Compass Games 2026 Holiday Catalog

Go to the website (compassgames.com) for more information about any games.

Compass Games will be hosting our Fall convention.

Compass Games Expo 2026 will be held at the Comfort Inn & Suites (Meriden, CT) over Veterans Day Weekend (Nov. 5-9, 2026). 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, special attendee discounts, and play games from any publishers. More information is on our website

Spring Expo 2027 Date: May 13-17 2027

www.compassgames.com/expo **Hotel Phone Number: (203) 440-9600**

Catalog Information

No coupon code required for special, blowout, holiday, or preorder order prices.

The holiday, blowout and special prices are good through 1/31/2027.

When preordering games, you may provide your payment information so your credit card can be charged closer to the date of publication. .

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 quality games. So please take advantage of our **Blowout**, **Holiday, Special,** and **Preorder,** pricing to receive substantial savings over retail prices.

If you have any question you can always call Carolynne at 860-301-6527 or email at sales@compassgames.com

Visit our website for more information about our games at compassgames.com

Preorder can be placed on our website.

BLOWOUT PRICE: 40%-70% off retail price

HOLIDAY PRICE: 35% off retail price.

SPECIAL PRICE: 15%-30% off retail price.

Preorder Price: Up to 25% off retail price.

Use catalog order form or go online

www.compassgames.com

Percentages listed are approximate

The above mentioned prices cannot be combined with any other offer.

No coupon code required online

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Compass Games
PO Box 271 Cromwell, CT 06416 USA

1776 & 250 Bundles

The 1776 Bundle is back and bigger than ever! Celebrate the 250th anniversary of our great nation with the ultimate wargame bundle.

Festung Europa
Nine Years: War of the Grand Alliance 1688-1697, Deluxe Edition
Battle Hymn Vol. 1: Gettysburg & Pea Ridge
Zeppelin Raider
Once We Moved Like The Wind
Paper Wars 93: Wagram, Napoleon's Last Triumph
Ostkrieg
Cradle of Civilization
Napoleon's Eagles 2: The Hundred Days
The Conquistadors
Coalition
Napoleon's Imperium
Granada: Last Stand of the Moors, 1482-1492
Barbarians at the Gates
No Peace Without Honor!
Maori: Warriors of the Long White Cloud
1812! War on the Great Lakes
Doomsday Project: Battle for the Balkans
2040
Alexandros & Spartacus
Paper Wars 105: Ebb & Flow
Atlantic Sentinels
Air & Armor: Würzburg
Paper Wars 107: Operation Isabella
Chaco: Bolivia vs. Paraguay, 1932-35
Engine Thieves
Paper Wars 110: Red Partisans
Seapower & The State
Brief Border Wars 2
The Great Hunger
Combat! Eastern Front

US Only FREE Shipping, Save Over $1650!)
~~Original price was: $3,432.75.~~
Sale Price: $1,776.00

International – NO Australia, FREE Shipping, Save Over $450)
~~Original price was: $3,432.75.~~
Sale Price: $2,976.00

Oceans of Fire
Enemy at the Gates
WWII Campaigns: 1940, 1941, and 1942
Bismarck: The Last Battle
Flanks of Gettysburg
Victory at Sea: Original 1992 Edition
Stellar Horizons 2: Galactic Frontier
Spring Prelude
Desert Blitzkrieg
Paper Wars 111: With Fire & Sword
Spanish-American War, 1898
Sensuikan

250 Militia US Only FREE Shipping, Save Over $235!
~~Original pricewas: $488.85~~
Sale Price: $250.00
Prelude to Rebellion
Paper Wars 94: The Fall of Siam
Napoleon's Eagles: Storm in the East
Paper Wars 108: Three D-Days
Mr. Lincoln's War
Paper Wars 104: Wolfe Tone Rebellion
Battle Hymn Vol. 2: Shiloh & Bentonville

250 Continental US Only, FREE Shipping, Save Over $230!
~~Original price was: $483.95~~
Sale Price: $250.00
GRANT: The Western Campaign of 1862
Burma, 1942-45
Breaking the Chains 2.0
Paper Wars 111: With Fire & Sword
Triumph of the Will
The War: The Pacific

250 Continental International – NO Australia, Save Over $105 & FREE Shipping!)
~~Original price was: $577.85~~
Sale Price: $470.00
GRANT: The Western Campaign of 1862
Burma, 1942-45
Breaking the Chains 2.0
Paper Wars 111: With Fire & Sword
Paper Wars 105: Ebb & Flow
Paper Wars 106: Power & Resolution
Triumph of the Will
The War: The Pacific

250 Militia International – NO Australia, Save Over $110 & FREE Shipping!)
~~Original price was: $582.75~~
Sale Price: $470.00
Prelude to Rebellion
Paper Wars 94: The Fall of Siam
Napoleon's Eagles: Storm in the East
Paper Wars 108: Three D-Days
Mr. Lincoln's War
Paper Wars 105: Ebb & Flow
Paper Wars 106: Power & Resolution
Paper Wars 104: Wolfe Tone Rebellion
Battle Hymn Vol. 2: Shiloh & Bentonville

Reprints getting the Compass Games Deluxe Treatment

(Some games will have some or all of the following)

- Mounted Map and map changes
- Add ons
- Errata incorporated
- Graphic changes
- Limited Print Run

Absolute Victory	Retail Price: $179.00	**Preorder Price: 139.00**
Balance of Power	Retail Price: $89.00	**Preorder Price: 75.00**
Empire and Alliances	Retail Price: $99.00	**Preorder Price: 79.00**
End of Empire	Retail Price: $115.00	**Preorder Price: 99.00**
Fortress Europa	Retail Price: $94.00	**Preorder Price: 76.00**
Lion of Judah	Retail Price: $75.00	**Preorder Price: 59.00**
Red Star White Eagle	Retail Price: $89.00	**Preorder Price: 75.00**
The God Kings	Retail Price: $70.00	**Preorder Price: 56.00**
The Raiders of the Deep	Retail Price: $99.00	**Preorder Price: 82.00**

Straight Reprints coming back in stock (for more infromation go to the website)

Blue Water Navy	Retail Price: $125.00	**Preorder Price: 109.00**
Imperial Tide	Retail Price: $69.00	**Preorder Price: 54.00**
No Peace Without Spain	Retail Price: $75.00	**Preorder Price: 60.00**
The Lamps are Going Out	Retail Price: $75.00	**Preorder Price: 60.00**
Third World War	Retail Price: $199.00	**Preorder Price: 159.00**
Brother At War 1862	Retail Price: $99.00	**Preorder Price: 85.00**

A World Gone Mad



A World Gone Mad by Scott Leibbrandt is a diceless wargame that simulates an apocalyptic nuclear war between the U.S. and the Soviet Union in 1980's. Each turn, you'll draw random unit tiles according to the size of their economy, and strategically deploy them across the globe. An alternative future scenario for A World Gone Mad. It's 2035 and the long-simmering tensions between the old and new global superpowers, the US and China,

Retail Price: $69.00
Preorder Price: 56.00

1 Mounted Game Map
1 Rulebook
4 Countersheets
20 Event Cards
2 Pouches
2 Nation Charts
2 Mission Charts
2 Research Mats
2 Combat Charts
2 Manifests & Play Summaries

Complexity: Medium
Playing Time: 1 hours
Solitaire: Medium
Players: 2 players

EARLY 2027

Against the Reich Deluxe Edition

Against the Reich by by Joseph Balkoski and developed by Jon Southard, is new edition of Against the Reich, it is a two-player, strategic-level game that simulates combat in the theater encompassing the invasion of Europe from June 1944 to February 1945.



Retail Price: $69.00
Preorder Price: 54.00

2028

2 Mounted Map
1 Theater Map
4 Player Aid Cards
400 Counters
1 Rulebook

Complexity: Medium-High
Playing Time: 3-24+ hours (depending on scenario)
Solitaire: Medium
Players: 2

Air and Armor V Corps



Air & Armor: V Corps, Tactical Armored Warfare in Europe by Bruce Maxwell is the second game in the Air & Armor series. It is a highly realistic game system designed to simulate modern warfare at a grand tactical level.

AVAILABLE NOW

Retail Price: $95.00
Special Price: $79.00

Complexity: High
Map Scale: 1 Mile/hex
Unit Scale: Companies to Regiments
Time Scale: 1 Turn = 2 Hours
Playing Time: 3 to 12 hours based on Scenario
Solitaire: High (Solitaire Rules)
Players: 1-11 players

1 Rule Book & Play Book
3 Maps
7 Counter Sheets
2 identical Charts & Tables Booklets
2 identical sets of Sequences Cards
8 TO&E Cards
1 WP Tracks Cards
1 NATO Tracks Card
2 WP Planning Cards
1 NATO HQ Tracks Card
3 Pool Cards

Airborne Assault



Airborne Assault: Crete, May 1941 by Vance von Borries is s a grand-tactical level game of the historical WWII invasion of Crete and includes the hypothetical paratroop invasion of Cyprus. The game requires two players and is suitable for team play.

Retail Price: $69.00
Preorder Price: 54.00

2 Maps
3 Countersheets
1 Rules Booklet with updated Historical Notes
3 Axis Order of Appearance Display Cards
2 Allied Order of Appearance Display Cards
1 Tracks & Air Displays Card
5 PAC's (4 unique)

2028

Complexity: Medium
Map Scale: 1 hex = 1 mile (Crete), 1 hex = 2 miles (Cyprus)
Unit Scale: Companies & Battalions
Time Scale: 3 turns = 1 day
Playing Time: 3 - 9 hours based on Scenario
Solitaire: Medium
Players: 2 or 2 Teams

Atlantic Sentinels Expansion



Atlantic Sentinels: Deluxe Convoy Target Deck System Artur Pieciuk is a premium card-based expansion that replaces the selection of specific merchant ships from tables M1-M3 with 400 physical vessel cards.

This is NOT a standalone game. Ownership of Atlantic Sentinels is required for use.

Retail Price: $55.00
Preorder Price: 44.00

2028

Approximately 400 Merchant Ship Cards (Pocker-Sized, Decks for Small Merchant, Large Merchant, and Tanker)
Optional U-boat Attack Board (8x8, Mounted, Bi-Fold)
Optional Convoy-Loss Summary Cards
5 Deck Dividers
Integration Guide Booklet with Vessel Index

Battle Hymn Vol 1



Battle Hymn: Volume One Gettysburg and Pea Ridge by Eric Lee Smith is a new brigade-level game system that simulates the chaos of the America Civil War using a simple activation system combined with a detailed combat system.

2 maps
3 Countersheets
Standard Rules booklet
2 double-sided PACs

Retail Price: $85.00
Holiday Price: $56.00

AVAILABLE NOW

Complexity: Medium
Map Scale: 1 hex = 300 yards across
Unit Scale: Brigades, strength point = 150-300 men (depending on the game & unity type)
Time Scale: 1 turn = 60 to 90 minutes depending on the day
Playing Time: 45 minutes -3 hours (scenarios), 5-8 hours (full campaigns)
Solitaire: Medium
Players: 2, (but far above average as a solitaire game)

Battle Hymn Vol 2



Battle Hymn: Volume Two Shiloh and Bentonville by Eric Lee Smith is the sequel game release to Volume One and includes three complete games: Shiloh Bentonville, and Gettysburg 1862, which is pure conjecture and simulates a completely hypothetical battle.

