW Retail Price: \$85.00
Holiday Price: \$55.00

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: Medium
Playing Time: 3-8 hours depending upon scenario
2 Maps
3 Countersheets
Rulebook with extensive Historical Notes
8 PACs

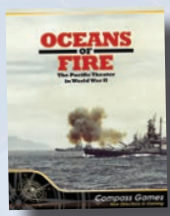


Ocean of Fire

Oceans of Fire by Robert Beyma is an area movement, strategic simulation of the Pacific Theater of Operations in World War II with an operational feel. Players command the Japanese, American, and British Commonwealth naval, air, and ground forces that fought in the Pacific and Southeast Asia.

Special Price: \$90.00 Retail Price: \$109.00

Complexity: Medium-High
Time Scale: 6 Month turns with 4 Rounds per turn
Map Scale: Variable size areas
Unit Scale: Ground: Divisions and brigades; Naval: 1 to 4 ships, more for submarines and transports; Air: ~30 aircraft per air point
Players: 2-3 Players
Solitaire: Medium
Playing Time: Approximately 3 hours per turn; Intro Scenario - 2 hours; Short Scenarios - an evening; Campaign Game - a weekend
2 Maps
2 Countersheets
1 Deck Event cards
1 Rulebook
1 Scenario Book
1 Naval Battle Board
4 PACs
3 Reinforcements cards
3 Force Pool cards
3 Carrier air displays



Designed Specifically for Solo Play

- Bismarck
- Carrier Battle
- Combat!
- Combat! Vol 2
- Combat! Vol 3
- Defending America
- Devil Boats
- Dog Boats
- Enemy Action: Ardennes
- Enemy Action: Kharkov
- Galaxy Force
- Interceptor Ace
- Interceptor Ace 2
- Gold Age Piracy
- Nightfighter Ace
- Operation 333
- Raiders of The Deep
- Schnell Boats
- Sensuikan
- Silent War
- Sniper Kill Confirmed
- Spitfire Ace
- Storm of Steel
- Western Front Ace

Operation Crusader, Designer Signature Edition

Operation Crusader, Designer Signature Edition by Frank Chadwick The classic monster game returns with a newly-streamlined game system throughout (no more pre-plotting movement!).

Late 2024 Retail Price: \$109.00
Preorder Price: \$82.00

Complexity: Medium
Time Scale: 1/3 day per turn
Map Scale: 2 km or 1.25 miles/hex
Unit Scale: battalion and companies,
Players: 2 or more (best with two, team play possible)
Solitaire: Medium
Playing Time: 4+ hours per scenario, 20+ hours full campaign
4 Maps
4 Countersheets
4 Player Aid Cards
1 Air Maintenance Display Mat
Numerous Displays



Pontiac's War

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 Philip's War and Blood on the Ohio, this design expands frontier conflict using Battle cards to introduce combat chaos.

Mid 2024 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, individual officers & sea vessels
Players: 1 or 2
Solitaire: Medium
Playing Time: 15 minutes (intro scenarios) to 6 hours (grand campaign)
1 Mounted Map
4 Countersheets
106 Game Cards
16 Wooden Cubes
11 PACs
1 Rules Booklet



Prelude to Revolution

Prelude to Revolution: Russia's Descent into Anarchy, 1905-1917 by Mike Willmer 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.

Special Price: \$69.00 Retail Price: \$89.00

Complexity: Medium
Playing Time: 6 hours
1 Mounted Map
2 Countersheets
1 deck of 125 Event and Key cards
300+ plastic cubes in red & blue
1 cloth bag
4 PACs
1 Rulebook
Solitaire: Medium
Players: Best with 2 players but can be played solitaire
Playing Time: 6 hours



Compass Games Fall EXPO 2023!

Compass Games Expo 2023 will be held at the Comfort Inn & Suites (Meriden, CT) over Veterans Day Weekend (Nov. 9-13, 2023).

Compass Games Spring EXPO 2024!

Compass Games Expo 2024 will be held at the Comfort Inn & Suites (Meriden, CT) (May. 16-20, 2024).

Compass Games Fall EXPO 2024!

Compass Games Expo 2024 will be held at the Comfort Inn & Suites (Meriden, CT) over Veterans Day Weekend (Nov. 7-11, 2024).



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.

Mid 2024 Retail Price: \$89.00
Preorder Price: \$69.00

Complexity: Medium
Time Scale: 1 year per turn
Area Movement Map
Unit Scale: Legions, Legionary Equivalents, Barbarian Warbands
Players: 1-6
Solitaire: Medium
Playing Time: 3-8 hours depending upon scenario
1 Mounted Map
8 Countersheets
6 Major Power Display Cards
6 Leader Display Charts
21 Event Cards
87 Province Cards
1 Rules Booklet

Compass Games Order Form

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US shipping: \$14.00 for 1st game, \$6.00 each additional game, Paper Wars \$5.00 (Game with mounted map shipping will be \$18.00)

Canada Shipping: \$27.00 for 1st game, \$11.00 each additional game, Paper Wars \$8.00 (Game with mounted map will be \$36.00)

International Shipping: \$49.00 for 1st game, \$18.00 each additional game, Paper Wars \$13.00 (Game with mounted map will be \$58.00)

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Price differences could occur between catalog and online prices.

