



## 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 EXPO 2018!**

**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 on our website [www.compassgames.com](http://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](http://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](mailto:sales@compassgames.com)

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**Compass Games PO Box 271  
Cromwell CT 06416 USA**



### Red Poppies Campaigns 2 Designer: John Gorkowski

**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.

Retail Price: \$65.00

**Holiday Price: \$46.00**

**Difficulty:** Medium **Players:** 1-2

**Map Scale:** 200 yards per hex

**Unit Scale:** Companies, Squadrons & Sections

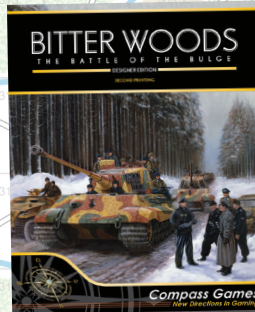
**Time Scale:** 10 minutes per turn

**Solitaire:** High

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

**AVAILABLE NOW**

- 1 Map
- 2 Countersheets
- 1 Rule and scenario book
- 2 Player reference cards



### Bitter Woods Designer: Randy Heller

**Designer Edition Bitter Woods** is the premier edition of this highly acclaimed regimental level Battle of the Bulge game and includes all aspects of the original game plus the expansion edition.

Retail Price: \$85.00

**Holiday Price: \$60.00**

**1 Rulebook**

**1 Player's handbook**

**2 Maps**

**6 Player aid cards**

**3 Countersheets**

**Complexity:** Medium

**Players:** 1-2

**Map Scale:** 1 hex= about 2 miles

**Unit Scale:** Regiments & Brigades

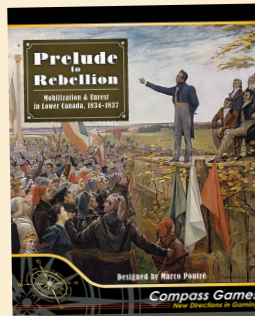
**Time Scale:** 1 turn= 12 hours

**Solitaire:** High

**Playing Time:** small scenarios 3-4 hours

Campaign 8+

**AVAILABLE NOW**



### Prelude to Rebellion Designer: Marco Poutré

**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.

Retail Price: \$109.00

**Holiday Price: \$77.00**

**Complexity:** Low

**Players:** 1-2

**Solitaire:** Medium

**Playing Time:** 3 hours

**AVAILABLE NOW**



### Russia Besieged Designer: Art Lupinacci

**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 level games on the market.

**Complexity:** Medium

**Players:** 1 or 2

**Map Scale:** 1 hex = 32 miles or 52 km

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

**Time Scale:** 1 Turn = 2 Months

**Solitaire:** High

**Playing Time:** 2+ hours (scenarios)

about 20 hours (campaign)

**AVAILABLE NOW**

- 2 Maps
- 3 Countersheets
- 1 Rules book & playbook book
- Multiple player aid charts

**AVAILABLE NOW**

### Nightfighter Ace Designer: Gregory M. Smith

**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 receive awards.

**Complexity:** Medium

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

**Map Scale:** Abstract

**Unit Scale:** Individual aircraft, individual weapon systems, individual electronic systems, specific crew members, and ammo rounds

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

**Solitaire System**

**Playing Time:** 2-3 hours

**1 Countersheet**

**16 Aircraft display mats**

**4 Player aid cards**

**1 Combat display**

**1 Pilot awards & air operations display mat**

**40 Ace pilot cards & 60 combat cards**

**1 Rules booklet & logsheet**

Retail Price: \$99.00

**Special Price: \$75.00**

**1 Bomber target mat**

**40 Ace pilot cards & 60 combat cards**

**1 Rules booklet & logsheet**

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### Decision at Kasserine

Designer: Vance von Borries

**Decision at Kasserine: Rommel's Last Chance, Designer Signature Edition** by Vance von Borries was first published by 3W (1983), this game covers the German operations called Fruelingswind & Morgenluft which led to the famous battle at Kasserine Pass in Tunisia in 1943

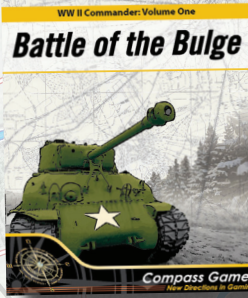
2 Maps  
3 Countersheets  
Retail Price: \$79.00  
**Preorder Price: \$59.00**

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.

