

Compass Games 2018 Holiday Catalog

Compass Games will be hosting our first ever convention

Compass Games invites you to celebrate the hobby with fellow gaming enthusiasts at our inaugural annual gaming event, **Compass Games**

Compass Games Expo 2018 will be held at the Red Lion

hotel Cromwell (Cromwell, CT) over Veterans Day Weekend (Nov 9-12, 2018). 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 www.compassgames.com Hotel Phone Number: 860-635-2000

No coupon code required for special price or preorder order prices. The holiday and special prices are good through 1/15/2019.

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

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

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

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

HOLIDAY PRICE - 30% off retail price. Use catalog order form or go online and use coupon code HOLIDAY18.

SPECIAL PRICE - 25%-30% off retail price. Use catalog order form or go online www.compassgames.com. Preorder Price - 25% off retail price. Use catalog order form or go online

www.compassgames.com

The above mentioned prices can not be combined with any other offer. Special Price and Preorder Price no coupon code required online.

Copyright 2018, Compass Games LLC; All Rights Reserved. No portion of this work be copied in any manner, physical or electronic without the express written permission of Compass Games LLC.

Compass Games PO Box 271 Cromwell CT 06416 USA

2 Countersheets

1 Rule and scenario book

2 Player reference cards

LIMANOWA

Red Poppies Campaigns: Volume 2 - Last Laurels at Limanowa (LLL), simulates

Austria-Hungary's last independent victory against the Russian Empire in World War I. LLL is the second volume in the Red Poppies Campaign (RPC) system for gaming World War I battles. Ownership of volume one, The Battles for Ypres, is NOT required to play LLL; everything you need to play LLL is in this box. 1 Map

Red Poppies Campaigns 2

Designer: John Gorkowski



Retail Price: \$65.00 Holiday Price: \$46.00

Difficulty: Medium Players: 1-2 Map Scale: 200 yards per hex **Unit Scale**: Companies, Squadrons & Sections

Time Scale: 10 minutes per turn **Solitaire: High**

BITTER WOODS

Playing Time: 2-24 (pending on scenario or campaign)



844

AVAILABLE NOW

Retail Price: \$85.00 Holiday Price: \$60.00

1 Rulebook 1 Player's handbook

2 Maps

Retail Price: \$109.00

Complexity: Low

Solitaire: Medium

Playing Time: 3 hours

Players: 1-2

6 Player aid cards **3 Countersheets**

Prelude to Rebellion

Designer: Marco Poutré

Map Scale: 1 hex= about 2 miles

Unit Scale: Regiments & Brigades

Playing Time: small scenarios 3-4 hours

Time Scale: 1 turn= 12 hours

Solitaire: High

Campaign 8+

Prelude to Rebellion: Mobilization & Unrest in Lower Canada. Is a gripping new card-driven game that depicts the mobilization & uprisings of Lower Canada in 1834-1837 using key historical events of the 1830's to drive a rich and colorful play narrative.



Russia Besieged

Russia Besieged Deluxe Edition from Award

Winning designer, Art Lupinacci, Russia Besieged covers

the entire German campaign in the east from 1941 to

the bitter end, in 1945. One of the finest Army/Corps

Map Scale: 1 hex = 32 miles or 52 km

Time Scale: 1 Turn = 2 Months

Unit Scale: Army, & Corps (Volkssturm & Partisan)

Designer: Art Lupinacci

level games on the market.

Complexity: Medium

Solitaire: High

1 Mounted Map 2 Player aids 6 Six sided dice

GD/FuhEs

1164

4 Custom engraved dice 275 Cubes red & green 147 Cards 8 Key event cards

2 Player boards 1 Countersheets



Holiday Price: \$60.00

EMPIRES

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. Nightfighter Ace is based on the popular, action-packed Hunters game system by Gregory M. Smith with a strong narrative around the pilot as you look to increase your prestige, earn skills, and rise in rank through promotion and

Unit Scale: Individual aircraft, individual weapon systems individual electronic systems, specific crew members,

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



Retail Price: \$99.00 1 Countersheet

16 Aircraft display mats 4 Player aid cards

1 Pilot awards & air operations display mat 40 Ace pilot cards & 60 combat cards

Designer: Ernie Copley AVAILABLE NOW The War: Europe-Expansion Kit is the Follow up to the 2012 release of The War: Europe 1939 - 1945. Ownership of The War is required. Twelve new scenarios, including 3 alternative-history scenarios, One

> not declare war on the US in 1941, 15 turns). **Difficulty:** High **Playing Time:** 50 hours full campaign (1.5+ hours for scenarios)

> > **Solitaire: High**

of those being A Road Not Taken (Hitler does

Empires and Alliances Designer: Rob Beyma

1.12.5 CARRIER

1.12.5

1 Rulebook & scenario book

3 Sop cards

Empires and Alliances is a strategic level simulation of the First World War. Players command the Central Powers and Allied forces that fought in Europe from 1914 to 1918.

AVAILABLE NOW

4 Maps **4 Countersheets** 8 Player aid cards 334 1 Rules and scenario book

Raiders of the Deep

Retail Price: \$99.00 Holiday Price: \$70.00 Difficulty: Medium

Players: 2 to 4 Map Scale: Approximately 30 miles per hex Time Scale: 1 turn=1month Unit Scale: Corps with a few divisions **Solitaire: High**

Playing Time: 2 to 4 hours (scenario) 15 to 20 hours (campaign)

Complexity: Medium **Players:** 1 (option for 2 or more) **Designer: Ian B Cooper** Map Scale: Abstract **Series Designer: Gregory M Smith** Time Scale: 3-4 days per travel box when on patrol

KOREA

Retail Price: \$85.00

Complexity: Medium

Map Scale: 10 miles

Time Scale: 1 week per turn

Playing Time: 2-60 hours

5 Displays and charts

2 Countersheets

Rulebook & scenario book

Unit Scale: Divisions

Solitaire: High

Players: 1-4

3 Maps

Holiday Price: \$60.00

Raiders of the Deep: U-boats of the Great **Units Scale:** Individual Ships War, 1914-18 is a solitaire, tactical **Solitaire System level game** placing you in command of a Playing Time: 2 to 3 hours German U-boat during WWI (known at the time as The Great War).

AVAILABLE NOW 1 Countersheet 10 U Boat display mats 7 Player aid cards 1 Combat display mats 8 Kommandant card tiles 1 Rules booklet 1 German U Boat & target roster booklet 1 Patrol logsheet

Holiday Price: \$70.00 Formidable 5000T (5

Retail Price: \$99.00

Korea: Fire & Ice **Designer: Adam Starkweather**

Korea: Fire and Ice is the first game in a new system called Divisional Scale System. This system will cover large scale combat from World War Two into the modern era. The grand campaign game covers the first year of the war.



Montelimar Designer: Adam Starkweather

Montélimar is the third game of the Company Scale System and the first volume of the "Liberation" series covering the battles of France and Germany in 1944 and 45. Montélimar became the focal point of the entire war in the south. A furious battle would be fought over 8 days with both sides claiming victory. The Allies mauled the Germans getting away - but the Germans did in fact get away.



Map Scale: 500 meters per hex **Unit Scale:** Company/Platoon

Time Scale: 2 hours per game turn **Solitaire: High Playing Time:** 2-50 hours

Nightfighter Ace

Designer: Gregory M. Smith

5 Maps

6 Countersheets 1 Rulebook & scenario book 8 Player aids

AL THE MARK NO

Mon elimar The Apvil of Fate

LEBENSRAUM



Retail Price: \$79.00

2 Maps

574

Holiday Price: \$56.00

Red Star White Eagle Designer: David Williams

Red Star/White Eagle: The Russo-Polish War, 1920, Designer Signature Edition, marks the return of a true wargaming classic by David Williams, faithfully remastered and updated with this all-new, supersized edition.



R | | | 0 -[X] 2-2-0

8-4-7

Difficulty: Medium

Players: 1-3 (best with two)

Time Scale: Weekly turns

Map Scale: 14 miles per hex 81

AVAILABLE NOW 2 Countersheets

3 Player aid cards 4 Order of battle appearance cards 1 Deployment map 1 Rulebook

Units Scale: Regiment to divisions Solitaire: High Playing Time: 3-8 hours

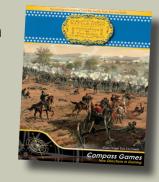
Battle Hymn Designer: Eric Lee Smith

Battle Hymn Vol. One includes two games: Gettysburg: The Tide Turns and Pea Ridge: The Struggle for Missouri. Battle Hymn is a new brigade-level system based upon the latest research into Civil War combat. Designed by Charles S. Roberts Award-winning designer Eric Lee Smith.