3 maps
6 Countersheets
Standard Rules booklet
Special Rules booklet
6 Charta
4 PAC's

Retail Price: $85.00
Special Price: $65.00

AVAILABLE NOW

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

Blowout games

	Retail Price	40-70% off
- Alexandros	$79.00	$40.00
- Cargo Express	$69.00	$22.00
- Coalition	$69.00	$30.00
- Cradle of Civilization	$89.00	$40.00
- Dawn of Empire	$55.00	$30.00
- Doomsday Balkans	$109.00	$55.00
- Festung Europa	$79.00	$30.00
- Late Unpleastness	$89.00	$30.00
- Maori	$79.00	$30.00
- Napoleon Eagles 2	$59.00	$30.00
- Once We Moved Like the Wind	$69.00	$30.00
- Ostkrieg	$59.00	$30.00
- Prelude to Rebellion	$109.00	$30.00
- Triumph of The Will	$69.00	$20.00
- Stalin's World War III	$89.00	$45.00
- Napoleon's Imperium	$159.00	$60.00
- The War Pacific	$175.00	$85.00
- Test of Faith	$109.00	$40.00
- Vietnam	$89.00	$40.00

Belter



Belter by Marc W. Miller & Frank Chadwick was first released in 1979, this new edition includes all the original fun, enhanced by state-of-the-art production, plus additional rules of play by **Christopher Moeller.**

GDW Classic

Retail Price: $79.00
Preorder Price: $65.00

2027

Complexity: Medium
Map Scale: 500 Meters/Hex
Time Scale: 1 Turn=1 Week
Unit Scale: 1 Ship/Mine, 1-5 Personnel
Playing time: 2-40 Hours
Solitaire: Medium
Players: 2-5

1 Mounted Map
3 Countersheets
5 Player Aid Cards
9 Player Mats
1 Rules Booklet

Blitz Deluxe



Blitz! A World in Conflict by Dave LeLacheur is a grand strategy game where players fight all the battles and manage all the economies of the five major powers who fought World War II: Germany and Japan for the Axis, and for the Allies: the Anglo-French Alliance (Great Britain, France, the British Commonwealth nations, and all of their colonies), the United States of America, and the Union of Soviet Socialist Republics.

Retail Price: $89.00
Preorder Price: $75.00

ADG

2028

Limited Print Run

Complexity: Medium
Map Scale: Full-Globe – area based
Time Scale: Variable from 9 months per turn to 4 months per turn
Unit Scale: Army/Air Force/Fleet
Playing Time: 4 to 8 hours
Solitaire: Medium
Players: 2-4

1 Mounted map
2.5 countersheets
8 Player Aid Cards
1 Rules Book

Blue Water Navy: The Pacific



Blue Water Navy - The Pacific by Stuart Tonge covers the action from the West coast of the USA over to Vietnam and is the sister game of Blue Water Navy, also by Compass which covers Europe.

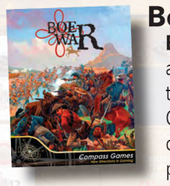
2028

Retail Price: $109.00
Preorder Price: $80.00

Complexity: Medium
Map Scale: Each area represents 500 nautical miles square
Time Scale: Each turn = 2 days (each card play is one day)
Unit Scale: Each counter represents 10 ships, 3 submarines, one squadron or regiment of air
Playing Time: 1-3 hours for scenarios and 8-12 hours per campaign game
Solitaire: Medium
Players:2

1 Mounted map
2 countersheets
2 decks of 55 playing cards
8 double-sided PACs
1 rules booklet
1 scenario booklet

Boer War



Boer War by Javier G. de Gabiola is a 1-2 player game split into two phases, the Conventional War Phase and the Guerrilla Phase. With unique victory conditions and Event Cards for each phase, and the Guerrilla Phase being playable as a separate scenario, players get two games for the price of one!

Retail Price: $69.00
Preorder Price: $54.00

2027

Complexity: Medium
Map Scale: Abstract
Time Scale: 1 Turn = Six Months
Unit Scale: 3,000-5,000 Soldiers
Playing Time: 2-3 Hours
Suitability: High
Players: 1 or 2

1 Rulebook
1 Mounted Map
2 Countersheets
2 Player Aids
72 Event Cards

Breakthrough Russia



Breakthrough Russia by Ernie Copley is a WWII strategy game that takes players back to the crucial period from the Summer of 1941 to 1945.

AVAILABLE NOW

Retail Price: $69.00
Special Price: $57.00

Complexity: Low-Medium
Map Scale: Appox 125 miles
Time Scale: 1 Turn = 1 Season
Unit Scale: Corps and Armies
Playing time: 1 hour +/- for scenarios, 4 hours +/- for the campaign
Solitaire: Medium
Players: 2 player

1 Mounted map sheet
3 Countersheet
2 Setup sheets
2 Double-sided Play Aids
1 Detailed Terrain Effects Chart
1 Detailed Sequence of Play Card
40 Variant cards
2 Resource tracks Rulebook
Scenario book

Brother at War 1861



Brothers at War: 1861 by Christopher Moeller is a quick-playing, brigade commander's view of the American Civil War. The game's six maps feature historical battlegrounds, each roughly a mile square: a cannon-shot from end to end. Unit density varies. Turns are highly interactive.

Retail Price: $109.00
Preorder Price: $89.00

2027

Complexity: Medium-High
Map Scale:100 yards/hex
Time Scale: 1 Turn = 20 Minutes
Unit Scale: Regiments and Batteries
Playing Time: 1 to 4 hours, depending on scenario
Solitaire: Medium
Players: 2

6 Map
520 3/4 Counters
228 1/2 Counters
1 Deck of 52 Playing Cards
1 Rulebook
1 Study Folder
15 Cardstock Player Aids

Burning Banners



Burning Banners by Christopher Moeller brings the rich tapestry of Kalar to life with a breathtaking fusion of immersive artwork and engaging gameplay that grows with your group.

Retail Price: $119.00
Holiday Price: $80.00

Fantasy Game

7 Countersheet
4 Hand-Drawn Mounted Maps (with HUGE 1 ½" hexes)
192 Playing Cards
1 Rule Book
1 Campaign Book
1 Lore Booklet
6 Dual-Layered Kingdom Playmats
3 Cardstock Player Aids
2 Mounted Displays
12 Light Six-Sided Dice
8 Dark Eight-Sided Dice

AVAILABLE NOW

Carrier Battle: South Pacific



Carrier Battle: South Pacific Jon Southard is a simulation game about the great aircraft carrier battles fought off Guadalcanal and in the Coral Sea in 1942,

1 Mounted Map
11 PAC's
1 Standard Rules Book
4 Counter sheets
1 Play Book
1 Advanced Rules & Comprehensive Examples Book

Retail Price: $79.00
Preorder Price: $65.00

Complexity: Low to High (programmed instruction from initial scenarios to full battle)
Map Scale: 33 nautical miles per hex
Time Scale: 80 minutes per turn (four identical 20-minute action phases per turn)
Unit Scale: Individual ships, 4 aircraft
Playing Time: Several minutes for training scenario up to 2-6 hours for full battle
Solitaire:High (Designed for Solitaire Play)
Players: 1+

2028

Chopper Pilot Vietnam



Chopper Pilot Vietnam by Raymond Fiore is a solitaire and cooperative game in which you fly as a US Army Warrant Officer helicopter pilot during the Vietnam War.

AVAILABLE NOW

9 Maps
5 Countersheets
8 PACs
2 Crew Boards
2 Combat Tour Cards
9 Helipcoter Info Cards
1 Mission Log Pad
9 Unit Cards
5 Decks of Event Cards
2 Wet Erase marker
1 Rulebook & Playbook
1 Comic Book
1 Base Mat
20 Crew Bio Cards
1 trifold Emergency Procedures Pamphlet

Retail Price: $119.00
Special Price: $99.00

Complexity: Medium
Map Scale: 50 Meters per hex
Time Scale: 1 Minute per Turn
Unit Scale: Individual Aircraft
Playing Time: 30-60 minutes per Mission
Solitaire: High (Designed for solitaire play)
Players: 1 (2-3 for Co-op or adversarial)

Combat! Eastern Front



Combat! Eastern Front by Matthew Hinkle is a solitaire game of man-to-man combat on the Eastern Front in WWII. This game includes the all-new Series Rules, which have been clarified and streamlined from the original rules, and now enable players to control either nationality in this game.

Retail Price: $139.00
Special Price: $105.00

AVAILABLE NOW

4 Maps
9 Countersheets
2 Card Decks
5 Player Aid cards
1 Series Rulebook
1 Game Rulebook

Complexity: Medium
Map Scale: 10 yards per hex
Time Scale: 30-90 seconds per turn
Unit Scale: Man to Man
Playing Time: 2-4 hours per scenario
Solitaire:High (Designed for Solitaire Play)
Players: 1

Combat! Tunisia & Sicily



Combat! Tunisia & Sicily by Mathew Hinkle is a stand-alone solitaire game of man-to-man combat in which the player commands a squad of either nationality. Although the 11 scenarios in the game center around the fighting in Tunisia and Sicily,

Retail Price: $139.00
Preorder Price: 105.00

EARLY 2027

9 Countersheets
4 25"x38" maps
2 Decks of Cards
3 Display Mats
6 Player Aid cards
1 Series Rules Booklet
1 Game Rules Booklet
1 Log Pad
1 Novel

Complexity: Medium
Map Scale: 10 yards per hex
Time Scale: 30-90 Seconds per Turn
Unit Scale: Man-to-man
Playing Time: 3-4 hours
Solitaire: High (Designed specifically for Solitaire Play)
Players: One or Two

Combat! Crete



Combat! Crete by Matthew Hinkle is a standalone solitaire game of man-to-man combat in WWII. The player commands a squad of British Tommies or German Fallschirmjäger in various engagements.

2027

9 Countersheets
4 Maps
2 Decks of Cards
3 Display Mats
7 PAC's
1 Series Rules Booklet
1 Game Rules Booklet
1 Log Pad

Retail Price: $139.00
Preorder Price: 105.00

Complexity: Medium
Map Scale: 10 yards per hex
Time Scale: 30-90 Seconds per Turn
Unit Scale: Man-to-man
Playing Time: 3-4 hours
Solitaire: High (Designed specifically for Solitaire Play)
Players: One or Two

Combat Blitzkrieg



Combat! by Matthew Hinkle is a stand-alone solitaire game of man-to-man combat in World War II, you'll command a squad of Polish, French, or early-war German soldiers.

