

ISSUE NO.  
**262**  
DECEMBER  
JAN/FEB PRE-ORDER

# GTM

GAME TRADE MAGAZINE



# explorers



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## IN THIS ISSUE:

Ravensburger

- THERE'S SOMETHING FOR EVERYONE THIS HOLIDAY SEASON FROM RENEGADE GAME STUDIOS!
- ERASE YOUR RIVAL FROM HISTORY IN *THAT TIME YOU KILLED ME* FROM PANDASAURUS GAMES!



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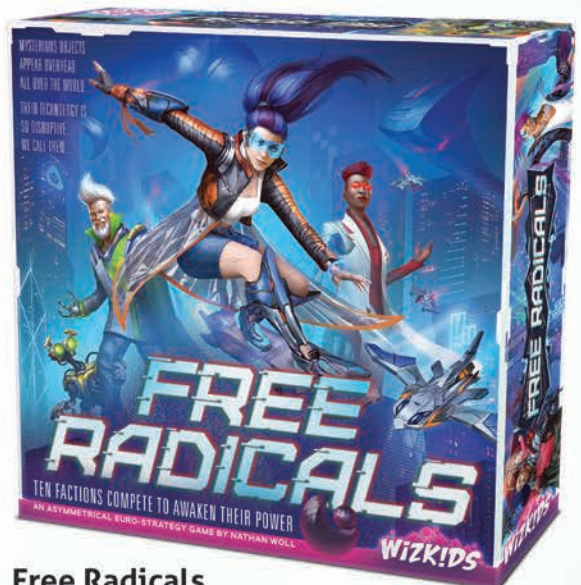
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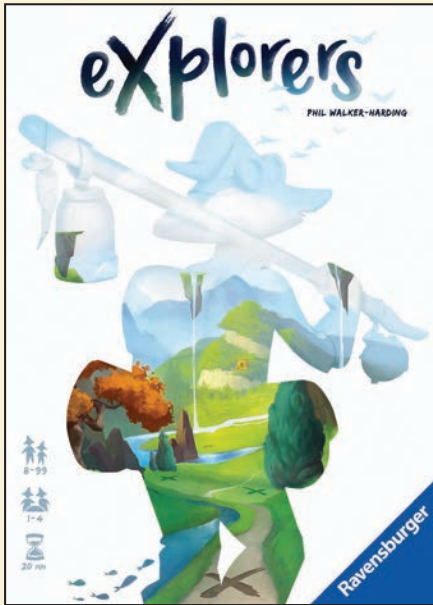


[Pokemon.com/TCG](https://www.pokemon.com/TCG)

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**COVER STORY**



**Explorers**

In *Explorers*, you will investigate a new world with floating terrain, hidden from humanity for centuries. Tally your discoveries and see who has become the greatest explorer of all time!

by Ravensburger

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## STRENGTH OF THOUSANDS: DOORWAY TO THE RED STAR

This adventure continues the story in which the heroes rise from humble magic academy students to become influential teachers, and ultimately decide the fate of the Magaambya.

PZ090173 MSRP \$24.99



## PATHFINDER FLIP-TILES: DUNGEON CRYPTS EXPANSION

These beautifully illustrated 6-inch by 6-inch map tiles can be used to expand your dungeons with a variety of crypts, burial chambers, and catacombs.

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## PATHFINDER ALCHEMY DECK

This deck has cards for every alchemical item from the *Pathfinder Core Rulebook* and *Advanced Player's Guide* with the item's statistics, description, and an illustration!

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## STARFINDER FLIP-MAT: LAVA WORLD

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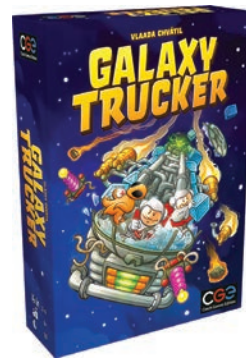
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2022 marks 10 years, 82 factions, 3,321 different Smash Ups, and more to come! Thanks for making Smash Up one of the most popular games in the world! Are you Smashing Up? Get on board! Any two sets combine to make playable game. Get them today!

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**Greetings Dear Readers!**

Welcome to your December 2021 edition of *Game Trade Magazine!* The weather is turning colder, and - for some — snow is falling as the holidays and the end of the year approach, but things are only heating up here at *GTM*.



That's right — though most folk may be winding down as they anticipate the new year, we're just getting started; if what we've seen these past few months at shows is any indication, 2022 is already looking to bring many exciting releases from your favorite publishers.

Ever faithful, we will be on hand to bring you the latest in gaming news, previews, and reviews. Why, this month alone we have an exclusive look at *Explorers* from Ravensburger!

In *Explorers*, players investigate a mysterious new world and tally their discoveries as they expand their territory. Hidden from humanity for centuries, this amazing realm of floating terrain awaits as players compete to become the greatest explorer of them all.

That's not all — the team behind Pandasaurus Games' *That Time You Killed Me* pull back the curtain and share some details on how this latest time-spanning showdown came to be! Can you eliminate your rival from time, or will you be erased?

And, of course, our December issue would not be complete without some last-minute gift ideas — the team at Renegade Game Studios share some fantastic holiday picks for the gamers in your life.

Last, and certainly not least, we wish to welcome aboard Kat Rider to our extended family of contributors. A prolific gamer and reviewer in her own right, we are excited to announce that Kat will be joining us every month as the newest member of our review team. Welcome aboard Kat!

As 2021 comes to a close, we would like to thank and acknowledge **all** of our contributors, as well as our publishing and retail partners for yet another incredible year here at *GTM*. As I look ahead to 2022, I am excited for what the coming year will bring.

Best wishes for a safe and happy holiday season from our families to yours.

Game on,  
JG

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**Please maintain a 6 ft. distance between yourself and others.**

**HELP PREVENT THE SPREAD OF COVID-19.**

**(As well as Attacks of Opportunity, under certain rule systems.)**





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**Crossover Collection 1** brings together three classic Crossover Packs in one amazing package. Each expansion lets you play as new Super Heroes or Super-Villains, adds new game cards, and introduces innovative mechanics to any base game in the DC Deck-Building Game series.

### KEY FEATURES:

- Collects three Crossover Pack expansions: **The Rogues**, **Birds of Prey**, and **New Gods**
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- New game mechanics: Teamwork, card rotation, Homeworlds
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- Limited edition **Reverse-Flash Promo Card** (early orders only)

This is not a standalone product.  
Requires any **DC Deck-Building Game** base game to play.