Complexity: Medium Players: 1 - 2

Map Scale: 1 hex=300 yards across **Time Scale:** 1 turn=60 to 90 minutes **Units Scale:** Brigades, strength point= around 150-300 (depending on the game & unit type)

Solitaire: High Playing Time: 45 minutes to 3 hours (scenarios), 5 to 8 hours (full campaigns)



Retail Price: \$79.00 Holiday Price: \$56.00

2 Maps 2 Identical chart cards 1 Rule book 3 Countersheets

1 Map

2 Counter sheets

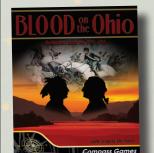
1 Rules Booklet

2 Player aid cards

1 Playbook

LEGION

Retail Price: \$79.00



Blood on the **Ohio Designer: John Poniske**

Blood on the Ohio 1789-1794 is a two player, point-to point game loosely based on King Philip's War (MMP - 2010). It covers the Northwest Indian War which followed the American Revolution. Settlers flooded across the Ohio River testing the patience of Native

Retail Price: \$59.00 Holiday Price: \$42.00

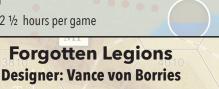
AVAILABLE NOW

Complexity: Medium Players: 2 Map Scale: A point-to-point map of modern Ohio, Pennsylvania,

West Virginia, Kentucky, Indiana, and Michigan. Unit Scale: Each force point represents about 50 fighting men

Time Scale: Each turn segment is 2 months. Each turn is 6 months **Solitaire: High**

Playing Time: 2 to 2 ½ hours per game



Forgotten Legions, Designer Signature Edition, marks the return of not just one, but TWO wargaming classics by Vance von Borries. Drive on Damascus and Bloody Keren, both now published together for the first time in the same package.

4 Maps 2 Countersheets 2 Player aid cards

Complexity: Low

Players: 1-4

2 Order of battle appearance cards 1 Rules booklet & scenario booklet with designer's notes

B+C/6 Cav - A 2-1-7

Holiday Price: \$56.00 1-1-5 AVAILABLE NOW

Drive on Damascus Time Scale: 2-Day Turns Drive on Damascus Map Scale: 3 miles (about 4.8 kilometers) per hex

Bloody Keren Time Scale: 4-Day Turns **Bloody Keren Map Scale:** 7.75 miles (about 12.5 kilometers) per hex

Unit Scale: Battalions with some companies and small brigades Solitaire: High

Playing Time: 3-7 hours

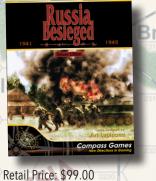
LEBENSRAUM Designer: Stephen Newberg



LEBENSRAUM! is a grand strategic, game of the war between Nazi Germany and the Allied Nations, starting with the German invasion of the USSR in late June of 1941, through to the final battles to Berlin in 1945. The game includes both East and West Fronts, and can be played in historical scenarios starting with Barbarossa in the East and Italy in the West, or in campaigns for each front individually, or a combined East and West front campaign.



3 Maps 5 Player aid cards



Special Price: \$75.00

3 Countersheets 1 Rules book & playbook book Multiple player aid charts

2 Maps

Playing Time: 2+ hours (scenarios) about 20 hours (campaign)

Players: 1 or 2

receive awards.

AVAILABLE NOW

Complexity: Medium Players: 1 (option for 2 or more) Map Scale: Abstract

and ammo rounds





Retail Price: \$99.00 **Special Price: \$75.00**

Special Price: \$80.00 Complexity: Medium Players: 2

Map Scale: 50 Miles/80km per hex **Unit Scale:** Army Group Time Scale: 3 months/turn **Solitaire: High**

3 Countersheets

1 Rule and scenario book Playing Time: 3-16 hours

AVAILABLE NOW Playing Time: 2-3 hours

Complexity: Medium Playing time: 3-4 hours **Solitaire: Low** Players: 1-2

Time Scale: 1-2 years per turn

Retail Price: \$69.00

1 Countersheet

6 Player aid cards

1 Rulebook

Preorder Price: \$50.00

4 Zeppelin display mats

1 Zeppelin patrol mat

Unpleasantness

Retail Price: \$89.00

Preorder Price: \$67.00

STALIN'S WORLD

Retail Price: \$89.00

4 Countersheets

2 Player aid cards

2 Rules booklets

Retail Price: \$145.00

Preorder Price: \$109.00

4 Maps

Preorder Price: \$65.00

The Fulda Gap

The Battle for the Center

1 Zeppelin logsheet

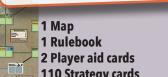
each assume the role of a political ideology ascendant in Europe at that time. AVAILABLE NOW

Europe in Turmoil

Zeppelin Raiders

Designer: Gregory M. Smith

Designer: Kris Van Beurden



Zeppelin Raider: Imperial German Naval Airships by Gregory M. Smith is a

solitaire, tactical level game placing you in command of one of several mod-

els of WWI Zeppelin dirigibles as part of the Imperial German Navy. Your mission is

to destroy as much English war facilities as possible via bombing raids, or to conduct

reconnaissance over the North Sea...and still survive and come home. Zeppelin Raider

Complexity: Medium

Map Scale: Abstract

Solitaire System

Playing Time: 2-3 hours

ammo/bombs

is based on the popular Hunters game system by Gregory M. Smith that delivers a

The Late Unpleasantness by Steve Ruwe covers the two major attempts to capture

Robert E Lee facing down George McClellan. If It Takes All Summer is Ulysses S Grant's

the Confederate Capital City. **Gates of Richmond** covers the Seven Days Battles with

overland campaign of 1864, which added the names of Wilderness, Spotsylvania

tense and nail-biting narrative throughout the course of play.

The Late Unpleasantness

Designer: Steve Ruwe

Courthouse and Cold Harbor to Civil War history.

110 Strategy cards 2 Decks of 10 stability cards

2 Maps 2 Countersheets 35 Mobilization cards

Nov 2018

Time Scale: 1 day per mission, 3 missions

Unit Scale: Individual Zeppelins, ships,

Players: 1 (with option for two or more)

Complexity: Medium

1 turn = 1/2 day(GOR)

Unit Scale: Divisions

Players: 1-2 players

Solitaire: High

2 Countersheets

(1 for each game)

1 Rulebook 3 Player aid cards

Playing Time: 2-4 hours

2 Maps (one for each game)

2 Decks of 55 playing cards

Map Scale: Point to point

Time Scale: 1 turn = 2 days (IITAS)

aircraft, specific crew members, and

25 Tactical cards

Retail Price: \$95.00

Special Price: \$68.00

1 Rulebook & scenario book

2 Reinforcement schedules - 1 for North and South 2 Identical terrain effects cards

3-1/2 Countersheets

2 Identical combat results table cards

PACIFIC

TIDE

Retail Price: \$59.00

Preorder Price: \$42.00

5

1 Countersheet

52 Game cards

1 Rules booklet

1 Map

AVAILABLE NOW

Complexity: Medium Time Scale: 1 turn = 1 month Map Scale: About 22 miles per hex

Players: 1-4 **Solitaire: High**

Play Time: 1 hour for introductory scenario, 3-4 hours 1 year scenario, 10-25 hours for the Campaign Game

Unit Scale: About 5,000 men per strength point

Pacific Tide Designer: Gregory M. Smith

The War For The Union 2nd Edition

from southeastern Texas to the Atlantic and from Harrisburg, PA to southern Florida.

The War for the Union by Rob Beyma is a strategic level simulation of the American Civil

War. It is the long awaited 2nd edition of the game originally published in 1992. Players

command the Union and Confederate forces that fought from 1861 to 1865. The map runs

Designer: Rob Beyma

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 revolving around carrier operations which will provide players with a multitude of decisions.