Retail Price: $139.00

2028

Preorder Price: 105.00

Complexity: Medium
Map Scale: 10 Yards/Hex
Time Scale: 30-90 Seconds Per Turn
Unit Scale: Man-to-Man
Playing Time: 3-4 Hours
Solitaire: Designed specifically for Solitaire Play
Players: 1-2

11 Countersheets
4 Maps
2 Decks of Cards
3 Display Mats
10 Player Aid Cards
1 Series Rules Booklet
1 Game Rules Booklet
1 Armor Rules Booklet
1 Log Pad

Combat Vietnam



Combat! Vietnam by Mathew Hinkle is a stand-alone solitaire game of man-to-man combat in the Vietnam War. It depicts the countless small actions that were fought during those years, with the player commanding a squad of American, Communist, or South Vietnamese soldiers.

Retail Price: $139.00

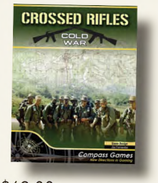
2028

Preorder Price: 105.00

Complexity: Medium
Map Scale: 10 Yards/Hex
Time Scale: 30-90 Seconds Per Turn
Unit Scale: Man-to-Man
Playing Time: 3-4 Hours
Solitaire: Designed specifically for Solitaire Play
Players: 1-2

10 Countersheets
4 Maps
2 Decks of Cards
9 Terrain/Weapon Cards
3 Display Mats
9 Player Aid Cards
1 Series Rules Booklet
1 Game Rules Booklet
1 Armor Rules Booklet
1 Log Pad
1 Novel (with bonus scenarios!)

Crossed Rifles



Crossed Rifles: Cold War by Joe Fernandez is a solitaire, tactical infantry game set during the late Cold War period. Built for the Crossed Rifles system, it is designed for quick set-up and fast play, with games lasting between thirty minutes to an hour.

Retail Price: $69.00

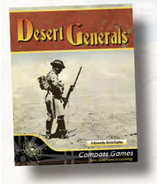
Preorder Price: 54.00

Complexity: Medium
Map Scale: Abstract
Time Scale: Abstract
Unit Scale: individual Soldiers & Teams
Playing time: 30 min-1 hr
Solitaire: High (designed for solitaire play)
Players: 1

Rules booklet
One MOUNTED Patrol/Team Mat
1 countersheet
2 Player Aid Cards
1 Patrol Log
1 Mission Detail Log
1 Terrain Card Deck
1 Event Card Deck
1 Mission Card Deck

2027

Desert Generals



Desert Generals by Ernie Copley captures the ebb and flow of the North African Campaign from late 1940 to November 1942 with a unique emphasis on leadership and command.

Retail Price: $65.00

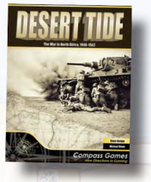
Preorder Price: $54.00

2027

2 maps
2 5/8 inch counter sheets
3 setup sheets
2 double-sided play aids
Detailed sequence of play sheet
1 Rules Booklet
1 Scenario Booklet

Complexity: Medium
Map Scale: Appox. 10 miles per hex
Time Scale: 1 Turn = 1 Month
Unit Scale: Battalions, Regiments, and Divisions
Playing time: 1 hour for scenarios, 4 hours for the full campaign
Solitaire: Medium
Players: Two **(suitable for solitaire play)**

Desert Tide



Desert Tide by Michael Vitale is a two-player, operational-level game which places you in command of either the Axis Powers (Germany and Italy) or the Allied Powers (Britain and her Commonwealth allies) during the North African campaign of World War 2.

Retail Price: $69.00

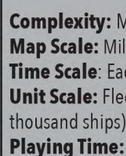
Preorder Price: $54.00

2027

Complexity: Medium
Map Scale: Abstract
Time Scale: 1 Turn = 5-6 Months
Unit Scale: Operational
Playing Time: 3+ Hours Per Scenario
Solitaire: High (Solitaire Bot system)
Players: 1-2

1 Mounted map
1 Mounted Card Apron
1 Countersheets
1 Deck of 78 Cards
1 Solitaire Play Aid
1 Rulebook

Eastern Front Operational Battles Quad



Eastern Front Operational Battles Quad by John Theissen is 4 games on the Eastern Front in WWII at an operational level. "Pincers" and "Operation Fredericus", and "Orel Salient" and "Operation Rumiantsev". All 4 games share a common set of rules & blend historical detail..

Retail Price: $75.00

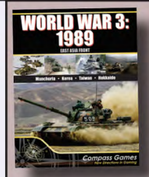
Preorder Price: $62.00

Complexity: Low/Medium
Map Scale: 4 miles or 6.4 km/hex for 1942 games, 6 miles per hex for 1943 games
Time Scale: 1 day per turn for 1942 games, 2 days per turn for 1943 games
Unit Scale: mostly regiments & divisions for 1942 games, mostly divisions and corps for 1943 games
Playing Time: 2-5 hours
Solitaire: Medium
Players: 2

4 Maps
4 PAC's
2.5 Countersheets
1 Standard Rule book
1 1942 Exclusive Rule Card
1 1943 Exclusive Rule Card

Nov 2026

East Asia Front



East Asia Front by Eric Farago, Ian Raine, Greg Warren expands the theaters involved in the Third World War, Designer Signature Edition with the Korea, Hokkaido, Manchuria, and Taiwan sub-theaters

Retail Price: $129.00

Preorder Price: $109.00

4 maps
6 Countersheets
Rulebook
Playbook
Numerous Player Aid Cards
12 Setup and Reinforcement Displays
84 Tension Cards

2027

Complexity: Medium
Map Scale: 45 km per hex
Time Scale: 1 week per turn
Unit Scale: divisions, with some brigades and regiments, 100 aircraft per air unit
Playing Time: 6-10 hours per individual game, 36+ hours for full campaign
Solitaire: High (no hidden units)
Players: 1-2 per individual game, 1-4 for full campaign

East Wind Rain



East Wind Rain, Designer Signature Edition by Mark McLaughlin & Chris Vorder Bruegge is a strategic game of the Asian-Pacific Theater in World War II. Each turn represents three months, divided into economic, intelligence, strategic deployment, operations, supply, and redeployment phases.

Retail Price: $89.00

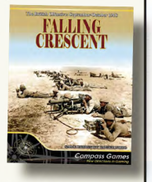
Preorder Price: $72.00

Complexity: Medium
Map Scale: 90 Miles/Hex
Time Scale: 1 Turn = 1 Season
Unit Scale: 20 Planes, 3000 Troops, Individual Ships
Playing Time: 1 Hour (Midway), 3+ Hours (First Year), 8+ Hours (Full Campaign)
Solitaire: Medium
Players: 2-4

2028

1 MOUNTED Map
3 Ship Countersheets
4 Countersheets
2 Task Force Cards
3 Flow Charts
4 PAC's
7 Order of Battle/Order of Appearance Cards
2 Charts & Tables Cards
1 Battle Board/Tactical Naval Combat Display

Falling Crescent



Falling Crescent by Roger Nord is an operational-level game of the British offensive of September-October 1918 against the Turks in Palestine. One player controls the Turkish, German, and Bedouin forces, and the other, British, French, and Arab guerilla forces.

Retail Price: $69.00

Special Price: $52.00

AVAILABLE NOW

2 Maps
2 Countersheets
4 Player Aid Cards (2 Sets)
2 Scenario Set Up Cards
1 British Card Deck
1 Turkish Card Deck
1 Rulebook

Complexity: Medium
Map Scale: 1 Hex = 2.3 Miles
Time Scale: 1 Turn = 2 Days
Unit Scale: Brigades/Divisions
Playing time: 2-6 Hour Scenarios
Solitaire: Medium
Players: 2-3

For Motherland!



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

Retail Price: $89.00

Special Price: $69.00

AVAILABLE NOW

1 MOUNTED Map
5 countersheets
Rules booklet
2 PACs
1 Axis Soviet Order of Appearance Display

Complexity: Medium
Map Scale: 74 km per hex
Time Scale: 1 or 2 months per turn
Unit Scale: Army (Soviets, Axis Minors) & Corps (German)
Playing Time: 2-5 hours for scenarios, 8+ hours for campaign
Solitaire: Medium
Players: 2

Galaxy Force



Galaxy Force: Battles of the Fallen Stars by Sreffen Beck is a fast-playing, immersive solitaire experience. The once glorious Order of Allied Stars now lies in turmoil as formerly devoted systems have seceded from the empire, joining a hastily formed rebellion.

Retail Price: $69.00

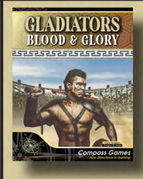
Preorder Price: $56.00

EARLY 2027

1 Mounted map
2 Countersheets
55 First Contact Cards
Rules booklet
Rules Summary Card

Complexity: Medium
Map Scale: Milky Way galaxy(Each space about 2500 light years)
Time Scale: Each turn represents one galactic year
Unit Scale: Fleets (each SP represents a squadron of about a thousand ships)
Playing Time: 2-3 hours
Solitaire: High (designed for solitaire play)
Players: 1 (solitaire game)

Gladiators



Gladiators: Blood & Glory by Gregory M. Smith places you in charge of running a Ludus – a Roman gladiator training school. You will make all the training, equipping, & logistical decisions.

2027

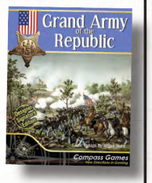
Retail Price: $69.00

Preorder Price: $54.00

1 & 1/4 Countersheets
12 Gladiator Display Mats
30 Wooden Blocks
2 Sheets of Gladiator Stickers
1 PAC/Animal Opponent Display Mat
1 Arena Display (Mounted)
1 Market Board
1 Ludus Display
1 Deck of 60 Combat Cards
6 Sequence of Play Cards
1 Rules Booklet
1 Ludus Logsheet

Complexity: Medium
Map Scale: Abstract
Time Scale: Semi-Abstract (individual fights, up to 5 per month)
Unit Scale: Individual gladiators
Playing time: 10-15 minutes (single turn) 4-5 hours (full career)
Solitaire: Solitaire rules included
Players: 1-2

Grand Army of the Republic



Grand Army of the Republic, Designer Signature Edition by Roger Nord has returned! In this game, the North and the South marshall their economies, produce forces, and command them on wide fronts.

2027

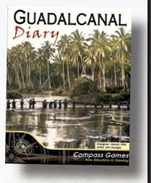
Retail Price: $75.00

Preorder Price: $58.00

1 MOUNTED Game Map
2 Countersheets
2 Army Displays
1 BB & Battle Track Card
3 Solitaire Service Cards
54 Battle Cards & 67 General Cards
2 Service Charts
1 Special Abilities Card
1 Rulebook

Complexity: Medium
Map Scale: Areas
Time Scale: Battles/Abstract
Unit Scale: Strength Points, Ships, & Generals
Playing time: 2-5 hour scenarios, 8+ hour campaign
Solitaire: Medium (Main Game), High (Included Solitaire Version Rules)
Players: 2-4

Guadalcanal Diary



Guadalcanal Diary: The Battle for Henderson Field by James Stier allows you to recreate the Guadalcanal campaign on a tactical and operational level across land, sea, and air from the initial landings in August 1942 until the end of November, when the Japanese were all but finished.