**The Doomsday Project: EP1
The Battle of Germany**

The Doomsday Project 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.

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

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

4 Maps
6 PACs
5 Countersheets
1 Rulebook & Scenario book
5 Scenarios

Back In Stock
Feb 2024

**The Doomsday Project: EP2
The Battle for the Balkans**

The Doomsday Project: Episode Two, The Battle for the Balkans by Adam Starkweather will add another facet to the mechanics of this system. Sophisticated political rules will make their appearance.

Retail Price: \$109.00
Special Price: \$79.00

Complexity: Medium
Time Scale: 1 day per turn
Unit Scale: Divisional/Brigade/Regiment
Players: 1-2
Solitaire: High
Scenarios: 5 (+1 massive campaign game with The Battle for Germany)

4 Maps
2 Maps
6 Countersheets
8 PACs
1 Rulebook
1 Scenario book

AVAILABLE NOW

The Troubles

The Troubles: Shadow War in Northern Ireland 1964-1998 by Hugh O'Donnell is a 2-6 player, card-driven simulation depicting the Paramilitary & Security Force conflict that gripped Northern Ireland.

Retail Price: \$109.00
Preorder Price: \$85.00

Complexity: Moderate
Time Scale: Day/Week/Month per turn
Map Scale: 12, 17, and 18 playable County Seats; Republic of Ireland, Britain, Europe and U.S.A.
Unit Scale: IRA/LOY Active Service Units (ASUs = 300 persons); BF/UDR/RUC Company
Players: 2-6
Solitaire: Medium
Playing Time: 4-6 hours per game

1 Mounted Map
Secondary map
5 Countersheets
260 cards
95 cubes
14 Pawns
83 cylinders
15 tan bases
73 octagons
1 Year marker
12 Status Trackers
Sequence of Play card
6 PACs
1 Historical Playbook
1 Rules Booklet
180 counters

Early 2025

Spanish American War
Spanish American War by Vance von Borries is a two-player game of the Spanish-American War of 1898.

Late 2024

Complexity: Medium
Playing time: 3 to 6 hours

Solitaire: Medium
Players: Two to Four (suitable for solitaire play)
Map Scale: variable (for both areas and hexes based on map)
Time Scale: 1 Turn = 20 Minutes
Unit Scale: 1 Unit = 1 ship or battalion/regiment

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

3 maps
4 counter sheets
5 land set-up displays
3 naval set-up displays
3 player aid cards
2 laminated naval status cards
Rules Booklet

Schutztruppe
Schutztruppe, Heia Safari, 1914-18 by Dennis Bishop delivers an intriguing and detailed look at the East African Guerrilla war, 1914-1918. This is a moderate complexity wargame with detailed naval and supply rules, and a map and order of battle representing the authoritative treatment of the campaign.

Early 2024

Complexity: Medium
Time Scale: 1 month per turn
Map Scale: 30 miles per hex
Unit Scale: Divisions
Players: 1-2, best with two

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

1 Mounted Map
2 9/16" Countersheets
Rules booklet
2 Order of battle displays
2 PACs

Solitaire: Medium (no hidden units)
Playing Time: 3-4 hours

Series 120
WWII Campaigns: 1940, 1941, and 1942 by Frank Alan Chadwick (1940), John M. Astell (1941), and Marc W. Miller (1942) is the faithful recreation of not one, but THREE classic GDW Series 120 games, in this all-encompassing package.

Jan 2024

Complexity: Medium
Time Scale: Varies by game
Map Scale: Varies by game
Unit Scale: Varies by game
Players: 1 or 2 Players

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

3 maps (one per game)
2 Countersheets
3 PACs
3 Rulebooks (one per game)

Solitaire: Medium
Playing Time: 120 minutes or less

SENSUIKAN
Sensuikan: Japanese Fleet Submarines, 1941-45 by Gregory M. Smith is a solitaire, tactical level game which places you in command of a Japanese Fleet submarine from Pearl Harbor until the end of the war in 1945

Late 2024

Complexity: Medium
Time Scale: Monthly (or longer) patrols
Map Scale: Abstract
Unit Scale: Individual submarines aircraft, weapon systems, specific crew members, torpedoes and ammo rounds

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

3 Countersheets
9 Submarine Display Mats
8 PACs (double-sided)
2 PACs (single-sided)
4 Tactical Combat Display Maps
1 Captain & Crew Status Display
1 Operations Map
1 Rules Booklet
1 Submarine Patrol Logsheet

Solitaire: Designed for Solitaire Play
Playing Time: 15-20 minutes per patrol; 5+ hours per career.

Spitfire Ace
Spitfire Ace by Nigel Hodge is a solitaire air combat game based on Gregory M. Smith's "Ace" series. Players fly one of several models of Spitfire or Hurricane fighters against German fighters and bombers

Late 2024

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

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

1 Countersheet
5 Aircraft Display Mats
6 PACs
1 Combat Display Mat
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

Solitaire: Designed for Solitaire Play
Playing Time: 2-3 hours

Spring Prelude
Spring Prelude Greg Blanchett is a stand-alone game of the Second Battle of Kharkov (12-27 May 1942), the failed Soviet offensive to recapture Kharkov, and the subsequent German attack which produced the last great pocket of Soviet prisoners during the spring of 1942.