Nov 2018

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: High Playing Time: 2-4 hours

Vietnam

1 Player aid card: with Solitaire Bot

VIETNAM

Retail Price: \$85.00 **Preorder Price: \$64.00**

3 Maps **3 Countersheets** 5 Player aid cards

1 Rulebook

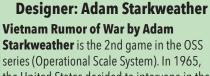
Map Scale: 8 miles per hex Viet Cong Battalions) Players: 1-2

Solitaire: High

A Pragmatic War

Designer: John B. Firer

Dec 2018



series (Operational Scale System). In 1965, the United States decided to intervene in the ongoing conflict in Vietnam. OSS: Vietnam will show the conflict in a playable yet historical **Complexity:** Medium

Time Scale: 1 season per turn Unit Scale: Divisional/Regimental (with

Playing Time: 2 – 35 hours



कि भि भी स्थि

Stalin's World War 3 **Designer: Ty Bomba**

Stalin's World War III by Ty Bomba is a two game package: Volume 1 - Operation

Pincher & The Soviet Offensive in Europe; Volume 2 – Operation Sandown & The Soviet Offensive in the Mid-East. This is an alternative history monster-size wargame, intended to investigate the strategic parameters that would've been in place during the first 10 weeks of operations had that dictator lived long enough to put in motion one of his many plans to start a global conflict in 1953. Complexity: Medium

CSS Fulda Gap

Designer: Adam Starkweather

CSS: Fulda Gap; Volume One of the Central Front series by Adam

Starkweather is the next game in the Company Scale System and the beginning or

a new volume – the Central Front Series. These volumes will cover World War Three

will be coming to the series - helicopters, extensive air support, electronic warfare, missiles, and a host of other new weapons and troop types. Soviet divisions will try

and advance through the center of the US 5th Corps as the NATO forces attempt to

+2 (3)

combat in 1985. The war that never was. As befits modern war, many additions

916

buy time while reinforcements arrive.

8 Countersheets

1 Rules booklet

Hearts and Minds

Designer: John Poniske

1 Scenario booklet

10 Player aid cards

Hearts and Minds, Third Edition by John

Poniske is an uncomplicated approach to a very

to U.S. involvement in Southeast Asia including

a scenario after the US withdrew from Vietnam,

a full campaign scenario as well as high solitaire

capability. Players have the ability to start in any year

of the war they wish and fight to the end of any othe

year of the war. The game provides a comprehensive

historical approach using mechanics that include

guerrilla warfare, faction differentiation, political

turmoil, and veteran advantages.

Complexity: Medium

complicated conflict. 8 scenarios introduce players

4 Maps

Time Scale: 10 one-week turns Map Scale: 20 miles (32.4 km) per hex on all maps

Complexity: High

Solitaire: High

Playing Time: 2-50 hours

Players: 1-4

Time Scale: 2 hours per game turn

Map Scale: 500 meters per hex

Unit Scale: Company/platoon

Units scale: Regiments, brigades, WEST divisions, corps & armies **GERMANY** Players: 1-4r

Solitaire: High Playing Time: 3-5 hours

A GAME NO PEACE without SPAIN!

Retail Price: \$75.00 Preorder Price: \$54.00



1 Half map

1 Countersheet

53 Game cards

1 Rules booklet

2 Player aid card

Retail Price: \$69.00

2 countersheets

France 1944

Designer: Mark Herman

France 1944: The Allied Crusade in

Europe, Designer Signature Edition

by Mark Herman, marks the return of

Mark Herman. This new signature edition

will be linking with an all-new companion

events that led to the liberation of

2 maps

1 MOUNTED MAP

1 Countersheet 1 Deck of 55 playing cards 1 Rules and scenario book **Multiple Player aid cards**

OSTKRIEG

Designer: Mitch Ledford

Ostkrieg Germany versus Russia 1941-1945

by Mitch Ledford is a two-player game covering

the Eastern Front based on the same game system as

A Pragmatic War: The War of the Austrian Succession 1741 - 1748

by John B. Firer is a two-player game simulating the War of the Austrian

Succession. Uses the No peace without Spain syctemplexity: Medium Time Scale: 1 year per turn Map Scale: Point-to-point strategic Unit Scale: Corps of 10,000 mixed arms and Fleets

Players: 1 to 2 **Solitaire: Medium**

Playing Time: 4 to 6 hours

Early 2019

Retail Price: \$65.00

Preorder Price: \$46.00

Fortress Europa Designer: John Edwards

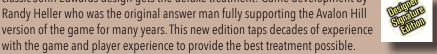
Pacific Tide. Includes a solitaire bot system.

Fortress Europa, Designer Signature Edition by John Edwards the

Preorder Price: \$54.00

with the game and player experience to provide the best treatment possible.

classic John Edwards design gets the deluxe treatment! Game development by Randy Heller who was the original answer man fully supporting the Avalon Hill



3 Countersheets Multiple Player aid cards

Retail Price: \$89.00

Time Scale: 2 minutes/turn Map Scale: 175 meters per hex Counters: Single vehicle or team

Solitaire: Medium

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

1 Mounted Map **3 Countersheets 80 Playing Cards**

1 Solitaire Player aid card 1 Rules & scenario book



Players: 1-2 player

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 **Solitaire: High** Playing Time: 45 minutes or less per scenario

Time Scale: Each scenario represents 1 year.

The campaign game covers 8-10 years.



Preorder Price: \$50.00





Complexity: Medium Time Scale: Monthly turns Map Scale: 20 miles (32 kilometers) per hex Unit Scale: Army-level HQs, infantry corps, armored divisions Players: 1-2

Solitaire: High Playing Time: 2-7 hours



1 Mounted Map 2 Countersheets

2 Player aid cards 1 Allied & 1 German order of appearance display and movement card 1 Rulebook with Designer's Notes

Hitlers Last Gamble Designer: Danny Parker Hitlers Last Game: The Battle of the Bulge **Designer Signature Edition by Danny Parker will**

feature all new components and several new scenarios. This edition will also include new historical essays and a completely revamped evaluation of the Ardennes roads, terrain and even settlement size (cities, towns, villages, hamlets and even castles!) that has been assembled by Andrew Dlugolecki from period maps. 2 Maps

Preorder Price: \$75.00

Retail Price: \$99.00

Mid 2019

6+ Player aid cards The Korean War **Designer: Joseph Balkoski**

The Korea War: June 1950 - May 1951, Designer Signature Edition by Joseph Balkoski was first published by Victory Games (1986), Joseph Balkoski returns to give this game an update along with several new design elements

Retail Price: \$85.00 **Preorder Price: \$59.00**

Mid 2019

based on player feedback.



3 Countersheets

Historical book

Rule book

3 Maps

3 Countersheets

Death in the Trenches Designer: Ben R. Madison and Wes Erni

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 formations handled on an off-map display that minimizes map clutter. 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.

3 Countersheets 1 Rules booklet 6 Player aid cards

1 MOUNTED MAP 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



Retail Price: \$69.00

Schutztruppe: Heia Safari 1914 -1918 **Designer: Dennis Bishop**

Schutztruppe: Heia Safari of 1914-1918 by Dennis Bishop is a 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. Notable changes include: Naval Rules, The Campaign Map, Historical Orders of Battle, and Realistic Supply Rules.

Great War in East Africa

2 Countersheets 1 Rulebook 2 Player aid cards 2 Display charts



Retail Price: \$75.00

Complexity: Medium

Solitaire: Medium

Playing Time: 60-90 minutes

Players: 1-2

the war.

Players: 1-2

VIETNAN

Complexity: Medium

Solitaire: High

Time Scale: 2 hour turns

Playing Time: 2 – 35 hours

Special Price: \$54.00

Time Scale: The scale differs by scenario

Map Scale: The scale differs by scenario

Unit Scale: The scale differs by scenario

American Revolution War Expansion Kit 1

Commands & Colors

Not a stand alone game

1 Mounted map 3 Terrain and accessories punchboards

2 Block & dice label sheets 2 Identical double-sided unit summary cards

2 Identical double-sided terrain effects cards 1 Rule and scenario booklet

100+ Wooden Blocks of various sizes 8 Battle dice - new larger, molded dice











2 Division displays 2 Terrain effects chart/combat results table 1 Game turn record

5 Countersheets



Blue Water Navy: Cold War at Sea 1980s" by Stuart Tonge is a card driven game. The game 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. There is also a reaction mechanic where most cards can be used in the other player's turn to perform a spoiling event such as 'Raid Aborts' and 'Friendly Fire'.