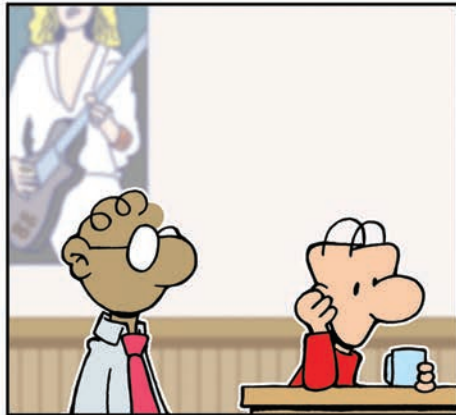
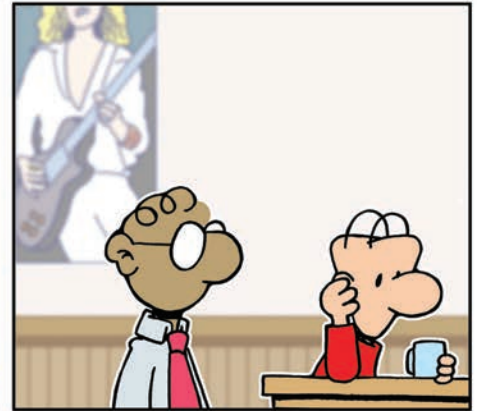
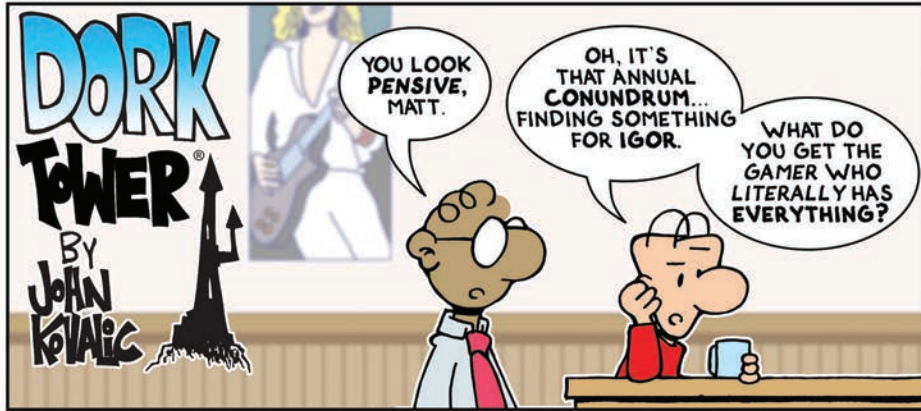
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MSRP **\$29.99**  
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*Pitting their consciousness against  
the electronic void of the Matrix;*

*Trading flesh for chrome to become more than human.*

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The **Shadowrun Sixth World Beginner Box** is the easiest way to dive into the intrigue, grit, and action of one of the most enduring role-playing settings of all time! It includes everything needed for a game, including quick-start rules, character dossiers, an adventure, gear and magic cards, dice, and more!

Grab a copy, play a game, and get a look at the coming soon, all-new **Shadowrun Sixth World Edition!**



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# ORDER NOW!



Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



**WHAT IS GAME TRADE MAGAZINE ANYWAY?**

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

**GTM** provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or MAY.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first issue*, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

**GAME TRADE MAGAZINE CONTENT**

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

**FROM THE EDITOR/FOREWORD:** In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

**COVER STORY:** Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

**FEATURES:** Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

**SPOTLIGHTS:** These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

**PREVIEWS:** These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



**DESIGNER DIARIES:** These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

**REVIEWS:** Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.

**EXCLUSIVES:** While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

**GAMES SECTION:** Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.





**HOW DO I ORDER FROM GAME TRADE MAGAZINE?**

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

**SPOTLIGHT ON**

**MY CITY**  
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for nonlegacy play. Scheduled to ship in October 2020. **\$34.95**  
TAC 491486

**ULTRA PRO**

**AMY BROWN**  
Scheduled to ship in July 2020.

**AUTUMN STROLL PLAYMAT**  
UPI 15550

**BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15525

**MORGAN LE FET PLAYMAT**  
UPI 15528

**MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15549

**PASSAGE TO AUTUMN PLAYMAT**  
UPI 15530

**QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15527

**SISTERS STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15526

**WHERE THE WIND TAKES YOU PLAYMAT**  
UPI 15529

**USAOPOLY**

**SPOTLIGHT ON**

**CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL**  
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020. **USO E8010720**

**DRAGON BALL Z: COLLECTOR'S CHESS SET**  
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom-designed, full-color busts of characters from the popular anime franchise. Scheduled to ship in September 2020. **USO CH113449**

**MONOPOLY: ELF**  
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this reimagined-version of Monopoly. Scheduled to ship in September 2020. **USO H4ND0595**

**RISING: THE BATMAN WHO LAUGHS**  
Next in the cooperative Rising series, The Batman Who Laughs Rising players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020. **USO DC0310123**

**SPOT IT!: SPONGEBOB**  
Get ready for an underwater adventure with SpongeBob Spot It! Scheduled to ship in September 2020. **USO S096712**

**WIZARDS OF THE COAST**

**FEATURED ITEM**

**MAGIC THE GATHERING**  
**THE GATHERING**  
MAGIC THE GATHERING CCG: ARENA STATER KIT  
WOC C75120000

MAGIC THE GATHERING CCG: CORE 2021  
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.  
BOOSTER DISPLAY (24) WOC C75030000  
BUNDLE WOC C75070000  
COLLECTOR BOOSTER DISPLAY (12) WOC C75100000  
PLANESWALKER DECK DISPLAY (12) WOC C75060000  
JAPANESE CORE 2021 BOOSTER DISPLAY (24) WOC C75031400

**WIZKIDS/NECA**

**SPOTLIGHT ON**

**DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE**  
Over 100mm tall, this miniature is based on the all new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020. **WZK 96019** \$67.99

**FEATURED ITEM**

**MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK**  
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster release! The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Frightful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020. **WZK 84752** \$129.90

**FEATURED ITEM**

**MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK**  
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020. **WZK 84755** \$9.99

**FEATURED ITEM**

**MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES**  
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020. **WZK 84753** \$16.99

**SUPER-SKILL PINBALL: 4-CADE**  
Super-Skill Pinball 4-Cade brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from occasional designer Geoff Engelen. Choose one of the four unique tables and matching backdrops for something new! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020. **WZK 87520** \$24.99

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And be sure to ask your retailer about any related in-store events for your favorite games and products!

**GAME TRADE MAGAZINE LEGEND**

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

**FEATURED ITEM** **!!!** **FEATURED ITEM**

**FEATURED ITEM:** Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

**SPOTLIGHT ON** **SPOTLIGHT ON**

**SPOTLIGHT ON:** These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

**OFFERED AGAIN**

**OFFERED AGAIN:** These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

**PI OR PLEASE INQUIRE:** Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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Have a question or feedback for us? Contact us at [Editor@GameTradeMagazine.com](mailto:Editor@GameTradeMagazine.com)



# explorers

BECOME THE GREATEST EXPLORER OF ALL TIME Ravensburger

## EXPLORERS

RVN 69822..... \$24.99 | Available January 2022!

Delve into a wondrous new world! Its topography, made up of levitating rocks in constant motion, has hidden it for centuries — but now it's ready to be explored! In *Explorers*, players travel through four different terrains while searching for resources like gems, fish, and more. They'll need to plan their route wisely using their map to score the most points and become the greatest explorer of all time.

### LET'S GO!

In this flip-and-write game, players traverse a beautiful landscape, tracking their progress with X's on their maps. (Erasable maps and markers are included with the game.) Traveling through prairie, water, desert, and mountains, players will seek out villages, provisions, precious stones, animals, and more. They may also discover keys to hidden temples. Each discovery is worth points, and since all players explore the same landscape, it's up to them to plan their route carefully and win.

To begin, each player marks the village closest to the center point of their player board with an X. Then, they'll choose one of the four terrain types and mark three spaces, beginning with a spot adjacent to their starting village.