Late 2024

Complexity: Medium
Playing time: 2 hours for intro scenario; 8+ hours for full campaign

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

2 game maps
3 counter sheets
10 Player Aid Cards, including Scenario set-ups
Rules Booklet

Solitaire: Medium
Players: 1-2
Map Scale: 1 hex = 3 miles
Time Scale: 1 Turn = 1 Day
Unit Scale: German regiments and Soviet divisions, with brigades and battalions

Stellar Horizons 2
Galactic Frontier by Andrew Rader traces humanity's journey into the galaxy over the coming centuries (2100-2900)

Late 2024

Complexity: Medium
Time Scale: 1 year/turn
Map Scale: The Solar System
Unit Scale: Manned & Robotic Starships

Retail Price: \$125.00
Preorder Price: \$95.00

6 Punchboards
8 Star Sector Tiles
7 Player Factions
1 Technology Tree
70 Fleet Improvement & Genetic Manipulation Cards
\$1B, \$5B, \$10B & \$20B paper money denominations

Solitaire: High
Playing Time: 20-90 minutes for Scenarios, 6+ hours for Campaign Campaigns & Scenarios can be played competitively and cooperatively

Storm of Steel
Storm of Steel: Ju-87 STUKA by Joe Fernandez, Eastern Front is a solitaire tactical air wargame where you take the role of a Staffelfkapitän - Flight leader.

Early 2024

Complexity: Medium
Time Scale: Variable/Single Missions-Operations-Grand Campaign

Retail Price: \$89.00
Preorder Price: \$75.00

Air Operations Display Mat
2 Countersheets
16 Aircraft Cards
24 Event Cards
Rules booklet
Mission Log
3 PACs
Sequence of Play Card

Map Scale: Abstracted Zones representing average Ju-87D Range
Unit Scale: Single Aircraft, Squadron (Staffel), and two to three Stuka formations
Players: One (solitaire game)
Solitaire: High (designed for solitaire play)
Playing Time: 15 minutes per mission, 2-3 hours per segment, longer for Operations and Campaign

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.

Late 2024

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

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

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

Solitaire: Low
Playing Time: 3-8 hours depending upon scenario

The Fall Of Tobruk
The Fall of Tobruk: Rommel's Greatest Victory by Chris Fawcett 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).

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)

Retail Price: \$119.00
Preorder Price: \$85.00

5 countersheets
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 PACs

Solitaire: High
Playing Time: 8 to 10 hours

The Russian Campaign
Russian Campaign by John Edwards is a remake of the original 1974 Jedko game covering the Eastern Front during World War II that is short on rules and playing time. Relive a true wargaming classic that serves as a great introductory wargame.

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

Retail Price: \$59.00
Special Price: \$45.00

1 Mounted Map
1 Countersheet
1 Rulebook
2 Player aid cards

The Third World War
The Third World War, Designer Signature Edition by Frank Chadwick marks one of the largest and most 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.

Complexity: Medium
Time Scale: 1 week per turn
Map Scale: 45 km per hex
Unit Scale: divisions, with some brigades and regiments, 100 aircraft per air unit

Retail Price: \$199.00
Holiday Price: \$130.00

6 maps
8 countersheets
Standard Rules booklet
Scenario & Campaign booklet
Numerous PACs and unit displays
24 Diplomacy Cards (for Persian Gulf)

Solitaire: High
Playing Time: 6-10 hours per game, 36+ hours for full combined campaign

War in the South Atlantic
War in the South Atlantic by Martin Fenelon is a simulation of the 1982 war in the Falkland Islands on a ship, aircraft, and battalion level.

Early 2025

Complexity: Medium
Time Scale: 2 hours per tactical turn, with compression when combat is not occurring
Map Scale: 5 Nautical Miles per hex
Unit Scale: usually a ship, 2 aircraft, or a battalion per counter

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

2 Maps
British Status Sheet pad
British Status Card
Argentine Status Sheet pad
Argentine Status Card
Combat Chart Card
Rule & Scenario Booklet
2 Countersheets

Solitaire: Best enjoyed by 2 players
Playing Time: 45 minutes - 9 hours for each of the 6 scenarios, 15 - 20 hours for the entire campaign

Western Front Ace
Western Front Ace: The Great War in the Air, 1916-1918 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.