Retail Price: $99.00

Preorder Price: $79.00

Complexity: High
Map Scale: 300 yards per hex (Abstract on Operational Map)
Time Scale: Variable, 1 turn = 4 hours or 1 day
Unit Scale: Platoons and Companies
Playing Time: 2-40+ Hours
Solitaire: Medium
Players: 2

2028

3 Maps
9 Countersheets
1 Rulebook
1 Scenario Book
8 Player Aids

Iberian Tide



Iberian Tide Michael Vitale & Gregory M. Smith is a two-player operational-level game (with solitaire bot) that places you in command of either the Nationalists (Franco and his German/Italian support) or the Republicans (Government troops and their Soviet/International support) during the Spanish Civil War.

Retail Price: $69.00

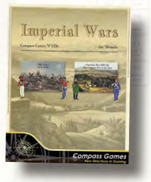
Preorder Price: $52.00

2028

1 Mounted Map
1 Countersheets
1 Set of 48 Game Cards
1 Set of 6 Block Cards
1 Solitaire Play Aid
2 Player Aid Cards
1 Rulebook

Complexity: Medium
Map Scale: Abstract
Time Scale: 1 Turn=3-6 Months
Unit Scale: Operational
Playing Time: 4+ Hours Per Scenario
Solitaire: High (Includes Solitaire Bot)
Players: 1-2

Imperial Wars



Imperial Wars by Joseph Miranda includes two games in the card-driven Imperial Wars system–Sikh War and Caucausus Campaign. With multiple scenarios for each game, Imperial Wars provides you with many opportunities to alter the course of history on far-flung frontiers!

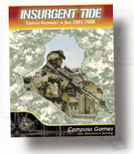
Retail Price: $99.00
Preorder Price: $82.00

2027

Complexity: Medium
Map Scale: 13 or 20 Miles/Hex
Time Scale: 1 Turn-10 or 45-90 Days
Unit Scale: Brigades, Regiments, Divisions, and Groups of Irregulars
Playing Time: 3-6 Hours
Solitaire: Medium
Players: 2

2 MOUNTED Maps
4 Countersheets (304 Counters)
1 System Rulebook
2 Exclusive Rulebooks with Historical Notes
4 Game Display Cards
2 Player Aid Cards
4 Card Decks (116 Cards Total)

Insurgent Tide



Insurgent Tide: Counterinsurgency in Iraq, 2003-2008 by Gregory M. Smith is a 2-player operational/strategic level game based on the popular Tide series, covering the Coalition's counterinsurgency effort in Iraq from 2003-2008.

Retail Price: $69.00
Preorder Price: $54.00

2028

Complexity: Medium
Map Scale: Abstract
Time Scale: 1 year Turns; each composed of multiple card plays
Unit Scale: Insurgent Cells up to Coalition Divisions
Playing time: 3-4 hours
Solitaire: High (solitaire bot system)
Players: 1 or 2

1 MOUNTED game map
1 Countersheet
2 Player Aid Cards
54 Game Cards
6 Year Cards
1 Rulebook

Island Inferno



Island Infernos by Erin Copley covers four important battles in the Pacific Theater during World War II: Biak, Bougainville, Guadalcanal, and Saipan. Each game represents a contest for control of a strategically significant island over which Allied and Japanese forces fought between 1942 and 1945.

Retail Price: $85.00
Preorder Price: $72.00

2027

Complexity: Low to Moderate
Map Scale: 1.5 to 5 miles per hex
Time Scale: 1 turn = 2 days to 3 months
Unit Scale: Battalions (air and naval are abstract)
Playing Time: 1-3 hours
Solitaire: Medium
Players: 2 (suitable for solitaire play)

4 maps
4 5/8" Counterheets
4 setup sheets
2 double-sided PAC's
4 detailed Sequence of Play (SOP)
1 detailed Terrain Effects Chart (TEC)
2 Resource tracks
40 Cards
Rulebook & Scenario book

Lighting Strikes



Lightning Strikes! by Dave LeLacheur gives players the chance to write a completely new narrative of 20th-century world history. The full campaign game creates a new global history by managing their countries from the outbreak of war in 1914 through 1954.

ADG

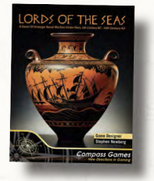
Retail Price: $209.00
Preorder Price: $159.00

2027

Complexity: Standard Game **High** ; Basic Game **Moderate**
Map Scale: Global, area-based
Time Scale: 1 turn = 6 months
Unit Scale: Fleets; Air Forces: Armies
Playing time: Scenarios from 1 hour or more. 50+ hours for the full campaign.
Solitaire: Good (solitaire "bot" rules are included)
Players: 2-5 **(suitable for solitaire play)**

2 mounted maps
1 zoomed-in mounted map of mainland Europe
18 countersheets
52 political cards
18 charts
1 rulebook and scenario book

Lords of the Seas



Lords of the Seas by Stephen Newberg is an uncomplicated, strategic-level, 2-player wargame centered on the naval campaigns during the era when rowed warships vied for dominance of the Great Middle Sea, the Mediterranean. Includes 30 historical scenarios and rules to combine them into custom campaigns!

Retail Price: $69.00
Preorder Price: $54.00

2027

Complexity: Medium
Map Scale: Area Movement
Time Scale: 1 Turn=6 Months
Unit Scale: War Galley Squadrons
Playing Time: 2.5 hours
Solitaire: Medium
Players: 2-6

1 Rulebook
1 Scenario Book
1 Mounted Map
324 Counters
2 Player Aid Cards
2 Fleet Composition Displays
2 Seas Battle Boards

Man of War



Man of War by Stephen Newberg is a game of naval combat between sailing ships from 1775 to 1815. Turns are of variable length and represent up to 4 minutes. Ships are represented individually, but the concentration of the game system is on actions involving a number of ships on each side, that is, squadron and fleet level actions.

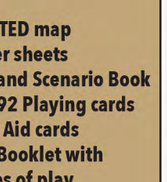
Retail Price: $69.00
Preorder Price: $54.00

2027

Complexity: Medium
Map Scale: 1 Hex=250 Meters
Time Scale: 1 Turn=4 Minutes
Unit Scale: 1 Unit=Single Ships
Playing Time: 1-3 Hours
Solitaire: Medium
Players: 2-4

Two Maps
Four Countersheets
One Countersheet
Three Player Aid Cards
One Rules Booklet

Manassas Designer Signature Edition



Manassas Designer Signature Edition by Richard H. Britton marks the return of the original tactical level Civil War simulation for 2 or more players covering the First Battle of Manassas, July 21st, 1861.

Retail Price: $75.00
Preorder Price: $59.00

2027

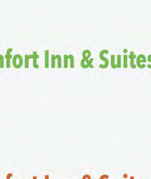
Complexity: Medium
Map Scale: 135 yards/hex
Time Scale: 15 minutes per turn
Unit Scale: infantry regiments, battalions and detached companies. artillery batteries and sections. HQ and individual commanders.
Playing Time: 4+ hours
Solitaire: Medium
Players: 2 or more

2 Maps
2 Countersheets
4 Player Aid Cards
2 Loss Record Displays
1 Loss Record logsheet (optional use)

Designed Specifically for Solo Play

- Combat Games
- Tank Ace Games
- Bismarck
- Carrier Battle Games
- Chopper Pilot
- Crossed Rifles
- Enemy Action Games
- Galaxy Force
- Gold Age Piracy/Pirate Hunter
- Raiders of The Deep
- Sensuikan
- Silent War
- Spitfire Ace
- Steel Wolves
- Trench Raid
- Tunnel Rats
- Western Front Ace

Mariansas Campaign



Mariansas Campaign by Ross Mortell is a mega-sized box set includes all three second edition volumes of games exploring the Marianas Campaign of WWII using the Company Scale System (CSS): Tinian: The Forgotten Battle, Guam: Return to Glory, and Saipan: The Bloody Rock.

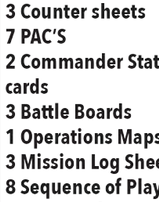
Retail Price: $249.00
Preorder Price: $199.00

2027

Complexity: Medium
Map Scale: 1 hex = 500 meters
Time Scale: 1 turn = 2 hours
Unit Scale: Companies and below
Playing Time: 2-35 hours
Solitaire:High
Players: 2-4

1 Series Rulebook
3 Game Exclusive Rule & Scenario Books
7 Maps
16 Countersheets
1 Game Turn Record
2 Division Displays
2 TEC/CRT
14 PACs/Charts/Tables

Mons 1914



Mons, 1914: The Mad Minute is the second game in the Rifle and Spade Series, first used in Gallipoli, 1915: Churchill's Greatest Gamble.

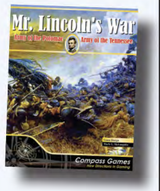
EARLY 2027

Retail Price: $109.00
Preorder Price: $79.00

Complexity: Medium-High
Map Scale: 1 Hex = 400 Meters
Time Scale: Daylight Turn = 2 Hours, Night Turn = 4 Hours
Unit Scale: Rifle Step = 200 Men
Playing Time: 4-8 Hour Scenarios, 16-24 Hour Full Campaign
Solitaire: Low
Players: 2-4

2 Game Maps
6 Countersheets
6 Single-Sided PAC's
14 Double-Sided PAC'S
15 Single-Sided PAC's
2 Double-Sided PAC's
2 Percentile Dice
1 Dry Erase Marker
36 Wood Cubes
1 Wood Block
1 Series Rulebook
1 Playbook
1 Setup Book

Mr. Lincoln's War



Mr. Lincoln's War by Mark McLaughlin is a historical game which captures the epic struggle of the American Civil War. From their first major battle at Bull Run in 1861, through the campaigns of Vicksburg, Gettysburg and Atlanta and until the final days at Appomattox in 1865.

Retail Price: $99.00
Special Price: $75.00

AVAILABLE NOW

Complexity: Medium
Map Scale: 1 Hex=12 Miles
Time Scale: 1 Turn=1 Month
Unit Scale: One Strength Point=3000 Men
Playing Time: 2-6 Hours For Scenarios, 10+ Hours For Campaigns
Solitaire: Medium
Players: 2-4

2 MOUNTED Game Maps
4 Countersheets
10 Plus Player Aid Cards
1 Rules Booklet
1 Scenario Booklet

No Peace Thirty Years



No Peace for Thirty Years! by Kris Van Beurden is a two-player, card-driven standalone wargame using the No Peace Without Spain system. **Series games- No Peace Without Honor, Pragmatic War, and No Peace Without Spain.**

Retail Price: $75.00
Preorder Price: $59.00

Fall 2026

Complexity: Medium
Map Scale: point-to-point strategic scale
Time Scale: 1 year per turn
Unit Scale: Corps of 3,000 mixed arms
Playing time: 4 or 8 hours
Solitaire: Medium
Players: 1 or 2 (best with 2)

1 MOUNTED map
3 counter sheets
1 Rules and Scenario Book
Deck of 92 Playing cards
3 Player Aid cards
1 Rules Booklet with examples of play

1-2 players games with Solo Bot or Special Rules

- Tide Games
- Lighting Strikes
- Air and Armor Games
- Ostkrieg
- Gladiators
- Viking Dawn
- Grand Army of The Republic

Compass Games Fall EXPO 2026!