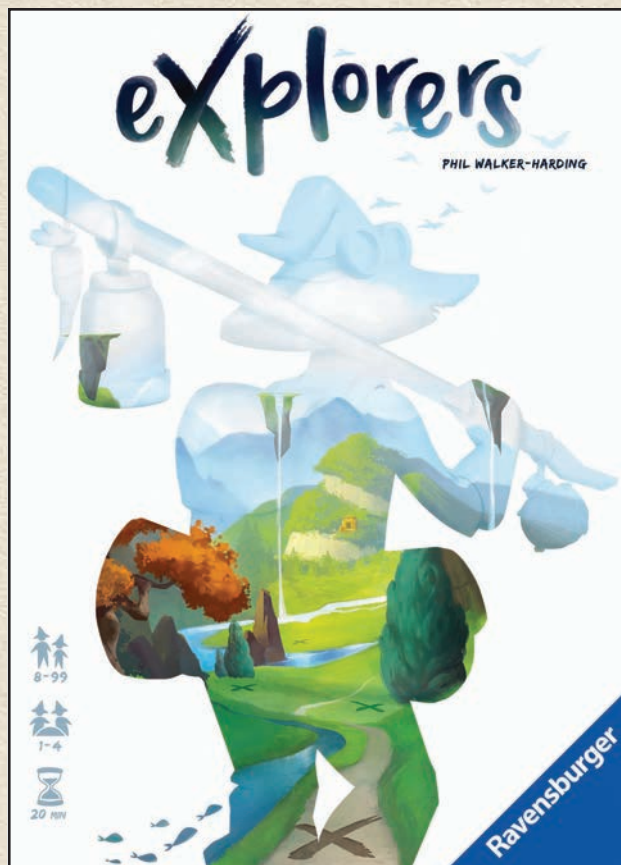


The game takes place in four rounds, and each round consists of seven turns. The rounds are simple. On their turn, players draw an Exploration card, select one of two terrain types shown, and then place three X's on the terrain of this type shown on the map. Each turn consists of two phases. In the first phase, the active player picks a terrain type and marks it with an X. During the second phase, all players place X's on their chosen terrain type simultaneously. They may place X's through

three spaces of a different terrain type or choose the same terrain as the active player, but only place two X's. Players will need to think strategically about where on their maps they'd like to go.

### TOOLS AND TREASURES

Throughout their journey, players encounter different places and objects. Gemstones and Provisions (apples, carrots, and fish) award players with points, while encountering animals, like a Horse, allows players to cover more ground by placing an X on any terrain space



of their choice as long as it's next to an already marked spot. Other objects that award bonuses to players include Scrolls, which can be used to ignore the terrain types on the Exploration card, and Keys, which open a Temple space at any point during a player's turn.







When players encounter a Temple, they can only mark an X on that space if they possess an unused Key. They'll cross out a circled Key on the Key track and find the Temple icon on their player board that corresponds to the quadrant in which the Temple is found. Then, they'll circle the highest number available. Because this number goes down as the game goes on, it is important to explore the Temples as early in the game as possible. The longer players wait to explore these Temples, the fewer points they'll be able to earn.

While Villages are not counted as terrain and therefore cannot be marked during the game, they award players with additional points. At the end of the game, players count the number of X's surrounding each Village space and gain a number of points depending on the number of surrounding X's.

**WHAT DID YOU DISCOVER?**

A game round ends when all seven Exploration cards have been played. Then, players count points earned with Provisions and Gemstones and record all points gained in the corresponding space for the round. Once the fourth round is complete, the game ends and it's time to tally points!

Once the scoring for the end of the round is done, players will add up all points earned for Provisions and Gemstones, add up points for Villages, and then do the same for Temple points, making sure to record each total in their respective space. The sum of all totals will give each player their final score. The player with the most points wins and is named the greatest explorer of all time!

**A SHIFTING LANDSCAPE**

Although *Explorers* is simple to learn and quick to play, the different decisions made by players ensures the game is different every time. This, combined with the game's scalable difficulty, makes *Explorers* highly replayable.



If a player has some time to themselves, there is also a way to play the game solo! With this game mode, players follow the base rules. However, they'll eliminate the highest available points for unexplored Temples on the player board after the first round. And at the beginning of each turn, when the top Exploration card is drawn and placed face up, the terrain type facing the player is automatically selected for the round. The game includes a Solo Explorer Rank that players can use to keep leveling up and become the greatest explorer of all time.

Finally, *Explorers* includes Expert Rules and Achievements for experienced players. Using the Expert Rules, players gain points only for Provisions of the same type during each round, restrict points gained for Villages to a single Village and must choose the one with the lowest number of surrounding X's, among other rules. And when players are ready for a challenge, they can play with Achievements. They can decide how many achievement tiles to use and gain a number of points determined by the Achievement that was randomly selected. Unless otherwise indicated, these are scored at the end of the game.

*Explorers* supports one to four players ages 8 and up and takes about twenty minutes to play. It will be available at your favorite local game store in early 2022. Get ready to lose yourself in a new world!

**EXPLORE ONLINE!**

Look for *Explorers* on iOS and Android! The app offers a tutorial for an easy start and three different game modes with varying levels of randomization. Collect achievements and compete with players from all over the world with weekly lists of high scores!

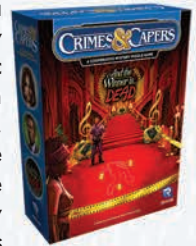
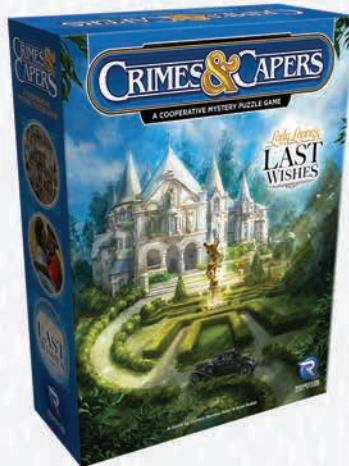
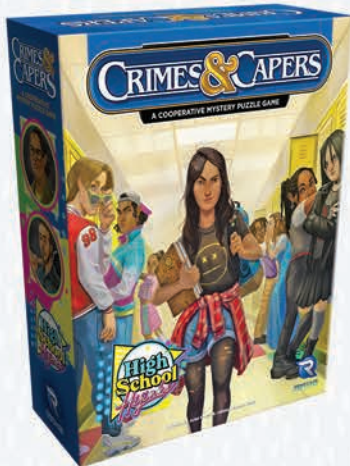




# TREAT YOURSELF WITH RENEGADE GAMES!



The holidays have come and gone. Did you get everything you wanted? Whether you're looking to fill in some holes in your wishlist or picking up a late gift for someone in your gaming group, here are 6 recent or restocked Renegade releases to satisfy any gamer!



## CRIMES & CAPERS

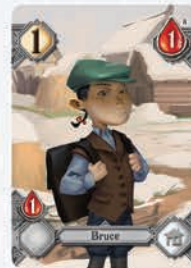
RGS 02234, \$35.00 • RGS 02235, \$35.00

Award-winning designers Areil Rubin & Julia Moreno Patel have reimagined the murder-mystery party in this series of fully-cooperative, thematic and immersive mystery puzzle games. Take on your role, and use your character's knowledge, combined with that of the other players to advance and unlock the second phase of the game where you'll unlock additional puzzles and eventually (hopefully) solve the mystery! *High School Hijinks* takes place in a 90's school, *Lady Leona's Last Wishes* follows the death of it's namesake on a 1919 estate, and the upcoming *And the Winner is... Dead!* Occurs on the glamorous red carpet at the 67th annual Grammy Awards! All three provide unique and exciting situations for your group of 4-6 players to solve!

## THE HUNGER

RGS 02241, \$50.00

Vampires race across the countryside, hunting the most delectable humans, picking the most beautiful rose, and building up their powers. But be sure to make it back to the castle before sunrise or your contender will end up nothing more than a smudge of ash on the path. In *The Hunger*, the new game by famed designer Richard Garfield, 2-6 players will each play Vampires, building their decks and competing to become the most notable over the course of one wild night. Feast on humans to gain points, but beware, the more you eat, the slower you'll move. Balance a full stomach with the need for speed to be crowned the master vampire.



## THE POWER RANGERS ROLEPLAYING GAME

RGS 08431, \$55.00

It's Morphin' Time! The Power Rangers newest members (you and your friends) are ready to face off against Rita Repulsa and a host of other baddies in this new roleplaying game. Featuring beautiful art by Dan Mora, rules for creating your own Ranger and accompanying Zord, and an intro adventure to get your group started and rolling dice, this book has almost everything you need to play. Pick up a set of *Power Rangers Roleplaying Game Dice* in your preferred color and you'll be smashing Putties in no time.