\$<

CSS Tinian

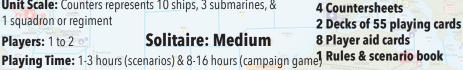
Designer: Ross Mortell

Difficulty: Medium Time Scale: 1 turn = 1 day Map Scale: Each area = 500 nautical miles squar

Unit Scale: Counters represents 10 ships, 3 submarines, & 1 squadron or regiment Players: 1 to 2



Solitaire: Medium



1 bomber target

60 Combat cards

1 Logsheet



Interceptor Ace: Daylight Air Defense Over Germany, 1943- Retail Price: \$99.00 **44 by Gregory Smith** is the daylight seguel to Nightfighter Ace. **Preorder Price: \$75.00** Players will find themselves in the cockpit of one of 30 models of daylight fighters as they fight against the American bombing effort in 1943 and 1944, fighting against escorts, British fighter sweeps, and

the highly dangerous B-17 combat boxes. 1 Countersheet 15 Aircraft display mats 5 Player aid cards

1 Combat display mat Complexity: Medium 1 Pilot awards display mat **Time Scale:** 3-4 days per Turn 1 Air operations display mat Map Scale: Abstract

8 Ace pilot cards Unit Scale: Individual aircraft, individual **Rules booklet**

weapon systems, specific crew members, & ammo rounds

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

Bar-Lev

Solitaire System

Designer: Chris Fawcett Bar-Lev: The 1973 Arab-Israeli War, Deluxe Edition by

Chris Fawcett this all-new Deluxe Edition features numerous enhancements over earlier editions, including updated OoB using sources not available at time of original editions' publications, expanded rules that fully integrate air and air defense systems. A

2 Maps 7 Countersheets 4 Player aid cards 4 Air task display cards

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

great solo, 2-, 3- or 4-player game! **Engage & Destroy** Designer: Brien Miller

Engage & Destroy by Brien Miller is a simulation Complexity: Medium

game of tactical armored warfare in World War II, 1939 to 1945. Mid 2019 2 Maps

Players: 1-2 1 Rule and scenario book Preorder Price: \$65.00 Playing Time: 1 to 4 hours



Preorder Price: \$52.00

Mid 2019

Playing Time: 10+ hours

1 MOUNTED MAP

Mid 2019 Preorder Price: \$50.00

2 Maps 3 Countersheets

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

Mid 2019



WWII Commander: Battle of the Bulge Designer: John Butterfield



WWII Commander: Battle of the Bulge by John Butterfield is based on the original paper design of the game, which John Butterfield granted Shenandoah the rights to publish in digital form several years ago. In effect, this is a different game than the app version some may be familiar with, and it is a two-player game.

Mid 2019

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

Complexity: Medium

Time Scale: 1 day = multiple 90 minutes player-turn activations Map Scale: Abstract areas approx. 15 miles across

Unit Scale: Divisions Players: 1-2

Solitaire: High

1 Mounted Map 1 Rules book Playing Time: 2-4 hours 3 Deluxe countersheets

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

1 Allied order of battle appearance display

Tank Leader: Eastern Front **Designer: John Hill**



Retail Price: \$79.00

Preorder Price: \$59.00

1 Special Rules booklet

4 White dice, 1 black die

Time Scale: 1 turn = 60 to 90 minutes

Map Scale: 1 hex = 300 yards across

Players: 2, with a solitaire system

Counters: Brigades, with some regiments

Complexity: Medium

depending on the day

Solitaire: High

Tank Leader: Eastern Front, Designer Signature Edition **by John Hill,** is reborn. First published by West End Games 1986), this game series will begin with Eastern Front and we are working with the original designers of the two subsequent games in the series, Western Front & Desert Steel.

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

Mid 2019

2 Maps 2 Countersheets 72 Cards 1 Rulebook

8 Player aid cards **Battle Hymn Volume 2 Designer: Eric Lee Smith**

Battle Hymn Volume 2: Shiloh

& Bentonville by Eric Lee Smith 2.5 Maps include: 2 Counter sheets **Shiloh: The First Great Battle** 8 Player aid cards depicts the two-day battle of Shiloh... 1 Standard Rules booklet

> **Bentonville: The Last Great Battle** simulates the final major battle of the war. This game has both two-player and solitaire scenarios, using an innovative new solitaire system.

The game includes four scenarios.

Mid 2019 4 Maps **4 Countersheets** 2 1 inch counter sheets

Mid 2019 Playing Time: 1 to 3 hours (scenarios), 5 to 8 hours Indian Ocean Region



Retail Price: \$69.00

Preorder Price: \$52.00

9-8-7

For Motherland! The Russian Front 1941-44 by Masahiro Yamazaki is a new game design covering the entire Eastern Front during World War II. Masahiro is a prolific Japanese game designer renown for his Eastern Front simulations. This new and highlyplayable, single mounted map edition can be completed in a single sitting.

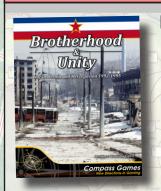
For Motherland!

Designer: Masahiro Yamazaki

Mid 2019

1 MOUNTED MAP 2 Countersheets 2 Player aid cards

1 Rulebook



Brotherhood & Unity Designer: Tomislav Cipcic Brotherhood & Unity by Tomislav Cipcic is

a 1-3 player card driven wargame which depicts the war in Bosnia and Herzegovina from 1992-1995 ("Bosnian War"). The game shows all of the major events: from the siege of Sarajevo (shown in separate, detailed map), to the ferocious battles for the Posavina corridore. Main features are: Point-To-Point movement system, card driven, quick combat resolution (no CRT), streamlined rules and fast gameplay. Interaction between warring sides (Bosniaks, Serbs and Croats).

Mid 2019

Preorder Price: \$52.00

1 Mounted Map 2 Countersheets 96 Strategy cards 3 Player aid cards

Retail Price: \$69.00

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

Unit Scale: Brigades Players: 2 to 3

Solitaire: Medium Playing Time: 2 to 3 hours



1 Rulebook

Third World War **Designer: Frank Chadwick**

Third World War, Designer Signature Edition by Frank **Chadwick** is our biggest DSE release to date. The entire Third World War series in one big package with numerous enhancements. Includes the following games: Arctic Front, Persian Gulf, Southern Front, and The Third World War (Battle for Germany).

Retail Price: \$180.00 Preorder Price: \$135.00

6 Maps 8+ Countersheets

Mid 2019

Combat! **Designer: Ross Mortell**

Combat! by Ross Mortell is a solitaire game on man to man combat in the 20th century. Each soldier (friendly and enemy) is represented by a 1" counter with 5/8" informational markers showing morale, wounds, orders etc. With individual names (for friendly and enemy characters) each game tells a varied and memorable story. Also with 14 scenarios.



Box cover not final Retail Price: \$139.00 **Preorder Price: \$99.00**

Solitaire System

2 Decks of cards 1 Rulebook & scenario Book Players: 1 5 Plaver aid cards

Complexity: Medium **Time Scale:** Between 30 seconds and 2 minutes Map Scale: 10 yards per hex Unit Scale: Single man – man-to-man combat



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

3 Maps **3 Countersheets**

Deck of 39 political cards 2 Player aid cards 1 Rule/scenario book

1 MOUNTED MAP

• 4 Player boards

• 12 Ships

• 63 Resource cubes

• 153 Influence discs

• 96 Influence cards

• 4 Player aid cards

• 4 Custom dice

Retail Price: \$139.00

Preorder Price: \$105.00

• 24 Region order tiles



Designer: John Gorkowski

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.

Mid 2019



Complexity: Medium **Time Scale:** 1 turn = between 3 - 7 hours

Map Scale: 1 hex = 45 nautical milesUnit Scale: Aircraft squadrons, pairs of ships/subs, land battalions Players: 1-3

Solitaire: Medium Playing Time: 2-4 hours depending on scenario



Retail Price: \$119.00 Preorder Price: \$89.00

2 Maps **6 Countersheets**

1 Rules & scenario booklet 9 Player aid cards

Mid 2019



CSS: The Little Land Designer: Adam Starkweather

CSS: The Little Land: The Battle For Novorossiysk; Volume One of the Nemesis Series by Adam **Starkweather** is the first game in the

Nemesis series covering the battles of the Eastern Front between Germany and Russia in World War Two. This first volume will feature the battles of the famed "Little Land" and the surrounding area of battle. In a total free for all, both sides will be scrambling all over the map to try and accomplish their objectives.

Complexity: High **Time Scale:** 2 hours per game turn Map Scale: 500 meters per hex Unit Scale: Company/platoon

> Players: 1-2 **Solitaire: High Playing time:** 2-35 hours

Euro Games Division

Colonialism Designer: Scott Leibbrandt

Colonialism is a game of 19th and early 20th century imperialism. Each player assumes the role of a nondescript colonial power. Players will try to gain influence in the unindustrialized regions of the game board and to obtain as many resources as possible.





• 2 Black game turn tokens • 1 Bag

• 1 Rules booklet





Colonialism

Stellar Horizon Designer: Andrew Rader

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. Stellar Horizon is intended to be a plausible representation of the first steps of humanity towards the stars between 2030 and 2169. You control your Faction's space program, outposts, and fleets spanning across the solar system, although you will also have some influence over your Faction's politics back home on Earth as space development becomes more important.