Compass Games Expo 2026 will be held at the Comfort Inn & Suites (Meriden, CT) over Veterans Day Weekend (Nov. 5-9, 2026).

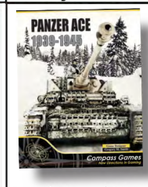
Compass Games Spring EXPO 2027!

Compass Games Expo 2027 will be held at the Comfort Inn & Suites (Meriden, CT) (May. 13-17, 2027).

Compass Games Fall EXPO 2027!

Compass Games Expo 2027 will be held at the Comfort Inn & Suites (Meriden, CT) over Veterans Day Weekend (Nov. 11-15, 2026).

Panzer Ace



Panzer Ace: 1939-45 by Gregory M. Smith is a solitaire, tactical-level game that places you in command of a German tank or tank-destroyer during World War II in North Africa, Eastern Front, & the Western Front.

EARLY 2027

Retail Price: $109.00
Preorder Price: $89.00

21 Vehicle Display Mats (40 total vehicle)
3 Counter sheets
7 PAC'S
2 Commander Status cards
3 Battle Boards
1 Operations Maps
3 Mission Log Sheets
8 Sequence of Play cards
8 "Ace" cards
1 Rules Booklet

Complexity: Medium
Map Scale: Abstract
Time Scale: Semi-abstract (individual missions, 8 missions per month)
Unit Scale: Individual tanks, crewmen, enemy vehicles
Playing time: 10-15 minutes (single mission), 4-5 hours (full career)
Solitaire: High (Designed for solitaire play)
Players: One or more

Pirate Hunter



Pirate Hunter: 1718 Joe Carter is a solitaire, tactical-level, open-ended sandbox game–being part wargame, part adventure game, and part RPG. As captain of a Royal Navy ship during the year 1718.

2027

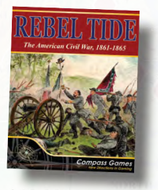
Retail Price: $69.00

Preorder Price: $52.00

Complexity: Medium
Map Scale: Abstract/Point-to-Point
Time Scale: Abstract
Unit Scale: Individual Ships & Sailors
Playing time: 4 hours (short game), 10 hours (long game)
Solitaire: High (designed for solitaire)
Players: One

Rules Booklet
Charts & Tables Booklet
One Caribbean map
1 Pre-Rounded Counters
1 Deck of Job & Information Cards
1 Game Calendar
12 Player Mats
1 Game Save Log
1 Dry-Erase Marker
1 Player Aid Bookmark

Rebel Tide



Rebel Tide: The U.S. Civil War, 1861-65 by Gregory M. Smith is a two-player strategic level game that places you in command of either the USA (Union) or CSA (Confederacy) during the Civil War.

Retail Price: $69.00

Special Price: $54.00

AVAILABLE NOW

Complexity: Medium
Map Scale: Strategic; Abstract
Time Scale: 1 year per Turn; each turn being composed of multiple card plays
Unit Scale: Strategic (Infantry points, Cavalry points, Artillery points, and Leaders)
Playing time: 3 to 4 hours
Solitaire: High (Solitaire Bot system)
Players: 1-2

1 Mounted map
1 counter sheet
2 Player Aid Cards
48 Game Cards
5 Year Cards
Rules Booklet

Road To The Rhine



Road to the Rhine by Frank Chadwick is the Game Designers' Workshop classic, re-mastered by Compass Games. The game covers the Allied pursuit of the German Army following the Normandy

Retail Price: $69.00

Special Price: $55.00

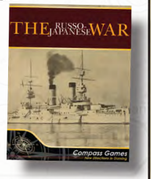
AVAILABLE NOW

Complexity: Medium
Map Scale: 7 miles per hex
Time Scale: 1 week per turn
Unit Scale: Mostly Division to Battalion scale
Playing time: 2-5 hour scenarios, 8+ hour campaign
Solitaire: Medium
Players: 2-3

GDW Classic

2 Map
2 counter sheets
2 Terrain Effects Chart PAC's
2 Combat Results Table & Weather Table PAC'S
6 Setup & New Unit displays
2 Supply & Replacement display
1 Rulebook

Russo-Japanese War



The Russo-Japanese War Marc W. Miller is a faithful remake of the original Game Designers Workshop, Tsushima and Port Arthur designs.

GDW Classic

Retail Price: $69.00

Preorder Price: $56.00

Complexity: Low – Medium
Map Scale: 1 hex = 10 miles
Time Scale: Varies by game
Unit Scale: Varies by game
Playing time: Up to 6 hours (combined game)
Solitaire: Medium
Players: 2 Players

2 Maps
2 counter sheets
3 Rulebooks

2027

SENSUIKAN



Sensuikan: Japanese Fleet Submarines, 1941-45 by Gregory M. Smith is a solitaire, tactical level game which places you in command of a Japanese Fleet submarine from Pearl Harbor until 1945.

Retail Price: $69.00

Special Price: $52.00

AVAILABLE NOW

Complexity: Medium
Map Scale: Abstract
Time Scale: Monthly (or longer) patrols
Unit Scale: Individual submarines aircraft, weapon systems, specific crew members, torpedoes and ammo rounds
Playing Time: 15-20 minutes per patrol; 5+ hours per career.
Solitaire: Designed for Solitaire Play
Players: 1 (with option for two or more)

3 Countersheets
9 Submarine Display Mats
8 PACs (double-sided)
2 PACs (single-sided)
4 Tactical Combat Display Maps
1 Captain & Crew Status Display
1 Operations Map
1 Rules Booklet
1 Submarine Patrol Logsheet

Shattered Swords



Shattered Swords Adam Starkweather is a unique game that explores the naval battles between Imperial Japan and the United States in 1942 using cards to represent the combatants from both sides.

2027

Retail Price: $59.00

Preorder Price: $45.00

Complexity: Low-Medium
Map Scale: Abstract
Time Scale: Abstract
Unit Scale: 1-6 Vessels Per Ship Card, 1 Squadron Per Plane Card
Playing time: 2-3 Hours
Solitaire: Medium
Players: 2

2 playing mats
1 Countersheet
1 Rulebook with 6 Scenarios
8 Six-Sided Dice
1 Set-Up Player Aid
4 Poker-Sized Card Decks (55 Cards Each)

Spitfire Ace



Spitfire Ace by Nigel Hodge is a solitaire air combat game based on Gregory M. Smith's "Ace" series. Players fly one of several models of Spitfire or Hurricane fighters against German fighters and bombers.

Oct 2026

Retail Price: $89.00

Special Price: $69.00

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

1 Countersheet
1 Rules Booklet
6 PAC's
1 deck of 60 Combat Cards
1 Sortie Log Sheet pad
3 R.A.F. Aircraft Display Mats
2 Bomber Target Mats
2 Fighter Target Mats
3 Bomber Position Mats
8 Ace Pilot cards

Steel Wolves



Steel Wolves and German Fleet Boats, Deluxe Edition by Brien Miller & Stephen Jackson is a solitaire simulation of the German submarine war against British and Allied shipping, the follow-on title to the award-winning Silent War.

Retail Price: $109.00

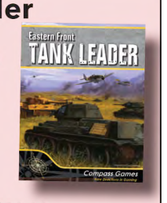
Special Price: $84.00

AVAILABLE NOW

Complexity: Medium
Playing Time: 1 hour (scenarios), 125 hours (full campaign)
Solitaire: High (designed for solitaire play)

1 Mounted Map
13 Countersheets
Multiple full-color set-up and player aid cards
3 booklets

Tank Leader



Tank Leader: Eastern Front, Designer Signature Edition by John Hill is a tactical level, two-player game covering armored warfare in the Second World War. This edition is dedicated to the memory of the original game includes numerous system updates.

Retail Price: $99.00

Preorder Price: $75.00

2027

Complexity: Medium
Map Scale: 150 meters per hex
Time Scale: 60 minutes per scenario
Unit Scale: platoons – 20-30 men, 2-5 tanks, trucks, halftracks, and 3-5 tubes of artillery
Playing Time: 3-8 hours depending upon scenario
Solitaire: Medium
Players: 2

4 maps
4 countersheets
72 Formation Cards
Rules booklet
Scenario booklet
2 sets of 4 player aid cards
1 Track sheet

To Kyiv



To Kyiv! Ivan Notario is a card-driven wargame simulates the 2022 Russian Invasion of Ukraine at the brigade level, covering the chaotic early months of the invasion and the prolonged struggle that followed.

Retail Price: $69.00
Preorder Price: $52.00

2027

Complexity: Medium-High
Map Scale: Areas
Time Scale: 1 Turn=1 Year
Unit Scale: Brigades & Divisions
Playing time: 2-10 Hours
Solitaire: Medium
Players: 2

1 MOUNTED Game Map
4 Countersheets
150 Strategy Cards, Divided Into 3 Decks
6 Player Aid Sheets
1 Rulebook
65 wooden cubes

Torpedo Junction



Torpedo Junction by William Cooper simulates key events of the campaign for Guadalcanal from August – October 1942.

2028

Retail Price: $149.00
Preorder Price: $115.00

1 Mounter Map
2 Off-Board Movement mats
1 Rulebook & Playbook
2 Scenario booklets
10 Countersheets
3 Mats
2 Sets of laminated Search Maps
4 sets of laminated logs
2 Air Formation Displays
2 Charts & Tables booklets
6 Pac's
2 Dry-Erase Markers
68 Cards

Complexity: High
Map Scale: 1 Hex = 16.8 Nautical Miles
Time Scale 1 Hour = 1 Turn:
Unit Scale: Unit Scale: Individual Ships, Planes, & Regiments
Playing Time: 8+ hours per scenario
Solitaire: Low
Players: 2 Players (Suitable For Team Play)

The Battles of Burgoyne's Campaign



The Battles of Burgoyne's Campaign by Ken Repel is a 2-sided historical board game with one player commanding the Gates' Continental Army and the other player commanding Burgoyne's British Army.

Retail Price: $69.00
Preorder Price: $54.00

Complexity: Medium
Map Scale: 300 ft. per hex
Time Scale: 1/2 hour per Turn
Unit Scale: Regiment, Battalion, or Company
Playing Time: 2-4 hours
Solitaire: Medium
Players: 2

3 Countersheets
1 Rulebook
1 Playbook
3 Maps
5 Players Aids
2 Command and Control Chart
2 Playbook
2 Set-up Card

The Korean War Deluxe



The Korean War Deluxe Designer Edition by Joseph Balkoski, first published in 1986, faithfully remastered and updated with this all-new, upgraded edition.

