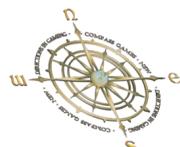


Compass Games 2021 Holiday Catalog



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.

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Percentage might be off

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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 Reppel 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

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

1 countersheet

1 countersheet

1 countersheet

1 countersheet

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

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

Early 2023

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 WWII, where the player commands one of 9 models of an M4 Sherman tank or an M26 Pershing.

Retail Price: \$69.00

Preorder Price: \$52.00

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

1 Countersheet

10 Tank Display Mats (4 Player Aid Cards

2 Crew Status Displays

1 Mission logsheet

1 Rulebook

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

Retail Price: \$85.00

Preorder Price: \$60.00

Complexity: Medium

Map Scale: 1 Mile/hex

Unit Scale: Companies & Battalions

Time Scale: 1 Turn = 2 Hours

Players: 2-7 players

Solitaire: High

Playing Time: 3-8 hours based on Scenario

2 22" x 34" Maps

5 Countersheets

2 Player Charts & Tables

5 TO&E Displays

Basic Game Rules Booklet

Advanced Game Rules Booklet

Mid 2022

2 22" x 34" Maps

5 Countersheets

2 Player Charts & Tables

5 TO&E Displays

Basic Game Rules Booklet

Advanced Game Rules Booklet

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

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 PAC's (double-sided)

3 PAC's (single-sided)

1 Operational Display

Rules Booklet

1 Mission Logsheet

Early 2023

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

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

4 countersheets of 3/4" and half 5/8"

4 maps

9 PAC's (double-sided)

52 playing cards

rulebook

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:</

For Motherland!

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

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

Early 2023

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

Granada

Granada: The Last Stand of the Moors, 1482-1492 by José Rivero is a game for 2 players in which they will decide the outcome of this decisive historical episode in less than 4 hours.

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

AVAILABLE NOW

1 Mounted Map
137 wooden blocks
2 Sheets of stickers
20 Wooden Castle shape
20 Cylinders
20 Wooden cubes
7 Wooden markers
3 Decks of cards
1 VP track
2 Reference cards
1 Rules booklet
2 Draw bags

Complexity: Low to Medium
Time Scale: 1 Year per turn
Map Scale: Point-to-point map
Unit Scale: Units vary from 500-1500 men
Players: 2
Solitaire: Medium
Playing Time: 3 1/2 to 4 hours per game

Hearts and Minds

Hearts and Minds, Third Edition by John Poniske is an uncomplicated approach to the Vietnam War.

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

Complexity: Medium
Time Scale: Each scenario represents 1 year. The campaign game covers 8-10 years.
Map Scale: The Map is divided into provincial areas, indicating major cities and US major bases
Unit Scale: Units are abstract and represent US, ARVN, NVA, VC, Cambodian and Laotian
Players: 1-2 player
Solitaire: Solitaire Bot System
Playing Time: 45 minutes or less per scenario

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

AVAILABLE NOW

Hitlers Last Gamble

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

Early 2023

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

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

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

Indian Ocean Region

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

Retail Price: \$89.00
Special Price: \$65.00

Complexity: Medium to High
Time Scale: 1 turn = between 3 and 7 hours
Map Scale: 1 hex = 45 nautical miles
Unit Scale: aircraft squadrons, pairs of ships/subs, land battalions
Players: Best with 2 players but can be played with up to 3 players, or solitaire
Solitaire: Medium
Playing Time: 2-4 hours depending on scenario

3 22x34" map sheets
3 Countersheets totaling 390 3/4" counters
Deck of 39 political cards
2 PAC'S
Rule/scenario book

AVAILABLE NOW

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.

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

Mid 2022

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

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

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

Late 2021

Complexity: Medium
Time Scale: 1 year per Turn; each turn being composed of multiple card plays.
Map Scale: Strategic; Abstract
Unit Scale: Strategic; Infantry points with artillery stockpiles
Players: Two (with option for one)
Solitaire: Solitaire Bot System
Playing Time: 3-4 hours

2 Countersheets
1 Mounted Map
2 PAC's
48 Game Cards (24 per side)
3 Year Cards (double-sided)
1 Rules Booklet

Kharkov Battles

Kharkov Battles by Greg Blanchett includes a revised Terrain Effects Chart, an additional map which is made to mate with the Fall Blau maps, allowing players to combine the two games into one "Grand Campaign" to be played into March 1943. There are 4 scenarios.