Complexity: Medium
Time Scale: Abstract (individual sorties with time compression via "Contact Patrols")
Map Scale: Abstract
Unit Scale: individual aircraft, individual weapon system, specific crew members, and ammo rounds

Retail Price: \$109.00
Special Price: \$85.00

2 Countersheets
7 PACs
21 Aircraft Display Mats
1 Two-seater Target Mat
4 Pilot Awards
1 Air Operations Display Map
84 Cards
1 Logsheet

Solitaire: Designed for Solitaire Play
Playing Time: 15 minutes per sortie, multiple hours in total

WWII Market Garden
WWII Commander, Volume Two: Market-Garden by John Butterfield is the second in a series of fast, two-player, area-based games on key campaigns of the Second World War. **Series Game WWII Commander Battle of the Bulge.**

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

Complexity: Low
Time scale: Half day per game-turn
Map scale: 5 km across per space brigades
Players: Two (also suitable for solitaire play)

Late 2024

Mounted 34 x 22 inch map
2 Countersheets
Rules booklet
Allied and German Order of Battle Displays
Two PACs
50 Activation cubes
40 wooden control discs

Solitaire: Medium (no hidden units)
Playing Time: 2 to 4 hours

Victory At Sea
Victory at Sea, Original 1992 Edition by John Edwards is a 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 two-player game refights the Battle of the Atlantic in every detail. This is a game of Grand Strategy, with each player assuming the role of an Admiral of the Fleet and trying to control the sea areas most important to his nation's interests.

Retail Price: \$52.00
Preorder Price: \$38.00

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

1 Mounted map
1 Countersheet
1 Rulebook
2 Player aid cards

Early 2024

Russia Besieged Finnish Expansion
Russia Besieged The Finnish Expansion by Art Lupinacci is an extensive package that expands and complements Russia Besieged Deluxe Edition (ownership of this game is required)

Nov 2023

Rules
First Turn Analysis Book
Kursk Historical Scenario
German & 3 Russian Kursk Order of Battle Card
1 1/2 counters
Weather Player aid Game Map
Strategic Movement Main Game Updates:
Russian Order of BattleCard
German Order of BattleCard
2 Revised CRT and Blitzkrieg Table Cards

Retail Price: \$69.00
Preorder Price: \$58.00

Complexity: Medium
Time Scale: 1 Turn = 2 months
Map Scale: 1 hex = 32 miles
Unit Scale: Army, & Corps
Players: 2 player or solitaire
Solitaire: High
Playing Time: Scenarios of 1+ hours, up to the campaign game of 20 hours

Seapower and the State
Seapower & the State by Stephen Newberg is a strategic study of World War 3 at sea. This moderately complex, two player simulation game examines the worldwide state of naval affairs from 1984-1994 as related to major conflicts on a grand strategic scale.

Early 2024

Complexity: Medium
Time Scale: 1 Turn = 4 days
Map Scale: 900 km per hex
Unit Scale: Variable (from individual ships to groups of smaller warships and aircraft)

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

1 Mounted map
1 Mounted Europe map
2 Countersheets
7 PACs
1 Rules booklet

Silent War Deluxe Edition
Silent War/IJN Deluxe Edition by Brian Miller 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 the expansion, IJN that brings all the major warships of the Imperial Japanese Navy.

Retail Price: \$89.00
Special Price: \$80.00

AVAILABLE NOW

1 Mounted Map
8 Countersheets (SW & IJN)
1 Rules Book
1 Scenario Book
6 Player Aids including 1x tactical board & 1 base display

Complexity: Medium
Playing Time: 1 hour (scenarios), 125 hours (full campaign)
Solitaire: Designed for Solitaire Play

Stellar Horizons
Stellar Horizon by Andrew Rader is a "build your own space program" game where you will lead one of seven Earth Factions to explore and develop our solar system.

Retail Price: \$149.00
Holiday Price: \$96.00

AVAILABLE NOW

Complexity: Medium
Time Scale: 1 year/turn
Map Scale: The Solar System
Unit Scale: Manned & Robotic Starships

38 World Tiles
18 Countersheets
1 Solar System Guide Card
1 Tech & 1 Policy Tree Sheet
7 Fraction Charts
1 Rule & Scenario book

Players: 2 to 7
Solitaire: High
Playing Time: 1 - 20 hours

The Enemy is at the Gates
The Enemy is at the Gates: The Battle for Berlin, 1985 by Adam Starkweather is a new game alternate history CSS game in the Modern War series. In it, Berlin was divided at the end of WW2 into East and West- and it was here that WW3 will be fought first. This is the ultimate game of modern urban warfare on a massive scale! **Series game-Fulda Gap.**

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

Complexity: Medium
Time Scale: 2 hours per turn
Map Scale: 500 meters per hex
Unit Scale: Companies
Players: 1-4
Solitaire: High
Playing Time: 2-50 hours depending upon scenario

