

Compass Games 2021 Holiday Catalog

"Look on the website (compassgames.com) for more information about any games."
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, blowout, holiday, or preorder order prices.

The holiday and special prices are good through 1/25/2022.

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

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

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

Visit our website for more information about our games at compassgames.com
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BLOWOUT PRICE-40%-50+% off retail price

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Percentage might be off

The above mentioned prices can not 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 Repel 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.

Late 2022

Retail Price: \$99.00

Preorder Price: \$75.00

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, 1 02 British Strategy Cards, 14 Combat Cards, 4 PAC's, 1 Terrain Chart, 2 Land/Naval Combat Displays, 5 Single Map Scenarios, 6 Two-Map Scenarios & Full Campaign, 1 Rules Book & 1 Play Book

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

Pre order Price: \$62.00

Early 2023

2 maps (each 22 x 34)

2 rulebooks

2.5 sheets of counters

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

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

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 2022

American Tank Ace



American Tank Ace by Gregory M Smith is a solitaire tank combat game set in WWII, where the player commands one of 9 models of an M4 Sherman tank or an M26 Pershing.

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

Retail Price: \$69.00

Preorder Price: \$52.00

Mid 2022

1 Countersheet

10 Tank Display Mats (

4 Player Aid Cards

2 Crew Status Displays

1 Mission logsheet

1 Rulebook

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

Mid 2022

Complexity: Medium

Map Scale: 1 Mile/hex

Unit Scale: Companies & Battalions

Time Scale: 1 Turn = 2 Hours

Players: 2-7 players

Solitaire: High

Playing Time: 3 - 8 hours

based on Scenario

2 22" x 34" Maps

5 Countersheets

2 Player Charts & Tables

Booklets

5 T0&E Displays

Basic Game Rules Booklet

Advanced Game Rules Booklet

Designer Signature Edition

Atlantic Sentinels



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

Retail Price: \$69.00

Preorder Price: \$52.00

Early 2023

Complexity: Medium

Time Scale: Semi-abstract (Convo 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 PAC's (double-sided)

3 PAC's (single-sided)

1 Operational Display

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: \$69.00

Early 2022

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

Late 2022

3 maps

2 counter sheets

Standard Rules booklet

Special Rules booklet

8 double-sided PAC's

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

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

Price: \$54.00

Mid 2022

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 Map

1 Player mat

2 Countersheets

54 Game Cards

Player Aid Card

Rules Booklet

Brothers at War

Brothers at War by Christopher Moeller is a game with four maps feature different historical battlegrounds. The four different battles for the Brothers at War are The Cornfield (The Battle of Antietam), Fox's Gap (The Battle of South Mountain), Mill Springs (The Invasion of Kentucky), and Bloody Valverde (War in the Territories).

Retail Price: \$99.00

Preorder Price: \$74.00

Mid 2022

4 countersheets of 3/4"

and half 5/8"

4 maps

9 PAC's (double-sided)

52 playing cards

rulebook

Complexity: Medium

Map Scale: 100 yards per hex

Unit Scale: Regiments & Batteries

Time Scale: 1 Turn=20 Minutes

Players: 1-2

Solitaire: High

Playing Time: 1 to 4 hours

depending on scenario

Blue Water Navy: The War at Sea

Blue Water Navy by Stuart Tonge covers the war at sea, air, close-ashore and low-earth orbit from the Kola Peninsula in Northern Russia to the Mediterranean Sea and West over the Atlantic Ocean to the United States and Cuba.



Retail Price: \$109.00

Special Price: \$80.00

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Complexity: Medium

Time Scale: Each turn = 1 day

Map Scale: Each area represents

500 nautical miles square

Unit Scale: Each counter represents

10 ships, 3 submarines, 1 squadron or

regiment

Players: 2

Solitaire: Medium

Playing Time: 1-3 hours for

scenarios and 8-16 hours per

campaign game

2 map

4 countersheets

2 decks of 55 playing cards

8 double-sided PACs

1 single-sided PAC

1 rules and scenario booklet

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 2022

Retail Price: \$109.00

Preorder Price: \$80.00

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

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). As the U.S. commander



South China Sea
South China Sea by John Gorkowski 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.

Retail Price: \$79.00
Special Price: \$55.00

Complexity: Medium
Players: 1-3
Time Scale: 1 turn= between 3 to 7 hours
Map Scale: 1 hex= 45 nautical miles
Unit Scale: aircrafts, ships/subs, & land battalions
Solitaire: Medium
Playing Time: 2 to 4 hours

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

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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

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

1 Countersheet
5 Aircraft Display Mats
6 PAC's
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

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

Mid 2023



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

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

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

AVAILABLE NOW



ST LO
St. Lô Joseph Balkoski marks the return of a true wargaming classic by Joseph Balkoski. St. Lô simulates the key town where the Allies would break out from the Normandy beachhead.

Retail Price: \$69.00
Price: \$62.00

LIMITED QUANTITIES AVAILABLE.

1 Mounted map
1 Rules Booklet with Scenarios & Designer's Notes
3 Counter Sheets
1 US Division display sheet
1 US Artillery display sheet
1 German Division display sheet
1 German Artillery display sheet
Charts & Tables

Complexity: Medium
Time Scale: 24 hours per turn with a variable number of rounds
Map Scale: 306 yards per hex
Unit Scale: Battalions & companies made up of HQs, infantry, assets, artillery and observation posts. Some off board assets.
Players: 1-4, best with 2
Solitaire: Medium
Playing Time: 4-6 hours

Mid 2022



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

Late 2023



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.