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

AVAILABLE NOW

2 Maps 1 Smaller Map
3 Countersheets with 1/2 inch counters
1 Rulebook
10 PAC's with various Scenario Set-Ups, Tracks, Charts and Tables
Difficulty: Medium
Time Scale: 1 turn = 3 days
Map Scale: 1 hex = 6.5 miles (10 km)
Unit Scale: Divisions, Corps, Brigades, and Battalions
Players: 1 to 2
Solitaire: High
Playing Time: Less than 2 hours (small scenarios), up to 80 hours for full Fall Blau campaign

KONTACT NOW: RED ECLIPSE

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

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 PAC's
1 Terrain Effects Card

Late 2022

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.

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)

Mid 2023

Maori

Maori: Warriors of the Long White Cloud by Kevin McPartland & Jerry Shiles is a historic simulation game for 1-4 players, depicting clan warfare typical in New Zealand before European colonization. Players build war canoes & train warriors to create a force while protecting their home village. The player is represented on the board as the Paramount Chief: if killed, the game is lost.

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

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

1 Mounted map
2 Countersheets
110 Action Cards
4 PAC's
1 Rule booklet

Mid 2022

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... Following Napoleon's Eagles: Storm in the East, 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.

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

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

194 Poker-sized cards
5 PAC's
1 Rule & Scenario Book

Mid 2022

Napoleon's Imperium

Napoleon's Imperium is a new Napoleonic War game on a grand scale! Napoleon's Imperium is a team-based game!

Retail Price: \$159.00
Special Price: \$119.00

AVAILABLE NOW

2 Map 1 Rulebook
240 Battle cards
1 Battle Point board
8 PAC's
5 Sheets of 168 square unit tokens
8 Game Reference Charts
Time Scale: 1 turn = 1 year
Map Scale: Global map centred on Europe, North Africa.
Unit Scale: 10,000 men per unit Infantry, 2000 men per unit Cavalry, 50 Cannon per unit Artillery, 5 ships of the line per unit Fleet.
Players: 2 to 8 players
Solitaire: Medium
Playing Time: Battle Point Game 4 to 6 hours. A Campaign Game can last 6-15 hours. Each year of Play takes approximately 40 minutes to 1 hour.

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.

Retail Price: \$85.00
Special Price: \$65.00

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

2 Maps
3 Countersheets
Rulebook with extensive Historical Notes
8 PACs

AVAILABLE NOW

No Motherland Without

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

Retail Price: \$59.00
Special Price: \$42.00

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

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

AVAILABLE NOW

Operation Storm: 333

Operation Storm-333: Soviet coup in Kabul, 1979 by Christopher Davis introduces Volume 1 of the all-new Great Raids series and is a solitaire game depicting the 1979 Soviet coup in Kabul that initiated the Afghan-Soviet War. Players control Soviet forces, planning and then executing the operation. Game tension is high as you carry out your tactical missions using numerous point-to-point maps of the historical installations, including the Tajbeg Palace. Game design by Christopher Davis.

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

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

Mid 2023

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!).

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

Early 2023

Pacific Tide

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

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

Complexity: Low
Time Scale: Single year turns with alternating, multiple cards plays per player
Map Scale: Area map
Unit Scale: Individual carriers or carrier groups, fleets, army-level infantry, air groups
Players: 1-2
Solitaire: Solitaire Bot System
Playing Time: 2-4 hours

1 Mounted Map
1 Countersheet
51 Game cards
1 Rules booklet
1 PAC: with Solitaire Bot

Mid 2022

Panzerkrieg

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

Retail Price: \$85.00
Preorder Price: \$62.00

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

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

Late 2023

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.

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 Counter Sheets
106 Game Cards
16 Wooden Cubes
11 PAC's
1 Rules Booklet

Early 2023

Prelude to Revolution

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

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

Complexity: Medium
Time Scale: 1 year per turn
Map Scale: point-to-point strategic level
Unit Scale: Corps of 10,000 mixed arms
Players: 1 or 2 Players, best with 2
Solitaire: Medium (due to card-driven system)
Playing Time: 2.5 hours

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

Late 2022

No Peace Without Honor

No Peace Without Honor by David Meyler (NPWH) is a two-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
Preorder Price: \$56.00

Complexity: Medium
Time Scale: One year per turn
Map Scale: point-to-point strategic level
Unit Scale: Corps of 10,000 mixed arms
Players: 1 or 2 Players, best with 2
Solitaire: Medium (due to card-driven system)
Playing Time: 2.5 hours

1 MOUNTED Map
1 Rules and scenario book
2 PAC'S
1 Card Deck
2 Countersheets

Late 2022

Roma Victrix

Roma Victrix by Paul Kallio is a game which endeavors to re-create the conflicts between Rome and her neighbors to achieve and maintain that dominance.