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

Jan 2024

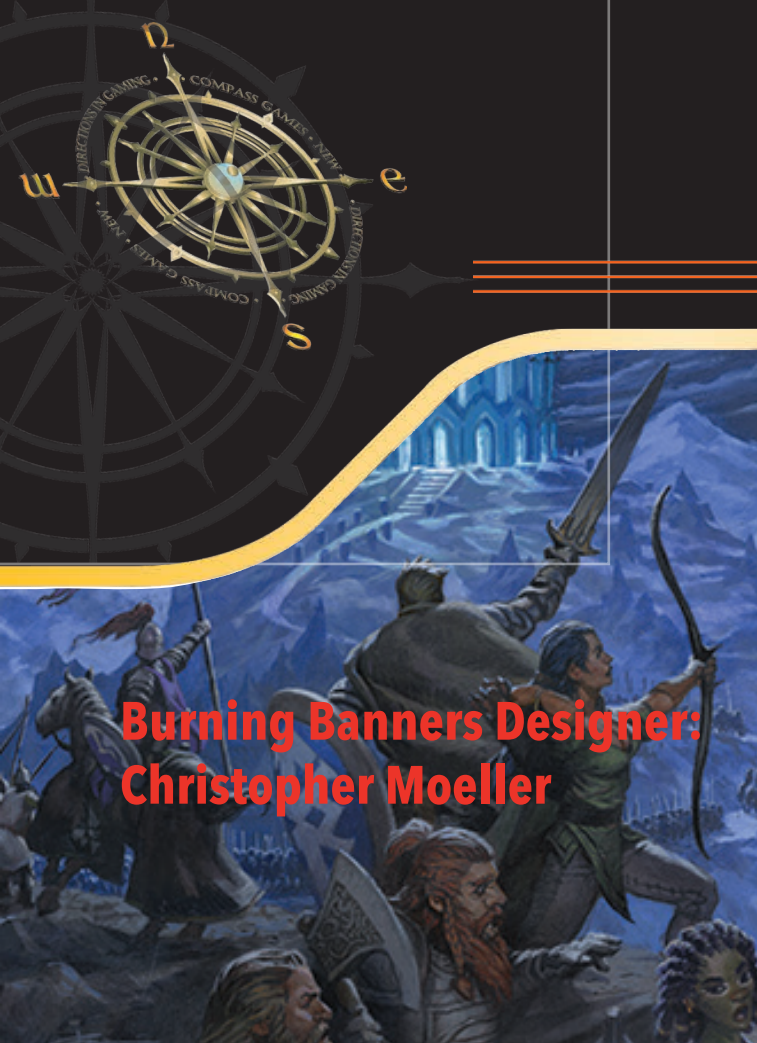
Warriors of America
Warriors of America by Adam Starkweather is a fast-playing game on the American War of Independence, inspired by the well-received game Warriors of God. It features the leaders, soldiers, fleets, and events that were pivotal in this war.

Retail Price: \$59.00
Preorder Price: \$49.00

Complexity: Low
Playing time: 4 Hours
Solitaire: Medium
Players: Two (suitable for solitaire play)
Map Scale: Abstract (point to point)
Time Scale: Monthly turns
Unit Scale: Individual leaders, 1000 men per Infantry strength point

1 mounted Map
5 Counter sheets
Rules Booklet

Late 2024



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Compass Games

New Directions in Gaming

Still in Stock Paper Wars

Paper Wars 81- Position Magnifique: Mars-la-Tour 1870 by Hermann Luttmann is a medium-sized, brigade-scale game for 2 players (although it is solitaire-friendly). (Retail Price: \$46.95 Blowout Price: \$20.00)
Paper Wars 82- I Will Fight No More, Forever by Stephen Newberg is a game of the retreat of the Nez Perce Indian tribe. (Retail Price: 46.95 Blowout Price: \$25.00)
Paper Wars 84-FINNIH CIVIL WAR by Brian Train is a simulation game of the civil conflict in Finland in the early months of 1918. (Retail Price: \$46.95 Blowout Price: \$25.00)
Paper Wars 85- RUSSIA FALLING- by Ty Bomba enables 2 players to play the first year of a hypothesized near-future post-Putin civil war in Russia. (Retail Price: \$46.95 Blowout Price: \$25.00)
Papers War 86-Nomads No More by John Gorkowski game system includes 2 games: Ungern-Sternberg's Mongolia & Enver Pasha's Bokhara. (Retail Price: \$46.95 Blowout Price: \$25.00)
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. (Retail Price: 46.95 Blowout Price: \$25.00)
Paper Wars 88-Scourge 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 Blowout Price: \$25.00)
Paper Wars 90: MacArthur: The Road to Bataan by Jack Greene covers the battle of Luzon Island during the winter of 1941-1942. (Retail Price: \$46.95 Blowout Price: \$25.00)
Paper Wars 91: Jihad! by Stephen Newberg is a game type simulation of the first century of the Islamic expansion after the death of Mohammad, the Prophet and founder of the Islamic religion. (Retail Price: \$46.95 Blowout Price: \$25.00)
Paper Wars 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)
Paper Wars 93: Wagram 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. (Retail Price: \$46.95 Holiday Price: \$31.00)
Paper Wars 94: Fall of Siam by 1765-1767 by John Poniske covers the relationship between the 2 ancient Asian superpowers of Burma (currently Myanmar) and Siam (currently Thailand), which was long, bloody and well documented. Burma and Siam clashed constantly. (Retail Price: \$46.95 Blowout Price: \$25.00)
Paper Wars 95: Hannibal, The Italian Campaign by Stephen Newberg is a medium complexity strategic study of the Second Punic War. (Retail Price: \$46.95 Blowout Price: \$25.00)
Paper Wars 96: Rally Round the Flag 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. (Retail Price: \$46.95 Holiday Price: \$31.00)
Paper Wars 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 Southern Poland. (Retail Price: \$46.95 Holiday Price: \$31.00)
Paper Wars 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 Holiday Price: \$31.00)
Paper Wars 99: Assault on Tobruk 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 Holiday Price: \$31.00)
Paper Wars 100: Bloody Retributions: The Battle of Inkerman 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 Holiday Price: \$31.00)
Paper Wars 101: Case Geld: The Axis Invasion of North America, 1945-46 by Ty Bomba is a 2-player (solitaire adaptable) alternative history mini-monster that covers the bicoastal invasion of North America by the Japanese and Germans. (Retail Price: \$46.95 Holiday Price: \$31.00)
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Paper Wars 104: Wolfe Tone Rebellion by John Poniske strategic-level game of the French-assisted Irish rebellion of 1796. The area map is divided into 34 counties and five surrounding sea zones, and covers all of the island and its surrounding waters. (Retail Price: \$46.95 Special Price: \$41.95) AVAILABLE NOW
Paper Wars 105: Ebb & Flow by Ty Bomba covers all of central Korea across which the original campaign was fought. Both players are called to attack & defend over the course of the game, & the winner is the one who best outperforms his counterparts. (Retail Price: \$46.95 Preorder Price: \$41.95) Spring 2023
Paper Wars 106: Power & Resolution: The English Civil War, 1642-51 by Stephen Newberg is a graphic update of the classic Simulations Canada game. There is a grand scenario covering the whole war, and four shorter ones. (Retail Price: \$46.95 Preorder Price: \$41.95) Summer 2023
Paper Wars 107: Operation Isabella: What If, Spain 1942? by Ty Bomba is a low-medium complexity, two-player design simulating the events that would have unfolded across Iberia during the late summer of 1942 if the German plan to invade at that time had been put in motion. (Retail Price: \$46.95 Preorder Price: \$41.95) Fall 2023
Paper Wars 108: Three D-Days: 1942, 1943 & 1944 by Ty Bomba covers the initial Normandy landing on 6 June 1944 through to the failure of Operation Market-Garden at the end of September. The 1942 scenario covers "Operation Sledgehammer", the invasion that was to be run that autumn, in place of the North Africa invasion, if it looked like the Soviets were in terminal trouble. The 1943 scenario covers an invasion launched late that summer instead of the Salerno landing. (Retail Price: \$46.95 Preorder Price: \$41.95) Winter 2023