### HADRIAN'S WALL

RGS 02200, \$60.00

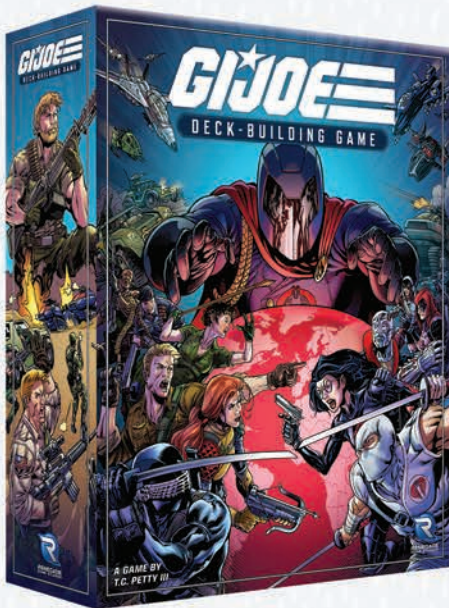
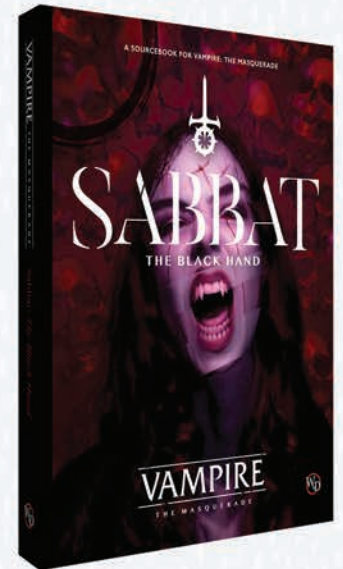
Hadrian's Wall covered 73 miles, spanning what is now the UK from coast to coast. As one of the generals in charge of a section of that wall, you'll build defenses and other supporting structures, call on citizens and soldiers for aid, and ultimately hope to not only defend the Roman Empire, but to be the most successful general doing so! This flip & write game plays 1-6 in a satisfyingly strategic experience!



### SABBAT: THE BLACK HAND

RGS 09388, \$45.00

An antagonists' guide to the cultic fanatics of the Sabbat, this book contains everything you need to introduce this faction into your Chronicle. This supplement includes descriptions of the Paths of Enlightenment, the foundations of Sabbat identity. Learn how the Sabbat opposes the dread Antediluvians in the fabled Gehenna War. Expand your chronicles with new Discipline powers, versatile antagonists, and the horrifying Ritae of the Black Hand. Create a richer roleplaying experience with new lore, background, Paths and Disciplines.



### G.I. JOE DECK-BUILDING GAME

RGS 02237, \$45.00

When Cobra's evil legions attack, G.I. Joe is all that stands between them and total world domination. In this 1-4 player cooperative deck-builder, you'll recruit an elite team of Joes, load them on classic vehicles like the Killer Whale and Skystriker XP-14F, and send them on missions to stop Cobra's machinations, foil the schemes of Cobra officers like the Baroness and Zartan, and hopefully win the day! This base game allows you to Destroy the M.A.S.S. Device and to foil Dr. Mindbender's diabolical mind-control scheme, but more Joes, vehicles, and missions are on the way in 2022.



These are just a few of the exciting titles Renegade offers, and with new releases and restocks planned throughout 2022, there's sure to be something for everyone.



Matt Holland is a husband, father, gamer, industry veteran and Star Wars nerd based in Minneapolis, Minnesota. Catch up with him at [@pbpanchomatt](#) on Twitter.





# STAR TREK MISSIONS

WIZKIDS

## STAR TREK: MISSIONS

WZK 87531 ..... \$19.99 | Available February 2022!

In *Star Trek: Missions*, you'll explore all the mystery and excitement of the galaxy and embark on missions created by you, featuring characters, locations and equipment in familiar groups, or in strange new combinations!

Assemble a crew with anyone from Commander Riker to DaiMon Bok, grab a Bat'leth, and take on challenges like organizing a Diplomatic Conference, or getting trapped in the Holodeck! But be careful — synergy is a vital ingredient to success. The right combinations may lead you to victory, but the wrong ones will leave you floating in space.

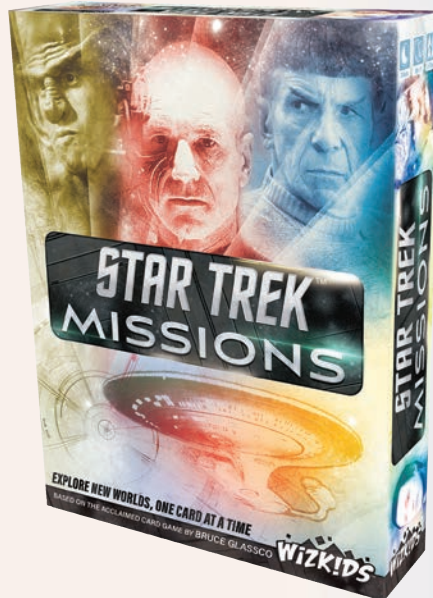
The combinations in each hand create a brand new episode of the Enterprise's continuing mission! Make the best combo to score the highest points and claim victory.



*Star Trek: Missions* is designed by Bruce Glassco, based on his design for hit 2017 hit card game *Fantasy Realms*, which was recently nominated for the Kennerspiel des Jahres. Both are easy to learn card games with deceptively simple mechanics: each turn, players draw and discard cards in search of the best possible hand. Each and every card in the game is unique, and gives varying bonuses when combined other cards that are true to the characters, items and locations featured on those cards, meaning that higher-scoring hands will be more tightly thematic, though there is still room for a lot of creativity as you discover exciting new combinations that will enhance your gameplay experience each time you play!

In a departure from the game it's based on, in *Star Trek: Missions* the cards do not have base values. Instead, all of your points are earned through finding clever ways to connect cards to each other. The result of this means there is greater value when your cards are working together than when any of them are alone. Cards will have a variety of different bonuses based on who or what they specifically represent, as well as their type, Specialty, Affiliation, and Lifeform.

For example, Lieutenant Commander Data is a Personnel card, with Command, Engineer, Security, and Science Specialties, a Federation Affiliation, and an Android Lifeform. While there are no bonuses on that specific card, based on its Specialties, Affiliation, type, and Lifeform, it can trigger bonuses on cards like Ensign Wesley Crusher



and Engine Room which earn points with Engineers, Commander Bruce Maddox, which earns points with Androids, Ten-Forward, which earns points with Federation-affiliated personnel, and Lore, which earns points with Lieutenant Commander Data specifically.

*Star Trek: Missions* also introduces a new mechanic to the game in the form of Mission cards, which are on the table as a separate deck that you can choose to draw from instead of the main Galaxy deck on your turn. You must have at least one, but not more than two Mission cards in your hand at all times, and they add both challenge and complexity to the game. Mission cards represent significant events and conflicts for the characters, and their unique point-scoring requirements encourage you to select cards for your hand that tell that thematic story. This adds a new element of additional strategy to the game that makes it appealing to experienced *Fantasy Realms* players, as well as adding additional replayability in general.



Mission cards vary in their level of complexity and their requirements: examples of simpler Mission cards include Computer Virus, which earns points from Systems and Hologram Lifeforms, and Conflicting Orders, which only earns points when you have two or more cards with the

Command specialization and the same affiliation. However, there are also more complex Mission cards that change the game entirely, like Time Distortion, which give you points for each Cosmic Lifeform in your hand, and alters the rules of the game (as any time distortion would) by allowing you to take an extra turn. Mission cards can even add an additional element of chaos the the game; the Meddlesome Q Mission card, for example, can cause any number of unique outcomes.