1 Map of the Solar System 9 Countersheets 10 Player aid cards and charts 1 Rule and scenario book

Late 2019

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

Players: 2 to 7 **Solitaire: High** Playing Time: 1 - 20 hours **Compass Games Order Form**

Quantity

Catalog/Preorder

Price

Total

1			
2			
3			
4	A		
5	A		
6			
7			
8	arg. V. Co.		
9	CEMINA	PAC	
10			
		Merchandise Total	
Special Deal If y	your merchandise total is more than \$399, take \$30.00 of (Not availa	able online)	
Us shipping: \$	12.00 for 1st game, \$6.00 each additional game, Paper Wars \$5.00		
Canada Shipping: \$23.00 for 1st game, \$11.00 each additional game, Paper Wars \$8.00			
International Shipping: \$33.00 for 1st game, \$18.00 each additional game, Paper Wars \$13.00			
6 L = 7 0 E	V (C		
Sales lax 6.35	% (Connecticut customers only)		

Preorder order games shipping cannot be combined with other games for shipping cost Shipping Order Shipping Cost Example: 1. If you live in the US and order 1866 and Paper Wars, shipping would be \$12+\$6=\$18.

Item Description

2. If you live in the US and order Enemy Action, 1866, and Nine Years, the total for shipping would be \$24 (\$12+\$6+\$6)

3. ** (Command & Colors and Prelude to Rebellion add an additional 15 dollars shipping to international & Canada orders). ** Free Shipping for Paper Wars Subscription.

Payment Information

Payment for game (including preorder **Payment Information** games) will processed when ordered card charged when the game is released.

Shipping Information

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

Payment Total

Order online at Compassgames.

com Credit Card or Paypal

1. Preorder games can either be

charged when order is placed or

order now and use the Pay Later

2. Receive Holiday price online by

Minor price differences could occur

between catalog and online prices.

Late 2019

Special and preorder prices

require no coupon code.

entering coupon code HOLIDAY18.

Name: **Address:** City: State: **Email: Zip Code: Country: Credit Card Information**

■ Mastercard Visa Card Number **Exp Date CCV Code** Phone # Signature:

Credit cards orders by phone: 1-860-301-0477 (Bill Thomas) Credit cards orders by fax: 1-860-635-9480 (Bill Thomas)

NATO: The Next War in Europe Designer: Bruce Maxwell NATO: The Next War in Europe, Designer Signature

Edition by Bruce Maxwell was first published by Victory Games (1983), this game will receive a major order of battle update based on new research materials covering the Warsaw Pact and other game enhancements based on years of player Mid 2019

Preorder Price: \$56.00 2 Maps **3 Countersheets**



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

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

Unit Scale: Divisions, Corps, Brigades, and Battalions **Solitaire: High** Players: 1 to 2

Map Scale: 1 hex = 6.5 miles (10 km)**2.5 Maps 3 Countersheets** 1 Rulebook

10 Player aid cards

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

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

The Conquistadors
Designer: Jonathan Southard

Late 2019 Conquistador by Jonathan Southard puts you in charge of a group of conquistadors, competing against other conquistadors to bring home the most gold. In this partly card-driven, partly procedural Complexity: Medium game you will seek out and discover the great Indian cities and empires. You might fight, defeat, and Playing Time: 3-6 hours plunder the Indians, or your best plan may be to attempt diplomacy and enlist them as allies.

Solitaire: High Time Scale: 1 turn = 3 to 18 months Map Scale: Point-to-point

Retail Price: \$79.00

Unit Scale: Individual leaders, 3 to 25 Spanish troops, up to several thousand Indian troops

1 Deck of 26 Asset Cards 1 Rulebook

1 Large mounted map

2 Countersheets 1 Deck of 130 Strategy/Conquistador Cards 4 Player Aid Cards

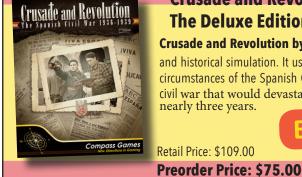
Retail Price: \$89.00 **Preorder Price: \$65.00**

1 Rulebook and playbook

1 Mounted map

2 Countersheets

110 Cards



The Deluxe Edition Designer: David Gomez Relloso Crusade and Revolution by David Gomez Relloso pulls together enjoyment, playability

Crusade and Revolution The Spanish Civil War 1936-1939

Reprints

and historical simulation. It uses the traditional card-driven system, adapting it to the specific circumstances of the Spanish Civil War. In July 1936, a failed coup d'etat provoked a bloody civil war that would devastate Spain for nearly three years.

4 Player aids cards **Optional rule cards and units Difficulty:** Medium **Time Scale:** 1 turn = Two months

Kharkov Battles

Designer: Greg Blanchett

1943. There are 4 scenarios.

Map Scale: 1 space = about 60 klms (37 miles) **Counters:** Irregular columns, divisions, and army corps Players: 1 to 2 Solitaire: Medium

No Peace Without Spain Deluxe Edition Designer: Don Herndon

No Peace Without Spain by Don Herndon is a strategic simulation of the bloody battles, epic sieges and political turmoil that embroiled Western Europe for more than a decade to decide the fate of the Spanish throne. It is the age of Marlborough and Vauban. Will the Habsburgs regain the crown, or will Louis XIV's grandson rule in Madrid?

Complexity: Medium Playing Time: About 4 hours Solitaire: Medium

The Lamps are Going Out:

Morlb War 1





Mid 2019



Playing Time: Small Scenarios 3-4 hours, Full Campaign 8+ hours

1 Rule and scenario booklet 2 Player aid cards 1 Card deck Retail Price: \$75.00

1 Countersheets **Preorder Price: \$54.00** Complexity: Medium



1914 until November, 1918. *Expanded & Updated* Mid 2019



Time Scale: Seasonal turns Map Scale: Variable-Sized Areas **Unit Scale:** Field Armies

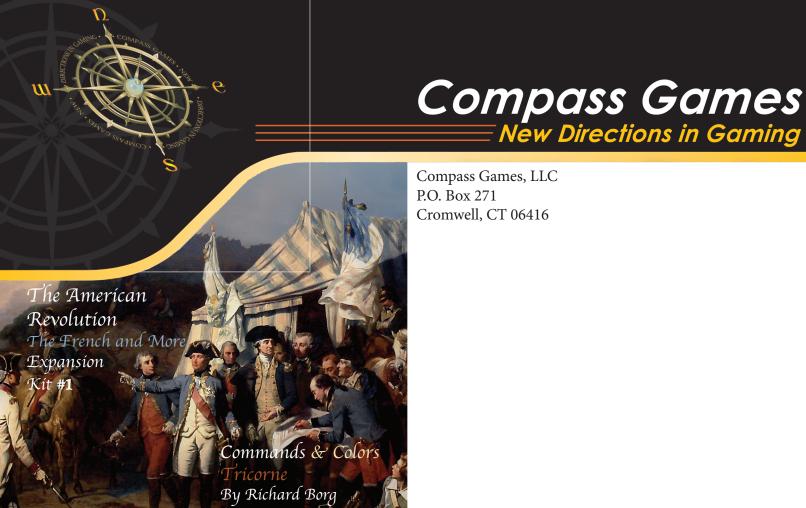
1 MOUNTED MAP 1 Rule and scenario booklet 2 Player aid cards



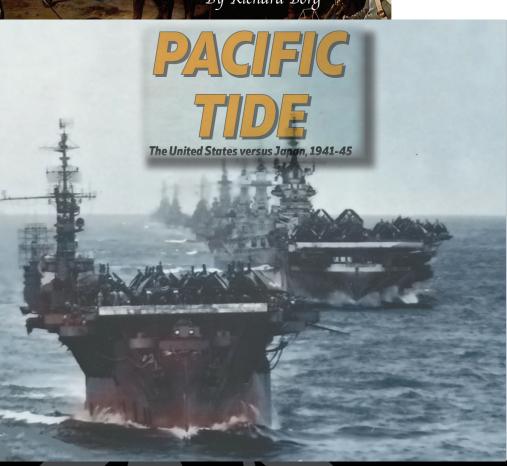
Players: 2-4 **Solitaire: High** Playing Time: 4-6 hours

120 cards 1 Countersheets





Compass Games, LLC P.O. Box 271 Cromwell, CT 06416



2018 Holiday Catalog

New Directions in Gaming

News

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

Special Offers Still in Stock Items

Holiday Prices: 30% off retail

Pacific Tide by Gregory Smith

Catalog Discounts valid until 1/15/19 Online Coupon Code: HOLIDAY18 On all games not listed holiday

Compass Games New Directions in Gaming

Next Subscription cycle for issues 93-96. Publication dates are June 19 September 19, December 19, March 20.