2027

Limited Print Run

Retail Price: $99.00
Preorder Price: $75.00

Complexity: Medium
Map Scale: 7.5 miles per hex
Time Scale: one month per turn
Unit Scale: battalions, regiments, brigades and divisions
Playing Time: 4-8 hours depending upon scenario, 20+ hours for campaign
Solitaire: Medium (landing options; no hidden units)
Players: 2

2 MOUNTED Game Maps
2 countersheets
Rules booklet with updated Historical Notes
2 charts and tables booklets

The Great Hunger



The Great Hunger by Kevin McPartland is a 2-5 players will represent families of tenant farmers and field hands. At first, your people will grow, using the events on the top half of your cards to help your family expand across the map.

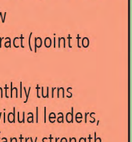
Available Now

Retail Price: $69.00
Special Price: $56.00

Complexity: Low
Map Scale: Strategic Areas (1 County Each)
Time Scale: 1 Turn=Months to Years
Playing Time: 60-90 minutes
Solitaire: Medium
Players: 2-5

1 Dual-Layered Mounted Map
147 Wooden Pieces
65 Cards
5 Double-Sided Player Mats
1 Rulebook

The Troubles



The Troubles: Shadow War in Northern Ireland 1964-1998 by Hugh O'Donnell is a 2-6 player, card-driven simulation depicting the Paramilitary & Security Force conflict that gripped Northern Ireland.

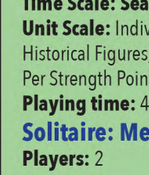
2028

Retail Price: $109.00
Preorder Price: $85.00

1 Mounted Map
Secondary map
5 Countersheets
260 cards
95 cubes 14 Pawns
83 cylinders
15 tan bases
73 octagons
1 Year marker
12 Status Trackers
SOPC
6 PACs
1 Historical Playbook
1 Rules Booklet
180 counters

Complexity: High
Map Scale: 12, 17, and 18 playable County Seats; Republic of Ireland, Britain, Europe and U.S.A.
Time Scale: Day/Week/Month per turn
Unit Scale: IRA/LOY Active Service Units (ASUs = 300 persons); BF/UDR/RUC Company
Playing Time: 4-6 hours per game
Solitaire: Medium
Players: 2-6

The War for Russia Deluxe Limited Print Run



The War in Russia, 41-44: Proud Monster Deluxe 2nd Edition 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.

Retail Price: $139.00
Preorder Price: $109.00

2027

Complexity: Low
Playing Time: 30-40 hours (full campaign)
Solitaire: Medium
Players: 2

2 MOUNTED maps
7.5 countersheets
12 Player Aids
2 Sequence of Play
2 Unit description Chart
4 setup charts
Axis Turn record Track
Soviet Turn record Track
Axis Combat Boxes, Soviet Combat Boxes, & Axis Reserve Boxes
1 Rulebook

Tunnel Rats



Tunnel Rats Lisa Smedman is a single-player game set during the Vietnam War. You will control two American "tunnel rats" who have been tasked with exploring an underground tunnel complex created by the Viet Cong.

2027

Retail Price: $69.00
Preorder Price: $54.00

1 Rulebook
3 Player Aids
1 Enemy Alertness Tracker
14 Dice
24 Character Cards
58 Equipment Cards
240 Map Tiles (120 Duplicate)
293 Pre-Rounded Counters (2 Sizes)

Complexity: Low
Map Scale: 1 Tile = Several Yards
Time Scale: 1 Game is 1 Run
Unit Scale: Individuals
Playing Time: 90 minutes (Single Game), up to 12 hours (Campaign)
Solitaire: Very High (Designed for Solitaire Play)
Players: 1

Vietnam Battles Tri-Pack

Vietnam Command Trilogy contains three designs originally presented in Command magazine: **Operation Solace, Hamburger Hill,** and the 1992 CSR award-winner for Best Post-World War II Board Game, **'Tet 68**. These games will be enhanced with incorporated errata and updated graphics.

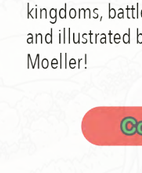
Retail Price: $69.00
Preorder Price: $54.00

2028

2 MOUNTED Maps
2 Countersheets
3 Rulebooks
Multiple Charts/Player Aids

Complexity: Medium
Map Scale: Tactical and Operational
Playing Time: 2 to 4 hours
Time Scale: Various
Solitaire: Low to Medium
Players: 2

Viking Dawn



Viking Dawn Gregory M. Smith & Kevin McPartland is a 1-4 player game that transports you to the beginning of the Viking Age. Build a legacy for your faction (Swedes, Danes, Norwegians, or Geats) by amassing Victory Points through wealth acquisition, exploration, area control, and elaborate leader burials.

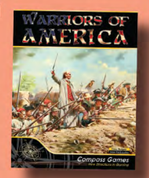
Retail Price: $69.00
Preorder Price: $54.00

2028

Complexity: Medium
Map Scale: Strategic, Abstract
Playing Time: 4-5 Hours
Time Scale: 1 Turn=20-40 Years
Unit Scale: Operational: Warbands, Settlers, and Longships
Solitaire: High (Solitaire Rules Included)
Players: 1-4

1 MOUNTED Map
351 Counters
4 Single-Sided Player Aids
4 Player Privacy Screens
1 Rulebook

Warriors of America



Warriors of America by Adam Starkweather is a fast-playing game on the American War of Independence, inspired by the well-received game Warriors of God. It features the leaders, soldiers, fleets, and events that were pivotal in this war.

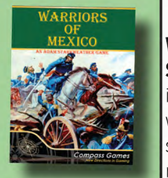
Available Now

Retail Price: $69.00
Preorder Price: $64.00

1 mounted Map
5 Counter sheets
Rules Booklet

Complexity: Low
Map Scale: Abstract (point to point)
Time Scale: Monthly turns
Unit Scale: Individual leaders, 1000 men per Infantry strength point
Playing time: 4 Hours
Solitaire: Medium
Players: 2

Warriors of Mexico



Warriors of Mexico by Adam Starkweather is a fast-playing game exploring the conflict between the United States and Mexico from 1846 to 1848, using the system first seen in Warriors of America and Warriors of Politics, adapted to the unique military situation that existed in 1846.

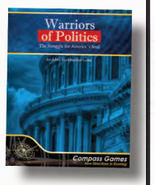
Retail Price: $69.00
Preorder Price: $54.00

1 MOUNTED Map
4 Countersheets
1 Rulebook
2 Charts

Complexity: Low
Map Scale: Point-to-Point
Time Scale: Seasonal
Unit Scale: Individual Historical Figures, 1,000 Men Per Strength Point
Playing time: 4-5 Hours
Solitaire: Medium
Players: 2

2028

Warriors of Politics



Warriors of Politics Adam Starkweather takes the inconceivable times kicked off by Kennedy's victory over Nixon in 1960 and lets players shape the following decades. Players will represent the ardent supporters of Conservatives and Liberalism and use the power of the office of the President to try and advance their agendas.

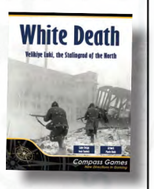
Retail Price: $69.00
Preorder Price: $54.00

1 MOUNTED Map
3 Countersheets
1 Rulebook

Complexity: Low
Map Scale: Geographic Areas of the US
Time Scale: 4 Year Terms
Unit Scale: Individual Candidates & Scads of Supporters
Playing time: 4-6 Hours
Solitaire: Medium
Players: 2

2027

White Death



White Death: Velikiye Luki, The Stalingrad of the North Frank Chadwick is a GDW classic 2-player game covering the battle of Velikiye Luki in the winter of 1942-1943. This new edition preserves the innovative original design, while significantly improving the play experience by incorporating errata, clarifying ambiguities, updating graphics, and adding new informational markers and map features to help players.

Retail Price: $69.00
Special Price: $58.00

Nov 2026

Complexity: Medium
Map Scale: 1 Mile Per Hex
Time Scale: 5 Days Per Turn
Unit Scale: Company/ Regiment
Playing time: 4+ Hours
Solitaire: Medium
Players: 2

2 Countersheets
1 Mounted Map
1 Expanded Velikiye Luki Map
4 Order of Battle Displays
4 Order of Arrival Displays
1 Order of Arrival Card
2 Player Aid Cards
1 Game Rules Booklet

Burning Banners Expansion

The award-winning Burning Banners universe returns with its first standalone expansion–The Lost Continent! Explore the Southern reaches of Kalar with two new game maps and a whopping 29 new scenarios featuring three new factions–the forest awakening Aeldei, split-faction and swarm master Mara Mitai, and feral fighting Savage Orcs & Lizardkin.

While fully playable on its own, when combined with the original, this fast-playing and intuitive fantasy board game can accommodate massive conflicts between up to 8 kingdoms, battled out across six mounted maps. Designed and illustrated by acclaimed MTG & DnD artist, Christopher Moeller!

Coming to Kickstarter Soon

Compass Games

New Directions in Gaming

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2026 Holiday Catalog

News
Preorder Games: Up to 25% off retail
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Special Offers
Still in Stock Items
Holiday Prices: 35% off retail
Blowout Prices: 40-70% off retail

Catalog Discounts valid until 1/31/27

Holiday Price will be 35% Off — **In Stock Games** — **Blowout Price will be 40-70% Off**

Euro Category

~Cargo Express is a fast-playing train game where 2-4 players take over the roles of train entrepreneurs, accepting orders and making contracts to transport goods. (Retail Price: $69.00 **Blowout Price: $22.00)**

~Golden Age of Piracy: 1718 is a solitaire, tactical-level, open-ended sandbox game by Joe Carter, being part wargame, part adventure game, and part RPG. (Retail Price: $69.00 **Holiday Price: $45.00)**

~**Engine Thieves** is a railway adventure, you'll hop on board for a historic train heist. (Retail Price: $89.00 **Holiday Price: $57.00)**

~**Stellar Horizon 2** traces humanity's journey into the galaxy over the coming centuries (2100-2900) (Retail Price: $129.00 **Holiday Price: $85.00)**

Hypothetical Category

~**2040** simulates a US civil war in the 21st century. In this 2-player, 3-hour game, the blue team is the Federals. (Retail Price:. $69.00 **Holiday Price: $45.00)**

~**Breaking the Chains** is a hypothetical, very plausible, future military conflict over the South and East China Seas around the year 2020. (Retail Price: $69.00 **Holiday Price: $45.00)**

~**Brezhnev's War** covers a hypothesized communist invasion of Western Europe. (Retail Price: $69.00 **Holiday Price: $45.00)**

~**Doomsday Project: EP2 Balkans**. (Operational Scale System). This game will cover the battle for the southern front of Europe. (Retail Price: $109.00 **Blowout Price: $55.00)**

~**Enemy at the Gates** is is the second installment of the Modern War series using the well-regarded Company Scale System featuring new rules to show this bitter battle in a way that has not been seen before.. (Retail Price: $149.00 **Holiday Price: $109.00)**

~**Seapower & the State** is a strategic study of World War 3 at Sea. The game examines the worldwide state of naval affairs from 1984-1994. (Retail Price: $69.00 **Holiday Price: $45.00)**