With 50 Galaxy cards and 24 Mission cards, each with a unique and entirely new way of combining with other cards, *Star Trek: Missions* adds tons of new challenges to the acclaimed core *Fantasy Realms* gameplay, while creating a deep thematic experience that *Star Trek* fans will love!

...





# HAPPY holidays

*Santa's sleigh is going to be heavy this year!*



## Cooper Island

Develop your peninsula and sail as far as you can around the island

- 1-4
- 120'
- 12+
- SKU FG1010
- MSRP 69.95



## IMPERIAL STEAM

Plan, build and expand your railway network during the Industrial Age

- 2-4
- 120'
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- SKU IS101
- MSRP 69.95



## PIPELINE

Run a refinery and compete against others to purchase, refine and sell oil

- 2-4
- 120'
- 12+
- SKU PIPE01
- MSRP 69.95





# OAK & IRON

HISTORICAL NAVAL BATTLES IN THE AGE OF PIRACY



## EXPAND YOUR FLEET

[www.firelockgames.com/oakandiron](http://www.firelockgames.com/oakandiron)



# THE NEXT STEPS

# OAK & IRON

FIRELOCK GAMES

by Mitch Reed



In our last article we spoke about how right now is a perfect time to get started in the age of sail naval wargame *Oak & Iron*. In this installment we will talk about how you can expand from the basic starter kit and build a fleet that will allow you to re-create all types of naval engagements.

One of the best aspects of *Oak & Iron* is that unlike other games, you do not have to pick a single faction and build lists to it. Since the ships are universal, you can focus on collecting the ships and play them as Spanish, French, English Dutch and even the pirate factions. What makes each faction play differently how each faction has unique commanders, upgrades and even initiative cards. These give so much unique flavor to each faction and having played each of the factions they really do play vastly different from one another.

## SKIRMISH GAMES

With the core box you can play some great games at a lower point cost that only involves a few ships per side. However you really want to expand that collection and check out the ships in the Gentlemen of Fortune, Merchant Men and the Blackbeard's Revenge box sets. Each of these sets have two to three ships each and they have a lower point cost when putting together a list for a lower point battle. These ships also represent a lot of different capabilities found in the ships used during this period. Some ships like the Sloop and Corvette leverage speed and agility over firepower and protection. These come in handy when you play a mission when you are fighting against bad winds. These sleek ships can catch up to any ship in the game, you just must use this speed to quickly bring fire and perhaps board your prey. Some ships like the Petit Corvette and the unique ships of Blackbeard's fleet also have speed but can bring more firepower than a lot of the other smaller ships in the game. I still would not bring my ship within broadside range of a 1st Rate, but you can develop some great tactics to stalk and defeat the larger ships in the game. You will also find the ships in the Merchantmen box lack speed, but in some cases like the Galleon and Fluyt can take a beating and put out some shots on you opponent.

## BIG SHIPS AND BIGGER BATTLES

Like many of you I love to play the major engagements of the period, where the great ships of the line slug it out on the seas. This is why the Ships of the Line box has become one of my favorites. It contains a 1st, 2nd and 3rd Rate ship and I have a few boxes in my collection. With these ships you can play the larger point total games and even recreate some of the most famous battles of period in a narrative mission you create. These big ships can surely dish out and can take some punishment and the key to winning these engagements lies in the admirals and upgrades you select along with the initiative cards you pick for your hand. Some of these cards really give you some amazing benefits and if you can play them at the right time, you can really gain an edge over your enemy. One thing I love about playing with these big ships is how the game changes so much from playing with the smaller ships. You really must think of developing new tactics for each type of squadron you build in the game. I love how this keeps the game fresh and re-playable for years to come.

## IN-BETWEEN BUT NOT FORGOTTEN

The Men of War box comes with 4th, 5th and 6th Rate ships and you will get a lot of use out of them. They represent a mix of some of the best attributes of the smaller and larger ships. For a small skirmish list, they are cheap enough points wise to take one or two of these ships in your squadron and in bigger point total games a ship like the 4th Rate will not get blown out of the water by a bigger ship if you use the ship the right way, as in do not put them in your line of battle with a 1st Rate ship.

What all of these boxes give the *Oak & Iron* gamer is some great options on fleet building and the type and style of games you want to play. What players will really like is how much flavor these boxes will give you as you fight it out on the seas.





# THE DWARVES BIG BOX



## THE DWARVES: BIG BOX

PSD 51933E..... \$69.99 | Available December 2021!

Take up the axes of mighty dwarven heroes and band together to save your beloved lands from invasion in *The Dwarves Big Box* from Pegasus Spiele! Inspired by the bestselling fantasy series of the same name by German author Markus Heitz, *The Dwarves* invites fans of the genre to play out the saga of Tungdil Goldhand and the great dwarven kingdom of Girdlegard in a cooperative fantasy adventure board game.

*The Dwarves Big Box* is a collected edition combining the base game (2012) with all 4 of its published expansions, providing scenario content gleaned from the full five-novel series and instant access to the many characters, challenges, and rewards to be found throughout *The Sheltered Land*.

*The Dwarves* is a race against time. Players work together to complete scenarios as enemy forces relentlessly march forth from their respective homelands. In addition to completing their objectives, players must also work together to ensure that the invaders' numbers are kept in check lest the kingdom be overrun. Tension is kept high through the prominent role of dice in the game. Frequent dice rolls mean that the tables can quickly be turned, so even when players are on the brink of defeat, they may yet find themselves triumphant. On the other hand, it's also possible that a seemingly sure victory could be derailed by fate and a sudden swarm of dark elves. Thankfully, the effects of luck can be mitigated by smart strategy!

At the start of each game, players choose one of twelve unique dwarven heroes, forming a coalition to defend their land from encroaching hordes of orcs, trolls, and dark elves known as the Älfar. To save their kingdom from certain destruction, each round the crew must complete tasks drawn from Scenario cards. Over the course of the game, these tasks grow in difficulty (from rank A to C). At the same time, enemy armies progress inward from the furthest reaches of Girdlegard, leaving desolate and dangerous Perished lands in their wake. If the heroes can complete a single C-level scenario before the entire map of Girdlegard is ravaged by forces of evil, they win... but luck, and the support of the Dwarven Council, must be with them if they are to succeed.



There are three basic steps a player takes on their turn. First, the Hero token is moved one space along the track and resolves the effect shown there. This may mean spawning and moving new enemy troops,



mixing new threats into the Adventure card deck, or reducing the degree of influence the heroes have on the Dwarven Council. Next, the active player then draws new cards (if able) and takes two actions. The following four actions are available to every player each turn: moving, fighting, sending messages to the Dwarven Council, or performing tests to try and complete available Adventure or Scenario cards.

At the core of the game is the Doom track that runs along the top of the game board. This records both the progression of the Hero and Doom tokens, which are moved by different degrees throughout the course of the game. If ever the two tokens meet on the same space, the game is over and the dwarves have lost. The dwarves can also lose instantly if any one of the heroes dies, so it's worth making every effort to ensure the safety of your comrades-in-arms.

Each hero boasts unique skills and abilities set forth in detail on their character board, along with their health and basic stats for Fight, Crafting, and Movement. Over the course of a game, the characters will grow in strength and skill by gaining (or crafting) special items as they complete their tasks and adventures. Since players work cooperatively to accomplish the goals of each scenario, determining who should undertake particular actions, and when, is key to helping these small but mighty warriors succeed in their quest.