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

Mid 2019

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

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

### Tank Leader: Eastern Front

Designer: John Hill



**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

### Battle Hymn Volume 2

Designer: Eric Lee Smith

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

2.5 Maps  
2 Counter sheets  
8 Player aid cards  
1 Standard Rules booklet  
1 Special Rules booklet  
4 White dice, 1 black die

**Battle Hymn Volume 2: Shiloh & Bentonville** by Eric Lee Smith include:  
**Shiloh: The First Great Battle** depicts the two-day battle of Shiloh. The game includes four scenarios.  
**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.

**Complexity:** Medium  
**Time Scale:** 1 turn = 60 to 90 minutes depending on the day  
**Map Scale:** 1 hex = 300 yards across  
**Counters:** Brigades, with some regiments  
**Players:** 2, with a solitaire system  
**Solitaire:** High  
**Playing Time:** 1 to 3 hours (scenarios), 5 to 8 hours

Mid 2019

### Indian Ocean Region

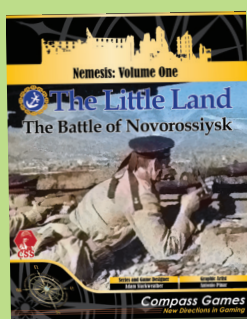
Designer: John Gorkowski

**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

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

**Complexity:** Medium  
**Time Scale:** 1 turn = between 3 - 7 hours  
**Map Scale:** 1 hex = 45 nautical miles  
**Unit 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

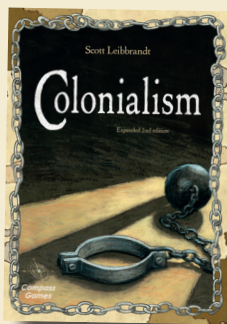
Designer: Scott Leibbrandt

**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.

AVAILABLE NOW

- 1 MOUNTED MAP
- 4 Player boards
- 63 Resource cubes
- 153 Influence discs
- 12 Ships
- 96 Influence cards
- 24 Region order tiles
- 4 Custom dice
- 4 Player aid cards

- 12 Economic interest cards
- 2 Black game turn tokens
- 1 Bag
- 1 Rules booklet



Retail Price: \$89.00  
**Preorder Price: \$79.00**

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

### For Motherland!

Designer: Masahiro Yamazaki

**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 highly-playable, single mounted map edition can be completed in a single sitting.

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



Mid 2019

1 MOUNTED MAP  
2 Countersheets  
2 Player aid cards  
1 Rulebook

### Brotherhood & Unity

Designer: Tomislav Cipic

**Brotherhood & Unity** by Tomislav Cipic 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 corridor. 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).

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

Mid 2019

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

**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

### 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**

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.

Mid 2019

4 Maps  
4 Countersheets  
2 1 inch counter sheets  
2 Decks of cards  
1 Rulebook & scenario Book  
5 Player 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  
**Players:** 1  
**Solitaire System**  
**Playing Time:** 2-6 dependent on scenario



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

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2. Receive Holiday price online by entering coupon code **HOLIDAY18**. **Special and preorder prices require no coupon code.**  
Minor price differences could occur between catalog and online prices.

