



# The journal of modern wargaming

# PAPER WARS

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Welcome to the pages of Paper Wars Issue #79. Our feature game in this issue is *Thunderbirds at War: Bombing the Reich, Jan. to Jun. 1943*. This is a solitaire game based on the operational diaries of Royal Canadian Air Force 426 Squadron, covering its first five months of night operations from January to June of 1943. Michel Boucher, the designer, has packed a lot into this game and we hope you enjoy playing it as much as we enjoyed putting it together for you.

This is our largest yet with 80 pages containing 10 terrific new reviews from our great hobby, 3 feature articles on various Compass games written by their respective designers, and a unique new solitaire game. All in full color, on high quality paper, and we think you'll love it.

For those keeping track, this is our third issue under the Compass Games' banner. Issue#77 Anzio was our first and with only a handful of copies left in our warehouse, we couldn't be happier with the interest in Paper Wars. We followed that up with Issue #78 Rockets Red Glare, and it's out-pacing Issue #77, so thanks for your increased interest. Issue #80 will feature Setting Sun-Rising Sun, a strategic level naval game of the Russo-Japanese War of 1904-1905. This will complete our first 4-issue cycle of the magazine, and as we approach this milestone we think it's an excellent time to reflect on what we've done with Paper Wars.

Initially, we hoped to produce one issue with a complete game, per quarter. We knew that was an ambitious goal and three years ago that seemed doable. But Paper Wars was always going to be subject to our boxed game publishing schedule. Three years ago, getting four issues of Paper Wars out per year seemed a sure bet. We had a slew of projects in the works but only a few would be publishable during that first two year period, leaving ample time for the magazine. Think of Avalon Hill: a printing company that used wargames to keep them busy during their lean times. That was the type of model we were planning on – Paper Wars would keep us busy during our quiet times. While the odd issue might run late, it could easily be corrected, given how far away our boxed games seemed at that time...

If we've learned anything it's that we just can't predict when a game will be ready to publish. So our first 4 issues will take three years to complete instead, exclusively due to boxed game publishing needs. Many of those projects simply weren't part of the equation when we undertook Paper Wars.

So what have we been doing? In 2014 we released *Breaking the Chains* by John Gorkowski, *End of Empire* by Bill Marsh, and *Designer Edition Bitter Woods* by Randy Heller. We also put