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~**Colonialism** is a game of 19th and early 20th century imperialism. (Retail Price: \$89.00 **Blowout Price: \$30.00**)

Hypothetical Category

~**Brezhnev's War** covers a hypothesized communist invasion of Western Europe. (Retail Price: \$69.00 **Holiday Price: \$45.00**)

~**Defending America** 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. (Retail Price: \$69.00 **Holiday Price: \$45.00**)

~**Fulda Gap** is the first game in the Central Front series of games using the Company Scale System (CSS) system. It will feature nuclear weapons, chemical weapons, helicopter support, air support, electronic warfare, and many other aspects of modern warfare. (Retail Price: \$149.00 **Holiday Price: \$99.00**)

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~**South China Sea** provides an integrated political-military simulation of near future contention and conflict around the South China Sea.. (Retail Price: \$79.00 **Holiday Price: \$52.00**)

~**Stalin's World War III** 2 game package: Volume 1 - Operation Pincher & The Soviet Offensive in Europe; Volume 2 - Operation Sandown & The Soviet Offensive in the Mid-East. (Retail Price: \$89.00 **Holiday Price: \$58.00**)

~**The Battle of Armageddon** is a 2-6 player game dealing with the final battle foretold in the Bible prophecies. (Retail Price: \$69.00 **Blowout Price: \$35.00**)

~**Triumph Of The Will** Nazi Germany & Imperial Japan square off for total domination. (Retail Price: \$69.00 **Blowout Price: \$25.00**)

Ancient/Pre-Gunpowder Category

~**Cradle of Civilization** allows 2-6 players to determine the fate of the Ancient Near East. In one game civilizations rise, while in the second game, two players battle over whether the great Persian Empire will survive or perish. (Retail Price: \$89.00 **Blowout Price: \$40.00**)

~**Fornovo 1495** presents the battle fought between the French Army of King Charles VIII & the Condottieri forces of the League of Venice. (Retail Price: \$69.00 **Blowout Price: \$35.00**)

~**Maori:** is a historic simulation game (1-4 players), depicting clan warfare in New Zealand before European colonization (about 1450 A.D.). (Retail Price: \$79.00 **Blowout Price: 40.00**)

Gunpowder Category

~**A Pragmatic War** is a two-player game simulating the War of the Austrian Succession. (Retail Price: \$75.00 **Holiday Price: \$49.00**)

~**Blood On The Ohio** covers the Northwest Indian War which followed the American Revolution. (Retail Price: \$59.00 **Special Price: \$45.00**)

~**Brothers at War: 1862** is a quick-playing, tactical wargame exploring civil war brigade command. It is a quadrigame (four games). (Retail Price: \$99.00 **Holiday Price: \$64.00**)

~**Coalition** is a quick-playing, grand strategy game with operational elements that could recreate all the Napoleonic Wars (1805-1815). (Retail Price: \$69.00 **Blowout Price: \$35.00**)