### 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 feedback.

Retail Price: \$79.00  
**Preorder Price: \$56.00**

Mid 2019

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  
**Players:** 1 to 2  
**Playing Time:** Less than 2 hours (small scenarios), up to 80 hours for full Fall Blau campaign

### Kharkov Battles

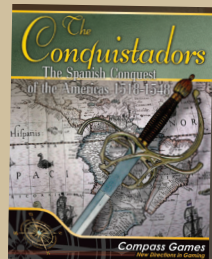
Designer: Greg Blanchett

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

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

Late 2019

2.5 Maps  
3 Countersheets  
1 Rulebook  
10 Player aid cards



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

### The Conquistadors

Designer: Jonathan Southard

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

**Complexity:** Medium  
**Playing Time:** 3-6 hours

**Solitaire:** High  
**Time Scale:** 1 turn = 3 to 18 months  
**Map Scale:** Point-to-point  
**Unit Scale:** Individual leaders, 3 to 25 Spanish troops, up to several thousand Indian troops

1 Large mounted map  
2 Countersheets  
1 Deck of 130 Strategy/Conquistador Cards  
1 Deck of 26 Asset Cards  
1 Rulebook  
4 Player Aid Cards

Reprints

### Crusade and Revolution The Spanish Civil War 1936-1939

The Deluxe Edition Designer: David Gomez Relloso

**Crusade and Revolution** by David Gomez Relloso pulls together enjoyment, playability 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.

Early 2019

Retail Price: \$109.00  
**Preorder Price: \$75.00**

1 Mounted map  
110 Cards  
2 Countersheets  
1 Rulebook and playbook  
4 Player aids cards  
Optional rule cards and units

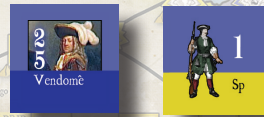
**Time Scale:** 1 turn = Two months  
**Map Scale:** 1 space = about 60 kims (37 miles)  
**Counters:** Irregular columns, divisions, and army corps  
**Players:** 1 to 2  
**Solitaire:** Medium  
**Playing Time:** Small Scenarios 3-4 hours, Full Campaign 8+ hours

### 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



Mid 2019



1 MOUNTED MAP  
1 Rule and scenario booklet  
2 Player aid cards  
2 Card deck  
1 Countersheets

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



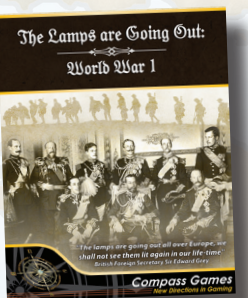
### The Lamps Are Going Out 2ND EDITION

Designer: Kirk Uhlmann

**The Lamps Are Going Out: World War 1 2ND EDITION** is a game simulating World War I at the grand strategic level. Many of the economic and military factors have been simplified to make game play as easy as possible, while still accurately portraying the balance of forces, strategies, constraints and ultimately the grand decision-making involved. This is a game pitting the Central Powers against the Triple Entente and spans the entire war from August, 1914 until November, 1918. **\*Expanded & Updated\***