~**Stalin's World War III** 2 game package: Volume (Retail Price: $89.00 **Blowout Price: $45.00)**

~**Triumph Of The Will** Nazi Germany & Imperial Japan square off for total domination. (Retail Price: $69.00 **Blowout Price: $20.00)**

Ancient/Pre-Gunpowder Category

~**Alexandros and Spartacus** features not one but two great ancient games. (Retail Price: $79.00 **Blowout Price: $40.00)**

~ Barbarians at the Gates is a card-driven game for two players set during the final century of the Western Roman Empire 337 – 476,. (Retail Price: $89.00 **Holiday Price: $57.00)**

~Cradle of Civilization allows 2-6 players to determine the fate of the Ancient Near East. The second game, two players battle over whether the great Persian Empire will survive or perish. (Retail Price: $89.00 **Blowout Price: $40.00)**

~Maori: is a historic simulation game (1-4 players), depicting clan warfare in New Zealand before European colonization (about 1450 A.D.). (Retail Price: $79.00 **Blowout Price: $30.00**

Gunpowder Category

~**1812! War on the Great Lakes Frontier** is a card-driven strategy game that simulates the naval and land actions. (Retail Price: $99.00 **Holiday Price: $64.00)**

~Coalition is a quick-playing, grand strategy game with operational elements that could recreate all the Napoleonic Wars (1805-1815). (Retail Price: $69.00 **Blowout Price: $30.00)**

~**Commands & Colors Tricorne – The American Revolution** is not overly complex. The game is based on the highly successful Commands & Colors game system, where the Command cards drive movement while creating a "fog of war" and the battle dice resolve combat quickly and efficiently. (Retail Price: $109.00 **Holiday Price: $89.00)**

~**Commands & Colors: Tricorne Expansion The French & More!** is the first expansion for the Commands & Colors Tricorne – The American Revolution game. The kit adds ten new battles, adding the French army to the mix and expanding your existing forces. (Retail Price: $85.00 **Holiday Price: $69.00)**

~Dawn of Empire is an uncomplicated game centered on the naval aspects of the Spanish-American War of 1898 in the Atlantic Ocean. (Retail Price: $55.00 **Blowout Price: $30.00)**

~**Granada: Last Stand of the Moors, 1482-1492** is a game for 2 players in which they will decide the outcome of this decisive historical episode. (Retail Price: $99.00 **Holiday Price: $60.00)**

~**Grant** is a game about the Civil War campaign in Western Tennessee and neighboring areas in the early months of 1862. (Retail Price: $69.00 **Holiday Price: $45.00)**

~**Flanks of Gettysburg** is a two-player game on a company level, simulating the two brigade sized flank attacks on Little Round Top and Culp's Hill on July 2, 1863.. (Retail Price: $69.00 **Holiday Price: $45.00)**

~**Napoleon's Eagles** highly playable, action-packed card game during the wars of 19th Century Europe. 2 battles are Borodino & Leipzig. (Retail Price: $55.00 **Holiday Price: $35.00)**

~**Napoleons Eagles 2** is the second game in a series aiming to cover all of the great battles of the Napoleonic era. (Retail Price: $59.00 **Blowout Price: $30.00)**

~**Napoleon's Imperium** is an exciting new Napoleonic War game for 2-8 players on a grand scale. (Retail Price: $159.00 **Blowout Price: $60.00)**

~**Nine Years** recreates one of the decisive moments in European history, as France begins its long slide to revolution, Austria enjoys its last moment of continental dominance, and Britain asserts itself as the preeminent economic power of Europe... (Retail Price: $75.00 **Holiday Price: $50.00)**

~**No Peace Without Honor!** is a 2 player game depicting Louis XIV's earliest European wars, the War of Devolution 1667-68, the Dutch War 1672-78 and the War of the Réunions 1679-1684. (Retail Price: $75.00 **Holiday Price: $50.00)**

~**Once we Moved Like The Wind** is about how the Apache Wars dominated the attention of the US government in its westward development. Retail Price: $69.00 **Blowout Price: $30.00**

~**Pontiac's War** followed on the heels of the French and Indian War which ended in 1763. (Retail Price: $89.00 **Holiday Price: $57.00)**

~**Prelude To Rebellion** is a card-driven game on the events which led to to the uprisings of Lower Canada in 1834-1837. (Retail Price: $109.00 **Blowout Price: $30.00)**

~**Prelude to Revolution** is a two-player card-driven game that immerses players in those turbulent years – The Russian Revolution (Retail Price: $89.00 **Holiday Price: $57. 00)**

~**Spanish-American War** is a two-player that recreates the strategic naval & land campaign against Spanish forces in Cuba & Puerto Rico. (Retail Price: $89.00 **Holiday Price: $57. 00)**

~**The Conquistadors The Spanish Conquest of the Americas – 1518-1548** is playable by from 1 to 5 players, with an introductory Basic Game, a more involved Standard Game, and some optional rules. (Retail Price: $89.00 **Holiday Price: $57.00)**

~The Late Unpleasantness includes 2 games: Gates of Richmond, that covers the Seven Days Battles, & If It Takes All Summer, which covers overland campaign of Ulysses S Grant in 1864 - including Wilderness, Spotsylvania Courthouse and Cold Harbor. (Retail Price: $89.00 **Blowout Price: $30.00)**

Compass Games
New Directions in Gaming

Still in Stock Paper Wars

Paper Wars 81- Position Magnifique: Mars-la-Tour 1870 by Hermann Luttman is a medium-sized, brigade-scale game for 2 players (although it is solitaire-friendly). (Retail Price: $46.95 **Blowout Price: $20.00)**

Paper Wars 82- I Will Fight No More, Forever by Stephen Newberg is a game of the retreat of the Nez Perce Indian tribe. (Retail Price: 46.95 **Blowout Price: $20.00)**

Paper Wars 85- RUSSIA FALLING- by Ty Bomba enables 2 players to play the first year of a hypothesized near-future post-Putin civil war in Russia. (Retail Price: $46.95 **Blowout Price: $20.00)**

Papers War 86-Nomads No More by John Gorkowski game system includes 2 games: Ungern-Sternberg's Mongolia & Enver Pasha's Bokhara. (Retail Price: $46.95 **Blowout Price: $20.00)**

Paper Wars 87-Belmont by John Poniske: General Grant's Belmont offensive provided him his first action in the Civil War. (Retail Price: 46.95 **Blowout Price: $20.00)**

Paper Wars *91: Jihad! by Stephen Newberg* is a game type simulation, first century of the Islamic expansion after the death of Mohammad, the Prophet. (Retail Price: $46.95 **Blowout Price: $20.00)**

Paper Wars *92: Pitt's War by Stanislaw Thomas* simulates the epic struggle between United Kingdom & France from the beginning of the French Revolution to the end of the French Empire at Waterloo. (Retail Price: $46.95 **Blowout Price: $20.00)**

Paper Wars *93: Wagram by Ty Bomba* has the French on the strategic offensive, but there's plenty of opportunity for both players to attack. (Retail Price: $46.95 **Blowout Price: $20.00)**

Paper Wars *94: Fall of Siam by* 1765-1767 by John Poniske covers the relationship between the 2 ancient Asian superpowers of Burma (currently Myanmar) and Siam (currently Thailand), which was long, bloody and well documented. Burma and Siam clashed constantly. (Retail Price: $46.95 **Blowout Price: $20.00)**

Paper Wars *96:* Rally Round the Flag by Sean Chick players can make Perryville the grand decisive battle or at Stones River additional Confederate forces that could decide the battle and the war. (Retail Price: $46.95 **Blowout Price: $20.00)**

Paper Wars *98: First Blood in the Crimea, Alma, by Ty Bomba* is a game that uses the alternating-actions system introduced in Papers Wars 93. (Retail Price: $46.95 **Blowout Price: $20.00)**

Paper Wars *99: Assault on Tobruk by Stephen Newberg* is a game about how the forces of Rommel's Afrika Korp surrounded the Allied held fortress port of Tobruk on the Libyan coast of North Africa, but were unable to subdue it. (Retail Price: $46.95 **Blowout Price: $20.00)**

Paper Wars *100: Bloody Retributions: The Battle of Inkerman by Ty Bomba* is a 2-player, grand-tactical simulation – easily adapted for solitaire play – of the largest Russian offensive of the Crimean War. Uses the alternating-actions system introduced here in issue no. 93's Wagram & issue no. 98- Alma games. (Retail Price: $46.95 **Blowout Price: $20.00)**

Paper Wars *101: Case Geld: The Axis Invasion of North America, 1945-46 by Ty Bomba* is a 2-player (solitaire adaptable) alternative history mini-monster that covers the bicoastal invasion of North America by the Japanese and Germans . (Retail Price: $46.95 **Holiday Price: $31.00)**

Paper Wars *102: Santiago Campaign, 1898 by Javier Romero* is a simulation of the land campaign for Santiago de Cuba, which ended with the surrender of the Spanish forces after the hard-fought battles of San Juan Hill and El Caney. (Retail Price: $46.95 **Holiday Price: $31.00)**

Paper Wars *103: Second Fallujah by Steve Lieske* grand-tactical design covering the fighting from the start of the main Coalition assault on 8 November 2004 through 14 November, when most of the city had been secured. (Retail Price: $46.95 **Holiday Price: $31.00)**

Paper Wars *104: Wolfe Tone Rebellion by John Poniske* strategic-level game of the French-assisted Irish rebellion of 1796. (Retail Price: $46.95 **Holiday Price: $31.00)**

Paper Wars *105: Ebb & Flow by Ty Bomba* covers all of central Korea across which the original campaign was fought. (Retail Price: $46.95 **Holiday Price: $31.00)**

Paper Wars *106: Power & Resolution: The English Civil War, 1642-51 by Stephen Newberg* is a graphic update of the classic Simulations Canada game. There is a grand scenario covering the whole war, and four shorter ones. (Retail Price: $46.95 **Holiday Price: $31.00)**

Paper Wars *107: Operation Isabella: What If, Spain 1942? by Ty Bomba* is a low-medium complexity, two-player design simulating the events that would have unfolded across Iberia during the late summer of 1942 if the German plan to invade at that time had been put in motion. (Retail Price: $46.95 **Holiday Price: $31.00)**

Paper Wars *108: Three D-Days: 1942, 1943 & 1944 by Ty Bomba* covers the initial Normandy landing on 6 June 1944 through to the failure of Operation Market-Garden at the end of September. The 1942 scenario covers "Operation Sledgehammer," the invasion that was to be run that autumn, in place of the North Africa invasion, if it looked like the Soviets were in terminal trouble. The 1943 scenario covers an invasion launched late that summer instead of the Salerno landing. (Retail Price: $46.95 **Holiday Price: $31.00)**

Paper Wars *109: Baltic Freikorps, 1919 by Joseph Miranda* is a solitaire game in which the player commands the decisive military operations in the Baltic Republics during 1919, (Retail Price: $46.95 **Holiday Price: $31.00)**