~**Command and Colors Jacobite Rising** 2 players will command either the Jacobite forces or the units of the Government army. (Retail Price: \$99.00 **Holiday Price: \$64.00**)

~**Commands & Colors Tricorne - The American Revolution** Tricorne introduces many new game concepts (Retail Price: \$109.00 **Holiday Price: \$71.00**)

~**Dawn's Early Light** is a 2-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 & Great Britain. (Retail Price: \$69.00 **Holiday Price: \$45.00**)

~**Dawn of Empire** is an uncomplicated game centered on the naval aspects of the Spanish-American War of 1898 in the Atlantic Ocean. (Retail Price: \$55.00 **Blowout Price: \$30.00**)

~**Granada: Last Stand of the Moors, 1482-1492** is a game for 2 players in which they will decide the outcome of this decisive historical episode in less than 4 hours. (Retail Price: \$99.00 **Holiday Price: \$60.00**)

~**Napoleon's Eagles** highly playable, action-packed card game during the wars of 19th Century Europe. 2 battles are Borodino & Leipzig. (Retail Price: \$55.00 **Holiday Price: \$30.00**)

~**Napoleon's Imperium** is an exciting new Napoleonic War game for 2-8 players on a grand scale. (Retail Price: \$159.00 **Blowout Price: \$70.00**)

~**No Peace Without Honor!** is a 2 player game depicting Louis XIV's earliest European wars, the War of Devolution 1667-68, the Dutch War 1672-78 and the War of the Réunions 1679-1684. (Retail Price: \$75.00 **Holiday Price: \$50.00**)

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~**Once we Moved Like The Wind** is about how the Apache Wars dominated the attention of the US government in its westward development. Retail Price: \$69.00 **Blowout Price: \$30.00**)

~**Prelude To Rebellion** is a card-driven game on the events which led to the uprisings of Lower Canada in 1834-1837. (Retail Price: \$109.00 **Blowout Price: \$35.00**)

~**Sovereign of the Seas** 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. (Retail Price: \$110.00 **Blowout Price: \$60.00**)

~**The Conquistadors The Spanish Conquest of the Americas - 1518-1548** is playable by from 1 to 5 players, with an introductory Basic Game, a more involved Standard Game, and some optional rules. (Retail Price: \$89.00 **Holiday Price: \$55.00**)

~**The Late Unpleasantness** includes 2 games: Gates of Richmond, that covers the Seven Days Battles, & If It Takes All Summer, which covers overland campaign of Ulysses S Grant in 1864 - including Wilderness, Spotsylvania Courthouse and Cold Harbor. (Retail Price: \$89.00 **Blowout Price: \$35.00**)

~**The War For The Union** is a strategic level simulation of the American Civil War. (Retail Price: \$95.00 **Holiday Price: \$62.00**)

~**War For America** is a strategic level 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, erupted into a world conflict with a Great Britain that was greatly isolated. (Retail Price: \$79.00 **Holiday Price: \$52.00**)

WWI Category

~**Attrition of Souls** is a light, fast-paced wargame at the strategic scale covering the Great War. (Retail Price: \$69.00 **Holiday Price: \$45.00**)

~**Fatal Alliances The Great War 1914-1918** is a worthy partner to the international award-winning World in FlamesTM. Like its predecessor, Fatal Alliances is all encompassing, and represents every theater and aspect of the First World War. (Retail Price: \$134.00 **Holiday Price: \$94.00**)

~**Red Poppies Volume 2** simulates Austria-Hungary's last independent victory against the Russian Empire in WWI. (Retail Price: \$65.00 **Holiday Price: \$42.00**)

~**Red Poppies 3** recounts the Battle of La Malmaison, 23-27 October 1917. (Retail Price: \$69.00 **Holiday Price: \$45.00**)

~**Raiders of the Deep: U-boats of the Great War** is a solitaire, tactical level game placing you in command of a German U-boat in WWI. (Retail Price: \$99.00 **Holiday Price: \$64.00**)

~**The Lamps are Going Out** is a game simulating World War I at the grand strategic level. (Retail Price: \$75.00 **Holiday Price: \$52.00**)

WWII Category

~**Bitter Woods Designer Edition** 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. (Retail Price: \$85.00 **Holiday Price: \$55.00**)

~**Devil Boats** is a solitaire, tactical-level wargame. You, as commander, will lead a squadron of 4 US Navy PT boats on nightly missions against Japanese forces in the Solomon Islands during the summer months of 1943. (Retail Price: \$69.00 **Holiday Price: \$45.00**)

~**Fall Blau** uses a modified version of the classic Operation Typhoon/Victory in the West system which uses a randomly drawn strength chit pull for strong units to determine their combat value. (Retail Price: \$140.00 **Holiday Price: \$91.00**)

~**Festung Europa: The Campaign for Western Europe, 1943-1945** as the Allied player you must use your plentiful economic resources and military assets to successfully invade the European continent, defeat the Axis powers, and liberate Central Europe before it is occupied by the Soviet Union. (Retail Price: \$79.00 **Blowout Price: \$40.00**)

~**France 1944** 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 by renowned game designer, Mark Herman. (Retail Price: \$69.00 **Holiday Price: \$45.00**)