*The Dwarves Big Box* offers numerous ways to adjust its difficulty, making for a highly customizable game experience all in one gorgeous package. The game's fully cooperative engine also makes it well-suited for solo play, for those gamers who prefer to seek out adventure on their own. Step into a realm of axe-wielding, elf-crushing, stein-swiggung fun with *The Dwarves Big Box*!



*Johanna Sadkovich is the Sales and Marketing Executive for Pegasus Spiele. She has been fascinated by dwarves and elves for as long as she can remember and may or may not have plans to someday retire to a hobbit-hole.*





## ALLIANCE GAME DISTRIBUTORS

### SPOTLIGHT ON



#### GAME TRADE MAGAZINE #264

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 264 ..... \$3.99

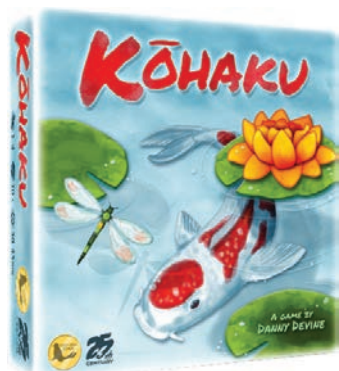
ART FROM PREVIOUS ISSUE

## 25TH CENTURY GAMES

### HOLLY JOLLY

It's the most wonderful time of the year! Gather your friends and family together around the Christmas tree to collect beautiful ornaments, gifts, and stockings. Cards are arranged in the center of the playing area forming a tree with presents placed below. Players will choose and place either a light or tinsel card onto the tree. Using the point total from all lights or tinsel cards on the tree (of the type just placed) will determine your selection value. That selection value is then used to pick an ornament hanging on the tree or select a present/stocking from beneath the tree. Ornaments and presents/stockings all score points in a variety of ways. Scheduled to ship in November 2021.

TFC 23000 ..... \$9.99



### KOHAKU: 2ND EDITION

Kohaku is a peaceful koi-pond-building, tile-laying game. Each turn, players will draft both a Koi and Feature tile from the central pond board to place into their personal koi pond. Score points by surrounding flowers with koi containing matching colors, placing frogs next to koi tiles that have dragonflies, and ensuring that baby koi have a safe place to hide by placing them near rocks. You must carefully plan the placement of your tiles, because once they are in your pond, they can't be moved! With no restrictions on the shape of your pond, you can build a unique layout to maximize your koi pond's appeal. Scheduled to ship in November 2021.

TFC 21000 ..... \$29.99

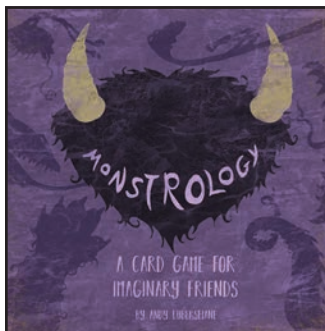
### SUNNY DAY SARDINES

Welcome to Sunny Day Sardines cannery! Competition is tough for the coveted Employee of the Month Award. Do you have what it takes to gather fish and pack the most orders? If so, then you're hired! Sunny Day Sardines is a fun and quick pocket sized game where players take turns gathering sardines and using them to complete orders for points. Whoever has the most points at the end of the game wins and is named the Employee of the Month. This travel size game even comes in a metal tin! Scheduled to ship in November 2021.

TFC 18000 ..... \$12.99



## ANDY LUBERSHANE



### MONSTROLOGY

Monstrology is a fully cooperative game of strange, alluring, yet somehow familiar imaginary monsters... and you, their humans. It's a much more surreal, imaginative reinterpretation of the childhood classic *Guess Who* - featuring monsters that are a mix of Dr. Seuss and H.P. Lovecraft. Players take on the role of budding Monstrologists in a collegiate level course on the subject, trying to identify these delightful, unsettling creatures. Scheduled to ship in December 2021.

ADY MON001 ..... \$25.00

## ARCANE TINMEN

### DRAGON SHIELD: CARD CODEX

Scheduled to ship in November 2021.



**BLACK 80**  
ATM 35002 ..... \$12.49



**BLACK 160**  
ATM 36002 ..... \$17.99

### SPOTLIGHT ON



**BLACK 360**  
ATM 34002 ..... \$26.49



**BLACK 576**  
ATM 37002 ..... \$34.99

## ARES GAMES



### DIABOLIK: HEISTS AND INVESTIGATIONS

In *Diabolik: Heists and Investigations*, players will experience in first person the 'impossible thefts' that are told every month in the comic books, both from the side of Diabolik and Eva Kant, and from Inspector Ginko and the police. The mechanics are that of hidden movement, but with the exception that when discovered, the criminals will be forced to flee on the main board, visible to all cops. Thanks to the cards, every turn offers different situations. Scheduled to ship in November 2021.

AGS ARTG017 ..... \$49.90





**LAST ONE ALIVE**

*Last One Alive* is a fast and fun dice game for 2 to 5 players. The game is played in turns: each player rolls a selection of dice to eliminate the attacking zombies, or send them toward other players. If, at the end of a player's turn, any zombies are left, the player is overpowered and eliminated from the game. Scheduled to ship in November 2021. AGS ARTG005 .....\$19.90

**QUARTERMASTER GENERAL: WW2 PRELUDE**

*Quartermaster General WW2 Prelude*, a fast card-driven pre-game that can be played to set the stage for the conflict of *Quartermaster General WW2*. Prelude presents a short pre-game, setting the stage for WW2 and has a truncated sequence of play designed to create differing opening situations from whence regular play can begin. This is a second edition of the game and adds two new cards and includes several clarifications to the first edition. Scheduled to ship in January 2022. AGS ART015 ..... \$19.90



**THE THING**

Scheduled to ship in February 2022.



**NORWEGIAN OUTPOST EXPANSION**

*Norwegian Outpost* presents new mechanics, giving players even more tension and gameplay opportunities. As in the base game, the key lies in the emulation abilities of *The Thing*, hiding its identity under a cover of fake humanity. Once again, the Alien will try to escape, with the UFO or with the Dog Escape, and spread everywhere! The mechanics are different on many levels and will lead the players to different choices. First, this time the Humans can escape individually. Anyone who manages to escape will immediately be declared a winner, while the others will continue to play as normal. Furthermore, the escape vehicles are ready to use from the beginning, making the risk of the Alien escaping real enough to convince

the humans to voluntarily sabotage their own vehicles, adding to the importance of the Sabotage action. AGS ART020 ..... \$45.00

**THE ARMY PAINTER**



**FEATURED ITEM**



**SPEEDPAINT: STARTER SET**

The all-in-one *Warpaint Speedpaint* is truly a one-coat painting solution. In the *Speedpaint Starter Set* you'll find all the basic colours you need to begin painting beautiful tabletop-quality miniatures in no time. Simply apply one rich

coat of *Speedpaint* directly over a primed miniature and you are done! All of the colours are using tried and true high-quality heavy pigments. Combined with an innovative resin medium solution that flows perfectly over your miniatures creates an unparalleled painting solution to help you get more time for gaming.