Without Game With Game \$49.00 Domestic \$105.00 Canada \$130.00 \$69.00 \$79.00

\$155.00 **Subscriptions Include Shipping** Paper Wars 93-96

Retail Price of individual magazine: \$46.95 **Preorder Order Price: 41.95**

Issue 93: Wagram: Napoleon's Final Triumph by Ty Bomba

This 1-2 player games provides an emperor's-eye-view of this titanic and savagely fought two-day battle. Each hex represents 875 yards, and each of the two days has 4-6 turns. Units maneuver's are mostly multi-step divisions for both sides. The French are 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. The game uses an alternating action sequence that keeps both players fully and tensely involved all throughout every turn. About 3 hours for experienced players.. 1 map, 1 countersheet, and 1 rulebook.

Issue 94: Fall of Siam 1765-1767 by John Poniske

2 Maps & 1.5 Countersheets

The relationship between the two ancient Asian superpowers of Burma (currently Myanmar) and Siam (currently Thailand) was long, bloody and well documented. Burma and Siam clashed constantly, involving at least 17 separate conflicts that in turn resulted in at least six sieges of the Siam's capital, Ayutthaya, over a 300 year period. Twelve of these conflicts ended in Burmese victory. The 1767 siege of Ayutthaya ended in the great capital's total destruction. The Fall of Siam is a two-player, hex and counter game lasting approximately two hours. It involves elephants, Chinese intervention and siege rules. 2 maps, 1 1/2 countersheets, and 1 rulebook

Issue 95: Hannibal, The Italian Campaign, 218-208 BC by Stephen Newberg

In 218 BC the great Carthaginian general Hannibal crossed the Alps with the avowed intention of bringing Rome to her knees. Hannibal caused Rome her greatest defeat at Cannae in 216 BC. With little support from Carthage and relying mainly on disaffected Roman allies, Hannibal wreaked havoc in Italy. Yet, in the end, Rome remained unconquered. HANNIBAL is a medium complexity strategic study of the Second Punic War. Turns represent a year of campaigning with map hexes scaled to 40 kilometers. 1 countersheet, 1 map, & 1 rulebook.

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

In September, Braxton Bragg's Army of Mississippi out-maneuvered Don Carlos Buell's Army of the Ohio and invaded Kentucky. Outside Perryville, the two armies blundered into each other. A short but brutal battle followed that left neither side satisfied. At Stones River near Murfreesboro, the armies fought a three day battle. The Confederates nearly won but were forced back. Although forgotten today, Abraham Lincoln considered Stones River one of the Union most crucial victories.

Rally Round the Flag is a brigade grand tactical system that combines old school hex and counter maneuvers with rules for command and control, leader personalities, flexible artillery, and a CRT that favors quality and firepower over raw mass. The games come with multiple scenarios, including additional forces. Players can make Perryville the grand decisive battle or at Stones River additional Confederate forces that could decide the battle and the war. 2 maps, 2 countersheets, 1 rulebook, and 1 player aid card.

Still in Stock Paper Wars

Paper Wars 80-SETTING SUN, RISING SUN by Stephen Newberg is an uncomplicated war game centered on the naval aspects of the Russo-Japanese War of 1904-1905. The game depicts this conflict at a strategic level, with most operational and tactical details represented by fast and easy-to-play systems, rather than intricate mechanisms. 1 Map & 2 Countersheets Retail Price: \$46.95 **Holiday Price: \$33.00**

Paper Wars 81- Position Magnifique: Mars-la-Tour 1870 by Hermann Luttman is a medium-sized, brigade-scale game for two players (although it is solitaire-friendly). 1 Map & 1 Countersheet. Retail Price: \$46.95 **Holiday Price: \$33.00**

Paper Wars 82- I Will Fight No More Forever by Stephen Newberg is a game of the retreat of the Nez Perce Indian tribe, the longest contested retreat in history.

Holiday Price: 33.00 Paper Wars 83-Rising Sun Over China by John Gorkowski simulates the Japanese invasion of China prior to World War II on a table top map scaled at 50 miles per hex with

division-level playing pieces and monthly game turns. 1 Map & 1 Countersheet Retail Price: \$46.95 Holiday Price: \$33.00

Paper Wars 84-FINNISH CIVIL WAR by Brian Train is a simulation game of the civil conflict in Finland in the early months of 1918. 1 Map & 1 Countersheet.

Retail Price: \$46.95 Holiday Price: \$33.00 Paper Wars 85- RUSSIA FALLING- by Ty Bomba The game enables two players to play the first year of a hypothesized near-future post-Putin civil war in Russia. The map covers the

core area of the Russian ethnic heartland, from St. Petersburg in the north to Tula in the south, and from Smolensk in the west to Nizhny Novgorod in the east, at 16 miles per hex. Retail Price: \$46.95 **Holiday Price: \$33.00** 1 Map & 1 Countersheet. Papers War 86-The Nomads No More by John Gorkowski game system includes two different games: Ungern-Sternberg's Mongolia and Enver Pasha's Bokhara. Ungern-

Sternberg's Mongolia simulates the invasion of Mongolia by fleeing Whites, their clash with the Chinese and subsequent pursuit by Reds. Enver Pasha's Bokhara covers the Basmachi Revolt against Soviet rule around Bokhara - present day Kyrgyzstan, Tajikistan and Uzbekistan.

Retail Price: \$46.95 Holiday Price: \$33.00 2 Maps & 1 Countersheet

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. Having overrun a Rebel camp gave him good reason to claim victory, but then, Confederate general Polf claimed victory as well, for forcing Grant to quit the battlefield. Holiday Price: \$33.00 1 Map & 1 Countersheet. Retail Price: 46.95

Paper Wars 88-Scourage of God by Stephen Newberg is a mainly solo player depiction of the result of the consolidation of the Mongol tribes by Genghis Khan and resulting the next 50 years of conquests. 1 Map & 1 countersheet. Retail Price: \$46.95 Holiday Price: \$33.00

Paper Wars 89-Burning Mountain by Andrea Brusati is a simulation game about the Spring 1916 Austro-Hungarian offensive on the Italian Front, aimed to drive to the Veneto plain, west of Venice, cutting off the front in Friuli and along the Isonzo river, where most of Italian Army where deployed. 1 Map & 1 Countersheets Retail Price: \$46.95 Holiday Price: \$33.00

Issue 90: MacArthur: The Road to Bataan by Jack Greene covers the battle of Luzon Island during the winter of 1941-1942. This game originally appeared in Wargamer #44.

Retail Price: \$46.95 **Preorder Price: \$41.95** 1 Map & 1 Countersheet

Retail Price: 46.95

AVAILABLE NOW Issue 91: Jihad by Stephen Newberg is a game type simulation of the first century of the Islamic expansion after the death of Mohammad, the Prophet and rounder of the Islamic

religion. The objective of the game is for the Muslim player to at least duplicate the conquests of Islam over the historical time frame while for the opposing player the object is to prevent Retail Price: \$46.95 **Preorder Price: \$41.95** that level of advance by Islam. 1 Map & 1 Countersheet Still to Come 2018

Issue 92: Pitt's War by Stanislaw Thomas simulates the epic struggle between United Kingdom and France from the beginning of the French Revolution to the end of the French Empire at Waterloo on a map with zones covering Europe and the Levant. The game provides round 130 event markers to simulate easily the essence of that period.

Retail Price: \$46.95 **Preorder Price: \$41.95** 1 Map & 1 Countersheet

Pre-Gunpowder Category

~ Fornovo 1495 by Brien Miller the first game in the series presents the battle fought between the French Army of King Charles VIII, and the Condottieri forces of the League of Venice under the command of Francesco II Gonzaga of Mantua. 1 rulebook, 1 scenario book, 1 map, 2 countersheets, & 4 charts and tables cards. Complexity: Medium, Time Scale: 20 Minutes per turn, Map Scale: 350 yards per area, Unit Scale: Battalions and Companies, Playtime: 2-4 hours, Solitaire: Medium, Players: 1-2 (Retail Price: \$69.00 **Holiday Price: \$48.00**)

Gunpowder Category

~1866: The Struggle For Supremacy In Germany by John B. Firer is a two-player simulation dealing with the Austro-Prussian War of 1866 in Central Europe. 1 rulebook & play book, 1 map, 1 mixed sheet of 5/8" and 1/2" counters., 1 deck of 55 operations cards, 1 PAC Complexity: Medium, Time Scale: 1 week per turn, Map Scale: point-to-point (Retail Price: \$79.00 Holiday Price: \$55.00) strategic level, Unit Scale: Corps and division, Playing Time: 4 to 6 hours, Solitaire: Medium, Players: 1 to 2

~Commands & Colors Tricorne - The American Revolution by Richard Borg is based on the highly successful Commands & Colors game system. 1 mounted map, 105 tiles, 108 cards, 8 battle dice, 5 block & dice label sheets, 1 rule & scenario books, 300+ wooden blocks (various colors) Complexity: Medium, Time Scale: depends on scenario, Map Scale: depends on scenario, Unit Scale: depends on scenario, Playing Time: 60-90 minutes, Solitaire: Medium, Players: 1 to 2 (Retail Price: \$109.00 **Holiday Price: \$76.00**)