~**Guam: Return to Glory** is the 2nd game to utilize the Company Scale System (CSS). **4 maps, 6 countersheets, 1 rulebook & scenario, & 7 PACs**
Retail Price: \$135.00 **Holiday Price: \$88.00**)

~**Interceptor Ace** is a solitaire, tactical level game which places you in command of a German fighter during World War II. (Retail Price: \$99.00 **Holiday Price: \$64.00**)

~**Kharkov Battles** uses the Fall Blau basic rules to cover the Second & Third Battles of Kharkov. This game has a shorter playtime and smaller space requirements making it an easier intro into the system used by Fall Blau. This is the second game in the series the first being Fall Blau. (Retail Price: \$69.00 **Holiday Price: \$45.00**)

~**LEBENSRAUM!** is a grand strategic, moderate complexity game of the war between Nazi Germany & 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. (Retail Price: \$99.00 **Blowout Price: \$35.00**)

~**Montellimar** is the third game of the CCS and the first volume of the "Liberation" series. **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** is a solitaire, tactical level game which places you in command of a German Nightfighter during World War II. (Retail Price: \$99.00 **Holiday Price: \$64.00**)

~**Operation Skorpion** is based on Rommel's May 1941 battle for the Halfaya Pass. (Retail Price: \$55.00 **Blowout Price: \$25.00**)

~**Ostkrieg** is a compact, strategic-level game covering the Eastern Front during World War II. (Retail Price: \$59.00 **Blowout Price: \$25.00**)

~**Pacific Tide** is a compact, strategic-level game covering the struggle between the United States (including some Commonwealth forces) & Japan in World War II. (Retail Price: \$59.00 **Holiday Price: \$40.00**)

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~**Russia Besieged** covers the entire German campaign in the east from 1941 to 1945. (Retail Price: \$99.00 **Special Price: \$75.00**)

~**Schnell Boats** is a solitaire, tactical-level, narrative-driven wargame. You, as Kommandant, will lead a squadron of 4 boats on night missions against Allied forces in the English Channel during 1943-1944. (Retail Price: \$69.00 **Holiday Price: \$45.00**)

~**Sniper Kill Confirmed** you take the role of a sniper and his spotter in search of your target and completing your mission. (Retail Price: \$69.00 **Holiday Price: \$45.00**)

~**St-Lo** simulates the key town where the Allies would break out from the Normandy beachhead. First published in 1986. (Retail Price: \$69.00 **Holiday Price: \$45.00**)

~**The African Campaign** marks the return of a true wargaming classic by John Edwards, re-mastered and updated with this all-new, supersized edition. (Retail Price: \$69.00 **Holiday Price: \$45.00**)

~**Tinian: The Forgotten Battle** will be Volume 3 in the Marianas Campaign and is a perfect introduction to Adam Starkweather's Company Scale System (CSS). Played on a single map it will include 3 scenarios and 3 campaign games. (Retail Price: \$99.00 **Holiday Price: \$64.00**)

~**The Little Land The Battle For Novorossiysk** is the first game in the Nemesis series covering company level battles on the Eastern Front. (Retail Price: \$129.00 **Blowout Price: \$50.00**)

~**The War: Pacific** simulates the military, naval, economic, diplomatic and political aspects of WWII in the Asia and the Pacific theatres. (Retail Price: \$175.00 **Holiday Price: \$110.00**)

~**WWII Commander** is the first in a series of fast-playing area-based games on key campaigns of the Second World War. (Retail Price: \$65.00 **Holiday Price: \$42.00**)

Cold War Category

~**Bar Lev: The 1973 Arab-Israeli War, Deluxe Edition** the two fronts (the Golan Heights and the Suez Canal) may be gamed separately, or both can be linked to simulate the course of the entire war. (Retail Price: \$119.00 **Holiday Price: \$75.00**)

~**Brief Border Wars** is a quadrigame or set of four mini-games on short border conflicts of the 20th and 21st century. (Retail Price: \$69.00 **Holiday Price: \$45.00**)

~**Brotherhood and Unity** is a 2-3 player, card driven wargame which depicts the war in Bosnia and Herzegovina from 1992-1995. (Retail Price: \$69.00 **Holiday Price: \$45.00**)

~**Hearts and Minds** Third Edition is an uncomplicated approach to a very complicated conflict. (Retail Price: \$69.00 **Holiday Price: \$45.00**)

~**Korea Fire and Ice** is the 1st game in a new system called Operational Scale System. (Retail Price: \$85.00 **Blowout Price: \$40.00**)

~**Korean War** a true wargaming classic by Joseph Balkoski. (Retail Price: \$99.00 **Holiday Price: \$64.00**)

~**No Motherland Without** is a card-driven strategy game for one or two players simulating tensions between the DPRK and the West from 1953 to present day. (Retail Price: \$59.00 **Holiday Price: \$42.00**)

~**Test of Faith** 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. (Retail Price: \$109.00 **Holiday Price: \$65.00**)

~**Vietnam: Rumor of War** is the 2nd game in the OSS series (Operational Scale System). OSS: Vietnam will show the conflict in a playable yet historical manner. (Retail Price: \$89.00 **Holiday Price: \$58.00**)