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

Complexity: Medium
Time Scale: 1 year per turn
Map Scale: 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 Counter Sheets
6 Major Power Display Cards
6 Leader Display Charts
6 PAC'S
21 Event Cards
87 Province Cards
1 Rules Booklet

Mid 2022

Russia Campaign

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

Retail Price: \$52.00
Special Price: \$40.00

Complexity: Low
Time Scale: 1 turn = 2 months
Map Scale: 32 miles/hex
Units: army and corps
Players: 1-2 players
Solitaire: High
Playing Time: 6 hours or less

1 Mounted Map
1 Countersheet
1 Rulebook
2 Player aid cards

AVAILABLE NOW

Russia Besieged Finnish Expansion

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

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

Complexity: Medium
Time Scale: 1 Turn = 2 months, broken down into monthly impulses
Map Scale: 1 hex = 32 miles or 52 km approx.
Unit Scale: Army, Corps, Breakdown counters, Volkssturm and Partisan
Players: 2 player or solitaire
Solitaire: High
Playing Time: Scenarios of 1+ hours, up to the campaign game of 20 hours

Finnish Expansion & Rules, First Turn Analysis Book, Kursk Historical Scenario German & 3 Russian Kursk Order of Battle Card, 1 1/2 counters
Finnish Expansion Weather PAC'S
Finnish Expansion Order of Battle Card
Finnish Expansion Game Map Strategic Movement PAC'S
Main Game Updates include: Russian Order of Battle Card German Order of Battle Card 2 Revised CRT and Blitzkrieg Table Cards

Schnell Boats

Schnell Boats: Scourge of the English Channel by Joe Carter is a solitaire, tactical-level, narrative-driven wargame.

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

Complexity: Medium
Time Scale: 1 day per mission, 10 missions per month
Map Scale: Abstract
Unit Scale: Individual Schnell Boats, ships, aircraft, guns, Schnell Boat crew members,
Players: 1+
Playing Time: 20-60 minutes per mission, 5-15+ hours for full campaign game

2 Counter Sheets
1 Mounted Map
1 Crewmen Placement Board
2 Combat Boards
2 Damage Log Sheets
3 Status Sheets
1 Campaign Log Sheet
1 #1 Crew Status Sheet
1 #2-#4 Crew Status Sheet
2 Tables Books
1 Rule Book
2 Erasable markers

Solitaire: Designed for Solitaire Play

Late 2022

Schutztruppe

Schutztruppe, Heia Safari, 1914-18 by Dennis Bishop is the all-new edition of Schutztruppe and represents a complete re-write of Jim Bumpas' classic World War I game. While much of the original flavor is maintained in the retained rules, significant changes have been made to the game system. Some of the more notable changes include naval rules, updated campaign map, expanded order of battle, and realistic supply rules.

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

Complexity: Medium
Time Scale: 1 month per turn
Map Scale: 30 miles per hex
Unit Scale: Divisions
Players: 1-2, best with two
Solitaire: Medium (no hidden units)
Playing Time: 3-4 hours

1 Mounted Map
2 9/16" countersheets
Rules booklet
2 order of battle displays
2 PAC's

Mid 2021

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

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

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
Players: 1 (with option for two or more)
Solitaire:
Designed for Solitaire Play
Playing Time: 15-20 minutes per patrol; 5+ hours per career.

3 Counter Sheets
9 Submarine Display Mats
8 PAC's (double-sided)
2 PAC's (single-sided)
4 Tactical Combat Display Mats
1 Captain & Crew Status Display Mat
1 Operations Map
1 Rules Booklet
1 Submarine Patrol Logsheet

Late 2022

Silent War Deluxe Edition

Silent War/IJN Deluxe Edition by is an enhanced second edition features a mounted game board, consolidated rulebook of the original, and improvements incorporated to the award winning game first published in 2005. This new edition includes the expansion, IJN that brings all the major warships of the Imperial Japanese Navy.

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

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

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

Late 2022

Sniper Kill Confirmed

Sniper Kill Confirmed by Jay Kirkpatrick is a card-driven solitaire wargame. You take the role of a sniper and his spotter in search of your target and completing your mission.

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

Complexity: Medium
Time Scale: One Game is One Mission
Map Scale: Area/Zone
Unit Scale: Individuals/Groups
Players: 1 Player
Solitaire: Designed for Solitaire Play
Playing Time: 1 to 2 hours

1 Sniper Mat
4 Mission Maps
1 Countersheet
1 Action Card Deck
1 Tactical Card Deck
1 Hostile Card Deck
4 Target, VIP Cards
1 Rules Booklet

Mid 2022