TAP WP8054 ..... \$45.00

**BANDAI**



**FEATURED ITEM**



**DRAGON BALL SUPER TCG: UNISON WARRIORS - SET 8 BOOSTER DISPLAY (24) (B17)**

Featuring warrior groups from various eras, including the Cooler's Armored Squadron! This set also has many cards that recreate famous scenes in both design and gimmick! The Ultimate Deck focusing on the Androids coming out in April, can also be enhanced with this set, promoting the continued purchase of users with the Ultimate Deck. Also, UW07's

skills will be continuously enhanced! Various themes and skills that appeared in *UW* series, as well as the most recent, are reinforced in this set giving a huge boost to the *UW* series together with the past sets! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2611045.....PI

**SPOTLIGHT ON**



**THE THING: THE BOARD GAME**

*The Thing* is a game that mixes different mechanisms to create an experience that is as faithful as possible to that of the original film. It is a 'hidden role' game, in which one player is initially the Thing and the other players are humans. The purpose of the Thing is to infect others, to prevent the survivors from escaping from the base (which can happen three different ways), or to try to escape with them by behaving as a human. AGS ART019 .....\$59.90

**ALIEN MINIATURES SET**

AGS PG060P2 ..... \$29.90



**HUMAN MINIATURES SET**

AGS PG060P1 ..... \$29.90



**NORWEGIAN MINIATURES SET**

AGS PG065P1 ..... \$29.90





# FEATURED ITEM



## DRAGON BALL SUPER TCG: UNISON WARRIORS - ULTIMATE DECK 2022 DISPLAY (6)

This set includes 51-cards and a booster pack, UW07! This product also includes UW08 environment compatible reprinted SR cards from the past! All 51 cards in the deck are silver foiled! Meaning that every single card is a sparkle card! This deck focuses on Androids, and features the long-awaited Ultimate creation Cell! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2611044 .....PI

## BLACK SITE STUDIOS

### DON'T LOOK BACK: TRIPLE FEATURE PACK EXPANSION

Building off the core *Don't Look Back* starter box, players can expand their games of *Don't Look Back* with this triple feature expansion pack that expands the core game with additional killers, scenarios and playable heroes packaged in a sleeved set of retro style VHS cases. *Don't Look Back* starter box required to play.

BSS DLB6101 .....\$59.99



## BURNT ISLAND GAMES



### PREMIUM CARD AND TOKEN RACKS

Scheduled to ship in December 2021.

BTI 5001 .....\$29.00

### IN TOO DEEP

*In Too Deep* is a unique, narrative that thrusts you into the future in a tense, strategic board game for 1-4 players. Draft characters and spend actions to complete objectives and collect sets. What side of the law will you end up on? Scheduled to ship in December 2021.

BTI 4002 .....\$55.00



## CATALYST GAME LABS



### BATTLETECH: BATTLEFIELD SUPPORT DECK

Add new dimensions of warfare to your *BattleTech* games with the *Battlefield Support Deck*, which consolidates the popular *Battlefield Support* rules from *BattleMech* manual onto easy-to-use cards. 55 cards which include the rules needed by one side in tabletop play. Includes artillery, aerospace strikes, minefields, and other non-*BattleMech* tools of war. Out-strategize your opponents with a multitude of options at your fingertips!

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**2-6**  
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### BATTLETECH: MINIATURE FORCE PACK

Scheduled to ship in March 2022.

#### SPOTLIGHT ON



**CLAN AD HOC STAR**  
CAT 35734..... \$29.99

#### SPOTLIGHT ON



**COMSTAR BATTLE LEVEL II**  
CAT 35738..... \$34.99

### BATTLETECH: MINIATURE FORCE PACK

Scheduled to ship in November 2021.

#### SPOTLIGHT ON



**CLAN HEAVY STAR**  
CAT 35730..... \$29.99

#### SPOTLIGHT ON



**INNER SPHERE FIRE LANCE**  
CAT 35731..... \$24.99

#### SPOTLIGHT ON



**INNER SPHERE URBAN LANCE**  
CAT 35735..... \$24.99

### BATTLETECH: MINIATURE FORCE PACK

Scheduled to ship in January 2021.

#### SPOTLIGHT ON



**CLAN STRIKER STAR**  
CAT 35732..... \$29.99

#### SPOTLIGHT ON



**COMSTAR COMMAND LEVEL II**  
CAT 35737..... \$29.99

#### SPOTLIGHT ON



**INNER SPHERE HEAVY BATTLE LANCE**  
CAT 35733..... \$24.99

### BATTLETECH: MINIATURE FORCE PACK

Scheduled to ship in February 2022.

#### SPOTLIGHT ON



**INNER SPHERE SUPPORT LANCE**  
CAT 35736..... \$24.99

#### SPOTLIGHT ON



### SHADOWRUN RPG: 6TH EDITION - EMERALD CITY

Seattle has experienced dramatic changes recently, breaking free of the UCAS and going its own way as a free city. Independence can be exhilarating, but it also brings stresses and danger, and this book will look at how Seattle is changing and what that means for people working in the shadowrunning capital of the world. Scheduled to ship in January 2021.

CAT 28100..... \$49.99

### SHADOWRUN RPG: 6TH EDITION - SHADOW POINTS

Shadow Points features thirty such locations on handy cards, with an illustration to provide the basic look of each building, along with information entrances and exits, security profile, people who might be present, special features, and fun ways to use the location in your game. These can be dropped into any city where the gamemaster needs them to keep the game moving. Rides Deck is a card deck with images and game stats for vehicles and drones for use with Shadowrun, Sixth World. Scheduled to ship in January 2021.

CAT 28503..... \$14.99



### SHADOWRUN RPG: RIDES DECK

Easy reference to a range of gear helps keep Shadowrun games moving, and this deck of items selected from Double Clutch and other Shadowrun books provides easy reference to dozens of vehicles and drones for quick player and gamemaster use. Contains 55 cards, with items selected from a range of Shadowrun books. Each card has a picture of the item and game stats. Works with Double Clutch and is useful for any Shadowrun player or gamemaster that uses vehicles or drones.

CAT 28509..... \$14.99



### SHADOWRUN RPG: THE KECHIBI CODE

This new plot book features a storyline that moves from the Scotsprawl to Lagos, and then, to St. Louis. The Shadowrunners are in pursuit of digital vandals that are going after businesses and major markets. This story revolves around a compact code that has the power to disrupt cities, nations, and corporations, and the runners need to figure out who is behind these nefarious schemes and what to do about it. Scheduled to ship in December 2021.

CAT 28302..... \$49.99

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SPOTLIGHT ON 



**CALL OF CTHULHU RPG: A TIME TO HARVEST**

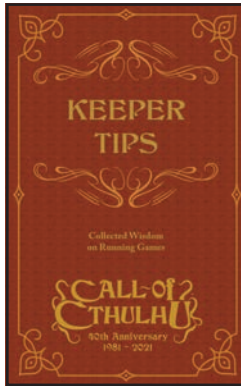
Death and Discovery in the Vermont Hills. Following the ill-fated Miskatonic University research expedition to Vermont in late 1929, when one student died in a climbing accident and two vanished without trace, it was almost inconceivable that Professors Roger Harrold and Ashley Learmonth would countenance sending yet another team of students back to Cobbs Corners. And yet, a year later, that's exactly what has been planned. Many questions remain unanswered. What happened a year ago? Where are the missing students? What did the geology students find among the distant Vermont hills? What secrets are buried in the town of Cobbs Corners? Are the legends of monsters in the hills true?

Scheduled to ship in February 2022.  
CHA 23176-H .....\$49.99

**CALL OF CTHULHU RPG: KEEPER TIPS BOOK - COLLECTED WISDOM**

Released as part of the 40th anniversary of *Call of Cthulhu*, this handy pocketbook is aimed at anyone, whether veteran or novice, who plays this well-loved tabletop game, but is particularly aimed at those who run games and potentially craft their own scenarios. The tips are gathered into key topics, including but not limited to: preparation, non-player characters, combat, props, inclusivity, golden rules, as well as portraying and using the Cthulhu Mythos. The collected wisdom is aimed to help you get the most out of *Call of Cthulhu*. The advice comes from a diverse range of people, some who have been running the game since its birth in 1981, and others who bring a fresher perspective. Scheduled to ship in January 2021.