~ End of Empire: 1744-1783 by William M. Marsh is a game covering the three great conflicts fought on the North American continent between 1744 and 1783: King George's War, the French and Indian War, and the American Revolutionary War. (15 scenarios spanning these 3 wars). 2 maps, 4 countersheets, 1 rulebook & scenario book, and 4 PAC's. Complexity: Medium, Time Scale: 2 months per turn, Map Scale: 20 miles per hex, Units Scale: Various sizes (mostly regiments & fleets, Playtime: 6-18 hours, **Solitaire: High, Players:** 1-2 (Retail Price: \$99.00 Holiday Price: \$69.00)

~Nine Years: War of the Grand Alliance 1688-1697 by Sean Chick & Kris Van Beurden offers some additional options such as fighting in the Northern American Colonies, where the conflict was known as King William's War. This Stand alone game uses the No Peace without Spain System. 1 map - compatible with (No Peace Without Spain rules), 1 rule and scenario book, 2 player aid cards 55 playing cards, 1 sheet of 100 counters Complexity: Medium, Time Scale: 1 week per turn, Map Scale: 50 miles per hex, Unit Scale: Corps, divisions, Playtime: About 4-6 hours, *Solitaire: Medium*, Players: 1-2 (Retail Price: \$69.00 Holiday Price: \$48.00)

~On To Paris! by Milan Becvar uses a wargame system adapted from Victory Games' "The Civil War" to simulate the grand events of the Franco Prussian war (1870-71). 2.5 countersheets, 2 maps, 1 rulebook & scenario, & 10 PAC's. Complexity: Medium, Time Scale: 15 days per turn, 17 days per turn in campaign, Map Scale: 15 miles per hex, Unit Scale: Corps & armies, Playtime: 1-12 hours, *Solitaire: High,* Players: 1-2 (Retail Price: \$89.00 Holiday Price: \$62.00)

~Road Revolution by John Poniske contains two separate games encompassing the two Massachusetts flashpoints that ignited the American Revolutionary War in 1775 One is from Boston to Concord and the other is Bunker Hill. 1 countersheets, 2 maps, 2 rulebooks, 22 cards & 8 PAC's Complexity: Medium, Time Scale: Boston to Concord 1 turn= about 3 hours. Bunker Hill 1 turn=20 minutes., Map Scale: Boston to Concord about 4 square miles. Bunker Hill about 1400 square yards, Unit Scale: 1 unit= about 100 men for both, Playtime: 2-3 hours per game, *Solitaire: High,* Players: 1-2 (Retail Price: \$69.00 Holiday Price: \$48.00)

~Sovereign of the Seas by Steve Newberg game centered on the naval aspects of the series of wars between England and the various European powers between 1756 and 1805 for dominance of the world's ocean 6 countersheets, 1 1/2 maps, 1 rulebooks & scenario, & 7 PAC's Complexity: Medium, Time Scale: Yearly Turns Map Scale: Area, Unit Scale: Individual Ships, Playtime: 3-4 hours *Solitaire: Medium,* Players: 1-2 (Retail Price: \$110.00 Holiday Price: \$77.00)

WWI Category

~Balance of Power by John Gorkowski World War One across the globe. This is a complete game of the entire war featuring land, sea and air forces, production, diplomacy and economics. 3 1/2 maps, 3 1/2 countersheets,1 rulebook & scenario book, 5 player aid cards. Complexity: Medium, Time Scale: Monthly turns consisting of 2 fortnights, Map Scale: 33 miles per hex in Europe and 200 miles per hex in Africa, Unit Scale: Corp in Europe, battalions in Africa, naval squadrons (4-16) and air groups (50-100), Playtime: 2-24 hours depending on scenarios, **Solitaire: Medium** Players: 1-7 (Retail Price: \$115.00 Holiday Price: \$80.00)

~ Fatal Alliances The Great War 1914-1918 by Andrew Rader 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. Fatal Alliances expands upon the military system of World in FlamesTM. 3 map, 6 countersheets, rulebook & scenarios, & 5 PAC's. Complexity: Medium, Time Scale: 2 months turns with multiple impulses per turn representing from 1-4 weeks, Map Scale: 100 km per hex Europe/ Middle East, 600 km per he rest of the world, **Unit Scale:** Army, corps, division; air 50-250 aircraft per counter; naval 2-5 ships per counter **Playtime**: 20+ hours, **Solitaire: Medium**, (Retail Price: \$134.00 Holiday Price: \$94.00) Players: 1-2.

~Red Poppies The Battle for Ypres by John Gorkowski enables players to game WWI battles from the perspective of battalion and regimental command posts. Players unleash opening bombardments and then maneuver infantry companies against machine gun fire to fight battles on historically accurate maps of actual battlefields. 3 maps, 3 countersheets, 1 rulebook & scenario book, 2 PAC's. Complexity: Medium, Time Scale: 10 minutes per turn, Map Scale: 20 yards per hex, Unit Scale: Companies, squadrons, sections, Playtime: 2-24 hours depending on scenarios, Solitaire: Medium Players: 1-2 (Retail Price: \$89.00 Holiday Price: \$62.00)

Between World Wars Category

~ A las Barricadas!, by Juan Carlos & Niko Eskubi the first title in the War Storm Series, is a game that simulates the battles, which took place on the different fronts of the war, at platoon and company level. 4 maps, 3 countersheets, 1 rulebook, 8 scenario cards, and 2 PAC"s Complexity: Medium, Time Scale: 1 turn=12-15 minutes, Map Scale: 1 hex=150-200 meters, Unit Scale: Companies & 3-5 vehicles, Playtime: 45+ minutes, Solitaire: High, Players: 1-2 (Retail Price: \$75.00 Holiday Price: \$52.00)

~Lion of Judah: The War for Ethiopia 1935-1941 by Javier Romero is a two-player wargame simulating two campaigns located in the Horn of Africa - Italy vs. Ethiopia in 1935-1936, and the British Commonwealth and Ethiopia vs. Italy in 1940-1941) 1 maps, 2 countersheets, 1 rulebook & scenario, and 5 PAC"s Complexity: Medium, Time Scale: 1 turn=1 month, Map Scale: 1 hex=46 miles, Unit Scale: Brigades, divisions, regiments, & irregular units Playtime: 3-4 hours, Solitaire: High, Players: 1-2 (Retail Price: \$69.00 Holiday Price: \$48.00)

WWII Category

~Absolute Victory: World in Conflict 1939-1945 by Ben Madison Absolute Victory is a simulation of World War II in every actual and possible theater on the entire globe, designed by the Charles S. Roberts Award-winning design team of R. Ben Madison and Wes Erni. 4 maps, 7 countersheets, 3 rulebook, 2 event booklets and 14 PAC"s Complexity: Medium, Time Scale: 1 turn=2 months, Map Scale: 1 hex= 130 miles/hex (Europe), 185 miles/hex (Far East), Unit Scale: Army/corps, battleships/carriers, air fleets, Playtime: 20 hours for full campaign (3 hours for scenarios), Solitaire: High, Players: 1-5 (Retail Price: \$185.00 Holiday Price: \$129.00)

~ The African Campaign by John Edward The African Campaign, Designer Signature Edition, marks the return of a true wargaming classic by John Edwards, re-mastered and updated with this all-new, supersized edition. 1 1/2 Maps, 1 Countersheet, 2 Order of Battle Appearance Cards, 2 PAC's, 1 Rules Book Time Scale: 2 turns per month, Map Scale: 12 miles (19 kilometers) per hex, Unit Scale: battalion to division, Players: 1-2, Solitaire: High, Playing Time: 3-4 hours (Retail Price: \$57.00 Holiday Price: 40.00)

~Blitz! A World In Conflict by Dave LeLacheur is developed in cooperation with the Australian Design Group, Blitz! brings the award-winning tradition of World in Flames™ into a re-imagined format that is much faster to play, with beautiful components, while maintaining World in Flames' premiere historical accuracy. 1 maps, 2.5 countersheets, 1 rulebook, and 8 PAC"s Complexity: Medium, Time Scale: Variable from 4-9 months per turn, Map Scale: Area full global, Unit Scale: Army, air force, &, air fleets, **Playtime:** 4-8 hours, **Solitaire: High, Players:** 1-2 (Retail Price: \$84.00 Holiday Price: \$59.00)