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

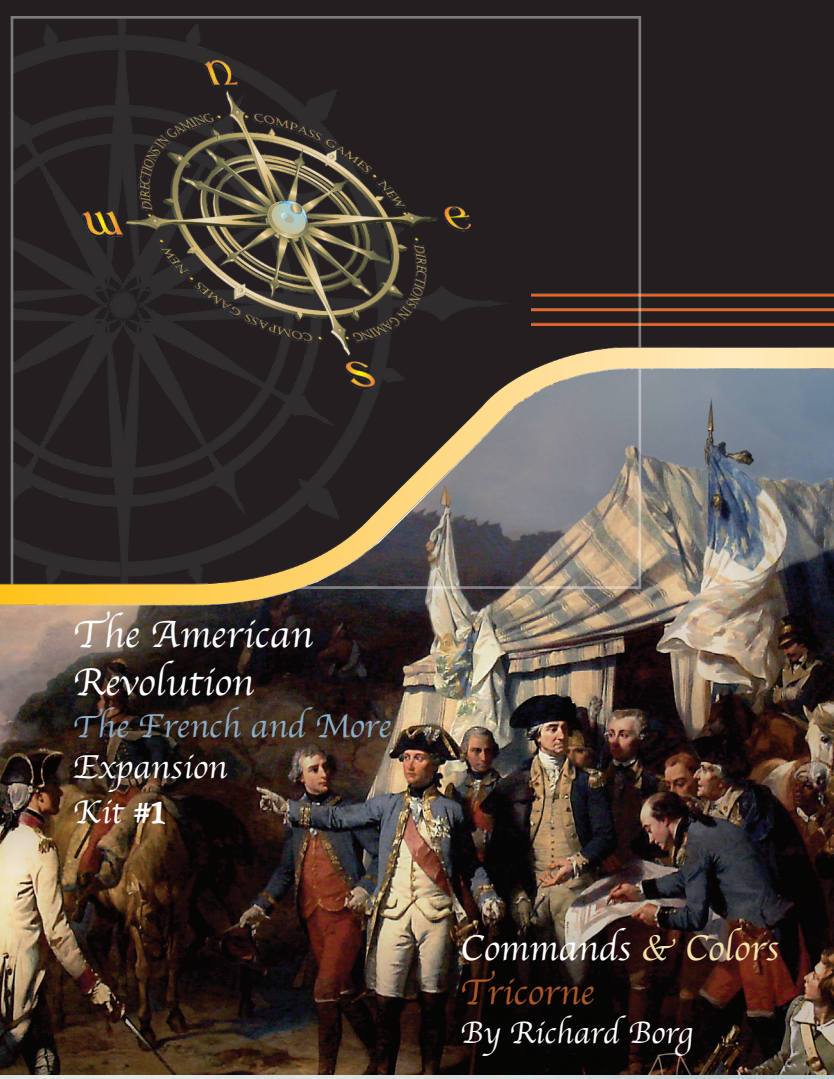
Mid 2019



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







# Compass Games

## New Directions in Gaming

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

## 2018 Holiday Catalog

### 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.

	With Game	Without Game
Domestic	\$105.00	\$49.00
Canada	\$130.00	\$69.00
International	\$155.00	\$79.00

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

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 Luttmann** 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.

2 Maps & 1.5 Countersheets Retail Price: 46.95 **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.

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.

1 Map & 1 Countersheet Retail Price: \$46.95 **Holiday Price: \$33.00**

**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.

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

**Paper Wars 87-Belmont by John Poniske:** General Grant's Belmont offensive provided him his first action in the war and his green Midwestern troops the needed experience. 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.

1 Map & 1 Countersheet Retail Price: 46.95 **Holiday Price: \$33.00**

**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.

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.

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

**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 founder 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 that level of advance by Islam.

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

**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.

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

**Early 2019**

### Pre-Gunpowder Category

**~ Fornoovo 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. Fier** 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 strategic level, **Unit Scale:** Corps and division, **Playing Time:** 4 to 6 hours, **Solitaire: Medium, Players:** 1 to 2 (Retail Price: \$79.00 **Holiday Price: \$55.00**)

**~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 Flames™. 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 Flames™. **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, Players:** 1-2. (Retail Price: \$134.00 **Holiday Price: \$94.00**)

**~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 vehides, **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** **Complexity:** Medium, **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, Players:** 1-2 (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, & 5 PAC's.** **Complexity:** Medium, **Time Scale:** 1 turn: 12-15 minutes, **Map Scale:** 1 hex= 150-200 meters, **Units Scale:** Companies & 3-5 vehides, **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 Storm 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 vehides, **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, **Playing Time:** 30-40 hours (full campaign), **Solitaire: High** Retail Price: \$130.00 **Holiday Price: \$91.00**)

**~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, Players:** 1-2 (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, **Solitaire: Medium, Players:** 1-2 (Retail Price: \$69.00 **Holiday Price: \$48.00**)

**~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's.** **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**)