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

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

Mid 2022



The African Campaign (Deluxe) 2nd Edition
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.

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

Complexity: Medium
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 2022



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
Holiday Price: \$45.00

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

AVAILABLE NOW



The Conquistadors
The Conquistadors by Jon Southard is partly card-driven, partly procedural game. control a group of conquistadors, trying to discover and loot the civilizations of the Americas and end up with the most gold and power.

Retail Price: \$89.00
Holiday Price: \$58.00

Complexity: Low to Medium
Time Scale: variable, 1 turn = 3 to 18 months
Map Scale: abstract, point-to-point area map covers Mexico, Central America, Colombia, Ecuador, and Peru
Unit Scale: Individual leaders, 3 to 25 Spanish troops, up to several thousand Indian troops
Players: 1 or 2
Solitaire: High
Playing Time: 3-6 hours

2 Maps
2 Countersheets
Deck of 130 Strategy/Conquistador Cards
Deck 26 Asset Cards
Rules booklet
4 PAC'S
1 Logsheet

AVAILABLE NOW




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
Special Price: \$79.00

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

4 Maps
5 Countersheets
1 Rulebook & Scenario book
5 Scenarios

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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 the system. Sophisticated political rules will make their appearance.

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

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

4 Maps
2 Maps
6 Countersheets
8 PAC's
1 Rulebook & 1 Scenario book

Late 2022



The Enemy is at the Gates
The Enemy is at the Gates: The Battle for Berlin, 1985 by Adam Starkweather is a new game where Berlin was divided at the end of World War Two into East and West – and it was here that World War Three would be fought first. in the **Company Scale Series** using the new added rules to show this bitter battle in a way that has not been seen before. Highly playable but with an emphasis on command and equipment, **1st game in the series** was Fulda Gap.

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

Complexity: Medium
Time Scale: 2 hours per turn
Unit Scale: Companies
Solitaire: High
Scenarios: 5

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

Early 2023

Compass Games Order Form				
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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. ***Expanded & Updated***

Retail Price: \$75.00
Preorder Price: \$64.00

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

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

AVAILABLE NOW



The Late Unpleasantness
The Late Unpleasantness by Steve Ruwe covers the two major attempts **Gates of Richmond** and **It Takes All Summer** to capture the Confederate Capital City.

Retail Price: \$89.00
Blowout Price: \$45.00

Complexity: Medium
Time Scale: 1 turn = 2 days (IITAS)
1 turn = 1/2 day (GOR)
Map Scale: Point to point movement
Unit Scale: Divisions
Players: 1-2 players
Solitaire: High
Playing Time: 2-4 hours

2 Maps
2 Countersheets
2 Decks (1 for each game)
1 Rulebook
4 PAC's

AVAILABLE NOW



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

Retail Price: \$199.00
Preorder Price: \$140.00

Complexity: Medium
Time Scale: 1 week per turn
Map Scale: 45 km per hex
Unit Scale: divisions, with some brigades and regiments, 100 aircraft per air unit
Players: 1-2 per individual game, 1-8 for combined campaign
Solitaire: High
Playing Time: 6-10 hours per game, 36+ hours for full combined campaign

6 map
8 countersheets
Standard Rules booklet
Scenario & Campaign booklet
Numerous PAC's and unit displays
24 Diplomacy Cards (for Persian Gulf)

Mid 2022



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 for almost 4 decades between 1964 & 1998.

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

Complexity: Medium
Time Scale: Day/Week/Month per turn
Map Scale: 12, 17 and 18 playable County Seats; Republic of Ireland, Britain, Europe & 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 counter sheets
260 cards
95 cubes
14 Pawns
83 cylinders
15 tan bases
73 octagons
1 Year marker
12 Context Status Trackers
Sequence of Play card
6 PAC's
1 Historical Playbook
1 Rules Booklet
180 counters

AVAILABLE NOW



Traders of the Air
Traders of the Air by Michael Schacht 2 to 4 players represent steampunk trading guilds on a planet far away, always on the lookout for an opportunity to acquire valuable goods.

Retail Price: \$52.00
Holiday Price: \$32.00

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

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

AVAILABLE NOW



War For America
War for America by Gilbert Collins. 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.

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)

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

Early 2022



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.

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

Complexity: Medium
Time Scale: Abstract (individual aircraft, individual weapon system, specific crew members, and ammo rounds.
Map Scale: Abstract
Unit Scale: individual aircraft, individual weapon system, specific crew members, and ammo rounds.
Players: 1 (with option for 2 or more)
Solitaire: Designed for Solitaire Play
Playing Time: 15 minutes per sortie, multiple hours in total

2 Countersheets
7 PAC's
21 Aircraft Display Mats
1 Two-seater Target Mat
4 Pilot Awards & 1 Air Operations Display Map
84 Cards
Rules Booklet & 1 Logsheet

Late 2022



The War: Europe 1939-1945
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.

Retail Price: \$160.00
Special Price: \$130.00

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

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

AVAILABLE NOW




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.

Retail Price: \$175.00
Special Price: \$140.00

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: Medium
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

AVAILABLE NOW



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 that are 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 2022