~ Enemy Action: Ardennes by John Butterfield is a fun, tense new gaming system. A card-driven and diceless system featuring three games in one box: 2 solitaire games and a two-player game. Portrays the German offensive against the Western Allies in December 1944 - the Battle of the Bulge. 3 maps, 3 countersheets, 3 rulebook, 110 playing cards and 8 PAC"s Complexity: Medium, Time Scale: 90 minutes per player turn 9 player turns per day, Map Scale: 15 miles per space, Unit Scale: Divisions, Playtime: 15 minutes to 6 hours for campaign, Solitaire: High, Players: 1-2 (Retail Price: \$145.00 Holiday Price: \$101.00)

~ Fall Blau: The Army Group South, June to December 1942 by Greg Blanchett is a game that uses the Victory in the West chit-pull system This is a monster game with few rules that provides a fun, challenging experience. 3 maps, 3 smaller maps, 3 1/2 countersheets, 1 rulebook/scenario book, 15 PAC's. Complexity: Medium, Time Scale: 1 turn=3 days, Map Scale: 1 hex=6.5 miles, Unit Scales: Mostly division, corps, brigades & battalions Playtime: 1-45 hours, Solitaire: High Players: 1-8. (Retail Price: \$140.00 Holiday Price: \$98.00)

~Festung Europa: The Campaign for Western Europe, 1943-1945 by Michael Rinella is the long awaited follow-up to the highly popular card driven game, Shifting Sands: The Campaign for North Africa, 1940–1943.. 1 map, 1 card deck, 1 rulebook, 1.5 countersheets, 2 PAC'S. Complexity: Medium, Time Scale: seasonal turns with 6 actions per turn- action rounds represent 2 weeks Map Scale: 70 miles per hex, Unit Scale: Army & corps with Axis fortress units, Playtime: 4-5 hours, Solitaire: Medium, (Retail Price: \$79.00 Holiday Price: \$55.00)

~Guam: Return to Glory by Ross Mortell and series designer Adam Starkweather is the second game to utilize the Company Scale System (CSS). This game covers the full fight for Guam in 1944, from the first invasion at Asan, in the north, and Agat, in the south through the vicious fighting in the thick vegetation at the south end of the island and the final Japanese stand in the north.. 4 maps, 6 countersheets, 1 rulebook & scenario, and 7 PAC"s Complexity: Medium, Time Scale: 1 turn=2 hours, Map Scale: 1 hex=500 meters, Unit Scale: Companies & below, Playtime: 2-35 hours, Solitaire: High, Players: 1-4 (Retail Price: \$135.00 Holiday Price: \$94.00)

~La Bataille de France 1940 by Juan Carlos Cebrian & Nicolas Eskubi in May 1940, the Second World War took a turn which would change world history forever. 4 maps, 4 countersheets, 1 rulebook, 6 scenario cards, & 2 PAC's. Complexity: Medium, Time Scale: 1 turn: 12-15 minutes, Map Scale: 1 hex= 150-200 meters, **Units Scale:** Companies & 3-5 vehicles, **Playtime:** 45+ minutes, **Solitaire: High Players:** 1-2 (Retail Price: \$80.00 Holiday Price: \$56.00)

~Operation Skorpion: Randy Heller is based on Rommel's May 1941 battle for the Halfaya Pass introduces a new fog of war combat system that provides players with fast moving and tense game play. 2 countersheets, 1 map, 1 rulebook, & 3 PAC's. Complexity: Medium, Time Scale: About 30 minutes per turn 12 game turns, Map Scale: About 1/10 mile per hex, **Unit Scale:** Companies & platoons, **Playtime:** 3-4 hours, **Solitaire: Medium, Players:** 1-2 (Retail Price: \$55.00 Holiday Price: \$38.00)

~ Paths to Hell by Juan Carlos Cebrian & Niko Eskubi (Volume III) (War Strom Series) is a stand-alone game in the A las Barricadas! (ALB) game series 4 maps, 8 overlays, 5 countersheets, 1 rulebook & exclusive rulebook, 7 scenario cards & 5 PAC's. Complexity: Medium, Time Scale: 1 turn:12-15 minutes, Map Scale: 1 hex= 150-200 meters, **Units Scale:** Companies & 3-5 vehicles, **Playtime:** 45+ minutes, **Solitaire: High, Players:** 1-2 (Retail Price: \$80.00 Holiday Price: \$56.00)

~ Proud Monster Deluxe by Ty Bomba is a simulation of the Russo-German War beginning with the launch of Operation Barbarossa in June of 1941, and ending in April of 1944. It is a two-player (or multi-player) strategic / operational wargame of low complexity. 4 maps, 10 countersheets, 12 PAC's, and 1 rulebook Complexity: Low, Retail Price: \$130.00 Holiday Price: \$91.00) Playing Time: 30-40 hours (full campaign), **Solitaire: High**

~Saipan: The Bloody Rock by Ross Mortell and series designer Adam Starkweather is the first game to utilize the Company Scale System (CSS). This will be your chance to experience a full-on naval invasion as Amtracs and DUKWs head towards the emplace forces of Imperial Japan. 2 maps, 6 countersheets, 1 rule & scenario booklet & 7 PAC's. Complexity: Medium, Time Scale: 1 turn=2 hours, Map Scale: 1 hex=500 meters, Unit Scale: Companies & below, Playtime: 2-35 hours, Playtime: 45+ minutes,

Solitaire: High, Players: 1-2 (Retail Price: \$125.00 Holiday Price: \$87.00) ~The Fall of the third Reich by Ted Raicer covers the last 2 years of fighting in Europe 1943-1945. 2 maps, 1.5 countersheets, 1 rulebook, and 3 PAC"s Complexity: Medium, Time Scale: 1 turn=2 months, Map Scale: 1 hex=30 miles, Unit Scale: Armies, corps, &, some divisions, Playtime: 6-10 hours, Solitaire: High,

(Retail Price: \$79.00 Holiday Price: \$55.00)

~ War In The Wind by Mike Nagel takes place in June 1942, forces of the Japanese Northern Army occupied Attu Island as part of its Midway campaign. Attu, at the far western end of the Aleutian Archipelago, was American soil. In May 1943, American forces landed on Attu to liberate it. 1 map,1.25 countersheets, 1 rulebook & 2PAC's. Complexity: Medium, Time Scale: 1 day per turn, Map Scale: 400 yards per hex, Unit Scale: Companies & Platoons Playtime: 2-6 hours, Solitaire: Medium, Players: 1-2 (Retail Price: \$57.00 Holiday Price: \$40.00)

Hypothetical Category

~Brezhnev's War: NATO vs. the Warsaw Pact in Germany, 1980 by Ty Bomba 1980 enables two players to game the first month of a hypothesized communist invasion of Western Europe sometime between the fall of Saigon and the start of the Soviet intervention in Afghanistan. 3 map, 2 countersheets, 1 rulebook & 1 PAC. Complexity: Medium, Time Scale: 10 three days turns, Map Scale: 6.66 miles per hex, Units Scale: Divisions and brigades, along with a few regiments, Playtime: 4-6 hours, (Retail Price: \$69.00 Holiday Price: \$48.00) **Solitaire: Medium**, Players: 1-2

~South China Sea by John Gorkowski provides an integrated political-military simulation of near future contention and conflict around the South China Sea. Players take on the roles of China, the United States, Malaysia, the Philippines, and Vietnam. 2 map, 3 countersheets, 1 deck of cards 1 rulebook & scenario book, & 2 PAC. Complexity: Medium, Time Scale: 1 turn=between 3-7 hours, Map Scale: 1 hex=45 nautical miles, Units Scale: Aircraft Squadrons, pairs of ship/subs & land battalions, Playtime: 2-4 hours depending on scenarios, Solitaire: Medium, Players: 1-2, (Retail Price: \$79.00 Holiday Price: \$55.00)

Steel Wolves Expansion: German Fleet Boats by Brien Miller & Stephen Jackson assumes that Germany never entered into the 1935 Naval agreement. 1 countersheet, 1 rulebook, & Ownership of Steel Wolves required. Complexity: Medium, Playtime: Based on Steel Wolves scenarios, Solitaire: High, Players: 1-2 (Retail Price: \$30.00 Holiday Price: \$21.00)

~Triumph Of The Will by Ty Bomba enables two players to game the entirety of alternative history's worst nightmare: a triumphant Nazi Germany and Imperial Japan, having won World War II and conquered the planet in 1945, square off against each other – for total domination – three years later. 2 map, 2 countersheets, 1 rulebook. Complexity: Medium, Time Scale: player determined- any number of one year turns, Map Scale: 34x44" global area movement, Units Scale: Armies, fleets & air forces, Playtime: 2-16 hours, Solitaire: High, Players: 1-2 (Retail Price: \$69.00 Holiday Price: \$48.00)