Paper Wars *110: Red Partisans: The War Behind Army Group Center, 1942-44 by Javier Romero* is a two-player (solo-adaptable) game in which the Partisan player must fight German and Hungarian security forces while trying to attack as many targets as possible. (Retail Price: $46.95 **Holiday Price: $31.00)**

Paper Wars *111: With Fire & Sword: The Thirty Years War (a SimCan Classic Reprint) by Stephen Newberg, P.L. Hollinger & John Kula* is a medium-complexity, two-player, strategic-level simulation, with each turn representing one year from 1618 to 1648 and individual units representing entire armies. (Retail Price: $46.95 **Holiday Price: $31.00)**

Paper Wars *112: Sinking Yamato by Gregory M. Smith* is a low-complexity, solitaire, tactical-level (single ship versus aircraft formations) game, with three waves of incoming aircraft broken down into four sub-waves each, with each aircraft marker representing roughly 20 attacking aircraft. (Retail Price: $46.95 **Preorder Price: $41.95)**

Paper Wars *113: Inchon: MacArthur's Gambit by James P Werbaneth* simulates the daring attack by the united nations' x Corps against the port of Inchon and its subsequent advance on Seoul in September 1950. (Retail Price: $46.95 **Preorder Price: $41.95)**

Paper Wars *114: Combat! The Brécourt Manor Assault, 6 June 1944 by Adam Starkweather* is a solitaire game of man-to-man combat in World War II. This is a stand-alone scenario in the series of Combat! games that all use the same system. (Retail Price: $46.95 **Preorder Price: $41.95)**

Paper Wars *115: Greek House Divided by Mike Markowitz* is a two player representation of the 27-year-long Peloponnesian War between forces aligned with Athens ("The Delian League") and those aligned with Sparta ("The Peloponnesian League") which historically ended with the surrender of Athens in 404 BC. (Retail Price: $46.95 **Preorder Price: $41.95)**

Paper Wars *116: Gotha Raider by Gregory M. Smith* solitaire game that places you in command of a group of German Gotha Bombers in World War I. (Retail Price: $46.95 **Preorder Price: $41.95)**

Paper Wars *117: Like Lions We Fought: by Dennis L. Bishop* is a two-player simulation of the British invasion of Zululand in 1879.. (Retail Price: $46.95 **Preorder Price: $41.95)**

Paper Wars *118: B-52D Linebacker II by Gregory M. Smith* is a purpose-designed solitaire game in which you pilot a B-52D during the US aerial offensive against North Vietnam from 18 to 29 December 1972.. (Retail Price: $46.95 **Preorder Price: $41.95)**

Paper Wars *119: Luxembourg Unbroken: Struggle for Sovereignty in the Great War, 1914 – 1919 by Ian Cooper* is a solitaire, push your luck strategy game in which you play a key advisor to each of the six Prime Ministers of the Grand Duchy of Luxembourg between the years of 1914 and 1918.. (Retail Price: $46.95 **Preorder Price: $41.95)**

Paper Wars *120: Cortes by Dean Webb* is a two-player (solo-adaptable) wargame covering the epic three-month siege of Tenochtitlan, the climactic battle for control of Mexico, fought in 1521 between the Spanish and their allies versus the Aztecs.. (Retail Price: $46.95 **Preorder Price: $41.95)**

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WWI Category

~Death in the Trenches 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. (Retail Price: $79.00 **Holiday Price: $52.00)**

~Death In The Trenches Larger Counters are not Errata Counters. Includes all of the original game's combat unit counters (not game markers) on larger 5/8 die-cut countersheets with enhanced readability. (Retail Price: $12.00 **Holiday Price: $8.000**

~Red Poppies 3 recounts the Battle of La Malmaison, 23-27 October 1917. (Retail Price: $69.00 **Holiday Price: $45.00)**

~Schutztruppe, Heia Safari, 1914-18 delivers an intriguing and detailed look at the East African Guerrilla war, 1914-1918.. (Retail Price: $69.00 **Holiday Price: $45.00)**

~The Kaiser's High Seas Fleet is a game where players will move and fight the primary ships of the time, called Dreadnoughts, in order to seize and control ocean areas for Victory. (Retail Price: $69.00 **Holiday Price: $45.00)**

~Trench Raid is a single-player game set on the Western Front in World War One.. (Retail Price: $69.00 **Holiday Price: $45.00)**

~Western Front Ace is a solitaire, tactical level game which places you in command of a scout (fighter) aircraft during World War I. (Retail Price: $109.00 **Holiday Price: $72.00)**

~Zeppelin Raiders is a solitaire, tactical level game placing you in command of one of several models of WWI Zeppelin dirigibles as part of the Imperial German Navy.. (Retail Price: $69.00 **Holiday Price: $45.00)**

Between the Wars Category

~Brief Border Wars 2 is the second set of four small operational level games on short border conflicts. (Retail Price: $69.00 **Holiday Price: $45.00)**

~Chaco is an updated yet faithful remake of the Game Designers' Workshop game released in 1973. Covering the Chaco War fought between Bolivia & Paraguay. (Retail Price: $65.00 **Holiday Price: $41.00)**

~Europe in Turmoil II is a 2-player card-driven game simulating the political events in Europe between the First & Second World Wars. (Retail Price: $69.00 **Holiday Price: $45.00)**

WWII Category

~American Tank Ace: Europe, 1944-45 is a solitaire tank combat game set in WW2, where the player commands one of 9 models. (Retail Price: $69.00 **Holiday Price: $45.00)**

~Atlantic Sentinels is a solitaire, tactical level game placing you as the Senior Officer of the Escort, shepherding a convoy in the North Atlantic from the attacks of U-boats. $69.00 **Holiday Price: $45.00)**

~Bismarck is a solitaire game covering the last 5 days of the most feared German battleship in WWII. . $59.00 **Holiday Price: $40.00)**

~British Tank Ace: 1940-45 is a solitaire, tactical-level game that places you in command of a British tank during World War II in North Africa, Italy, and the European Theaters of Operation. (Retail Price: $95.00 **Holiday Price: $62.00)**

~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: $53.00)**

~Bitter Woods Designer Edition – Mounted Maps (2) Upgrade (Retail Price: $40.00 **Holiday Price: $30.00)**

~Burma 1942-45 is a remake of the original Game Designers Workshop design from 1976.. . $55.00 **Holiday Price: $36.00)**

~Carrier Battle: Philippine Sea is a solitaire simulation of the largest carrier battle in history, fought during the invasion of Saipan (Retail Price:. $69.00 **Holiday Price: $45.00)**

~Combat! is a solitaire game on man to man combat in the 20th century... (Retail Price: $139.00 **Holiday Price: $90.00)**

~Combat! 2 is an add-on module for Combat! You must have Combat! to play this expansion...(Retail Price: $139.00 **Holiday Price: $90.00)**

~Combat! 3 is the third game in the series of Combat! games that use the same system. This is a stand-alone game.... (Retail Price: $139.00 **Holiday Price: $90.00)**

~Combat! Volume 1 – 2nd Printing Maps only. Map board set (4 maps) for Combat! Volume 1. Upgrade your play experience by enjoying the new maps.. (Retail Price: $40.00 **Holiday Price: $27.00)**

~Desert Blitzkrieg is a two-player game covering the North African desert from April 1941 to December 1942 (Retail Price: $69.00 **Holiday Price: $45.00)**

~Enemy Action Kharkov is the second game in John Butterfield's acclaimed Enemy Action series of card-driven games simulating pivotal battles in World War II. (Retail Price: $125.00 **Holiday Price: $95.00)**

~Festung Europa: The Campaign for Western Europe, 1943–1945 as the Allied player you must use your plentiful economic resources and military assets to successfully invade the European continent, defeat the Axis powers, and liberate Central Europe before it is occupied by the Soviet Union. (Retail Price: $79.00 **Blowout Price: $30.00)**

~WWII Commander Volume Two: Market-Garden is the second in a series of fast two-player area-based games on key campaigns of the Second World War. (Retail Price: $69.00 **Holiday Price: $45.00)**

~The Little Land The Battle For Novorossiysk is the first game in the Nemesis series covering company level battles on the Eastern Front. (Retail Price: $129.00 **Holiday Price: $84.00)**

~Ocean of Fire is an area movement, strategic simulation of the Pacific Theater of Operations in World War II with an operational feel. (Retail Price: $109.00 **Holiday Price: $71.00)**

~Ostkrieg is a compact, strategic-level game covering the Eastern Front during World War II. (Retail Price: $59.00 **Blowout Price: $30.00)**

~Russia Besieged Finnish Expansion completes the entire Eastern Front experience by adding a map that covers Finland from Helsinki, Leningrad, Archangel, Petsamo and Murmansk. (Retail Price: $69.00 **Holiday Price: $45.00)**

~Russia Besieged Player's Guide A 64-page magazine describing the history & origins of Russia Besieged has become today. (Retail Price: $49.00 **Holiday Price: $32.00)**

~Spring Prelude is a stand-alone game based on the strength chit-pull mechanics originally from the Victory in the West series. (Retail Price: $69.00 **Holiday Price: $45.00)**

~Silent War and IJN, Deluxe 2nd Edition is an enhanced second edition of the original, award winning, game first published in 2005. This new edition includes the expansion, IJN (Retail Price: $89.00 **Holiday Price: $57.00)**

~The African Campaign marks the return of a true wargaming classic by John Edwards, faithfully remastered and updated. Retail Price: $65.00 **Holiday Price: $42.00)**

~The Last Gamble: The Ardennes Offensive, December 1944, Designer Signature Edition marks the return of a true wargaming classic by Danny S. Parker. First published in 1989, it has been faithfully remastered and updated with this all-new, super-sized edition. Retail Price: $119..00 **Holiday Price: $77.00)**

~The Russian Campaign is a remake of the original 1974 Jedko game covering the Eastern Front during World War II. (Retail Price: $59.00 **Holiday Price: $38.00)**

~The War: Pacific simulates the military, naval, economic, diplomatic and political aspects of WWII in the Asia and the Pacific theatres. (Retail Price: $175.00 **Blowout Price: $85.00)**

~Victory of Sea is a true wargaming classic by John Edwards returns! Enjoy this remake of the original 1992 Jedko game. (Retail Price: $59.00 **Holiday Price: $40.00)**

~WWII Campaigns: 1940, 1941, and 1942 is the faithful recreation of not one, but THREE classic GDW Series 120 games, in this all-encompassing package. (Retail Price: $69.00 **Holiday Price: $45.00)**

Cold War Category

~Air & Armor: Würzburg, Operational Armored Warfare in Europe, Designer Signature Edition marks the return of one of the most highly rated wargames on modern warfare ever published. (Retail Price: $95.00 **Holiday Price: $62.00)**

~Test of Faith is a new game in the Operational Scale Series using the new added rules from the Doomsday Project to show this war in a way that has not been seen before. (Retail Price: $109.00 **Blowout Price: $40.00)**

~Vietnam: Rumor of War is the 2nd game in the OSS series (Operational Scale System). (Retail Price: $89.00 **Blowout Price: $40.00)**