CHA 5120 .....\$17.99



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CHX 27939 .....\$13.98

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CHX 27739 .....\$9.98

**COMPASS GAMES**

**KONTACT NOW: RED ECLIPSE**

*Red Eclipse* is the first game in the new *Contact Now* series by Steve Overton. It is a Card Assisted Fire Team level of tactical combat. The player will control forces of either the United States or Soviet Union in West Germany, 1989. The game uses a Card Assisted, Command Point system to create a very unique Command and Control system. Various scenarios will test your tactical skills using all the forces and options historically available to the leaders of that time. Scheduled to ship in December 2021.

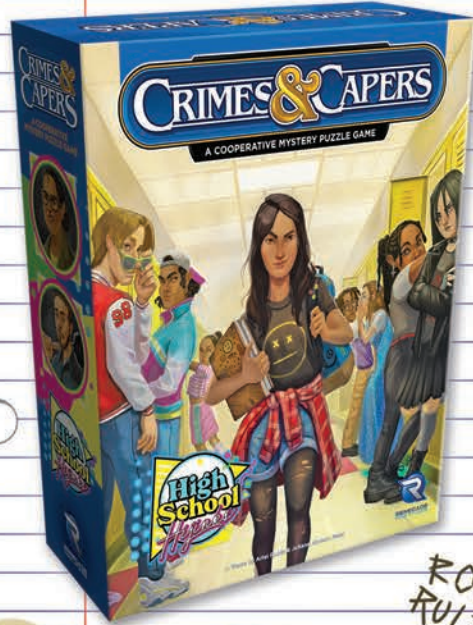
CPS 1185 .....\$115.00



**CRIMES & CAPERS**

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AGES 14+



4-6 PLAYERS



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**CORVUS BELLI**



**ARISTEIA: ALEPH - PARVATI  
CIRCLE LEAGUE STAR  
(SUBMACHINE GUN)**  
Scheduled to ship in October 2021.  
CVB 282015-0900 ..... \$15.99



**YU JING - JUJAK REGIMENT,  
KOREAN SHOCK INFANTRY**  
CVB 281332-0897 ..... \$50.49



**CODEONE - ARIADNA BEAST PACK**  
CVB 281119-0908 ..... \$41.99



**HAQQISLAM - SALADIN, O-12  
LIAISON OFFICER (COMBI RIFLE)**  
CVB 281411-0905 ..... \$16.99

**INFINITY**

Scheduled to ship in November 2021.

**INFINITY**

Scheduled to ship in October 2021.



**25MM SCENERY BASES -  
ALPHA SERIES**  
CVB 285071 ..... \$16.99



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CVB 285072 ..... \$11.99



**CODEONE - NOMADS  
REMOTES PACK**  
CVB 281510-0907 ..... \$35.99



**PANOCEANIA - PADRE-  
INQUISIDOR MENDOZA  
(MULTI RIFLE)**  
CVB 281225-0906 ..... \$19.49



**55MM SCENERY BASES -  
ALPHA SERIES**  
CVB 285073 ..... \$11.99



**CODEONE: ARIADNA -  
SUPPORT PACK**  
CVB 281116-0893 ..... \$33.99



**ARIADNA 112, EMERGENCY  
SERVICE (DOCTOR)**  
CVB 281118-0903 ..... \$27.99



**CODEONE: NOMADS -  
SUPPORT PACK**  
CVB 281509-0892 ..... \$39.99



**ARIADNA - VARANGIAN GUARD  
(SUBMACHINE GUN)**  
CVB 281118-0909 ..... \$16.99



**PANOCEANIA - KNIGHT OF SANTIAGO (SPITFIRE)**  
CVB 281224-0901 ..... \$18.49

**COYOTE & CROW**

**SPOTLIGHT ON**



**COYOTE & CROW RPG**

Coyote & Crow is a sci-fi and fantasy tabletop role playing game set in a First Nations alternate future where colonization never happened. This game is being created and lead by an all Native team. Scheduled to ship in February 2021.

CAC 001 ..... \$60.00

**CRYPTOZOIC ENTERTAINMENT**

**THE DARK KNIGHT RETURNS**

Based on Frank Miller's iconic mini-series, *Batman: The Dark Knight Returns - The Game* is a 1-2 player board game experience in which you don the cape and cowl and journey through Frank Miller's iconic comic book series. As Batman, you must come out of retirement and do everything you can to beat back a relentless tide of ruthless mutants, cops, and other enemies looking to bring Gotham down. Scheduled to ship in February 2021.

CZE 28944 ..... \$64.99



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**THE DARK NIGHT RETURNS: DELUXE EDITION**

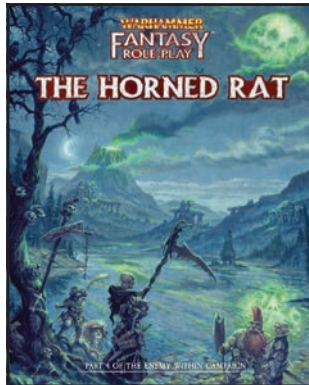
Based on Frank Miller's iconic mini-series, *Batman: The Dark Knight Returns - The Game* is a 1-2 player board game experience in which you don the cape and cowl and journey through Frank Miller's iconic comic book series. As Batman, you must come out of retirement and do everything you can to beat back a relentless tide of ruthless mutants, cops, and other enemies looking to bring Gotham down. The *Deluxe Edition* features 17 miniature figures designed in the distinct Frank Miller art style of the comic! Scheduled to ship in February 2021.

CZE 28951.....\$109.99

**CUBICLE 7**

**WARHAMMER FANTASY RPG: ENEMY WITHIN CAMPAIGN DIRECTOR'S CUT - VOL. 4 THE HORNED RAT**

*The Horned Rat* is the fourth volume of the revised and updated *Director's Cut* of the *Enemy Within*, one of the most highly regarded roleplaying campaigns ever written. Building on the dramatic events at the end of *Power Behind the Throne*, recruiting your brave heroes into the service of the city of Middenheim for more drama and intrigue. In the penultimate volume of the five-part series of grim and perilous *Warhammer Fantasy Roleplay* adventures, the tables are turned as enemies that have pursued the Characters since the beginning of the epic campaign are forced to defend themselves. The fourth part of the *Enemy Within* campaign, conveyed by legendary *WFRP* writer Graeme Davis with contributions by a team of talented *WFRP* writers. Scheduled to ship in January 2022.



CB7 2417 .....\$39.99



**WARHAMMER FANTASY RPG: ENEMY WITHIN COLLECTOR'S EDITION - VOL. 4 THE HORNED RAT**

The *Enemy Within Collector's Edition* contains the revised and updated *Director's Cut* of one of the most highly regarded roleplaying campaigns ever written. This beautifully finished, exclusive *Collector's Edition* set includes *The Horned Rat* and the companion presented in a slipcase featuring the artwork from the standard editions. Beautifully finished in Silver foil and a lustrous Spot UV finish, the collector's Editions covers depict a great Tower central to many myths of the Skaven, and the looming presence of The Keep, a corrupt fastness at the heart of the Empire. As with previous volumes in this series, the books are case bound, and come with an exclusive

envelope of player handouts and maps. Scheduled to ship in January 2022.  
CB7 2419 .....\$149.99

**WARHAMMER FANTASY RPG: ENEMY WITHIN - VOL. 4 THE HORNED RAT COMPANION**

*The Horned Rat Companion* is the fourth of our five-part series of companion volumes to the *Enemy Within* campaign. It is packed with supplementary material to not only expand *The Horned Rat* but also support any *WFRP* games which feature the skulking Skaven as a foe. Scheduled to ship in January 2022.

CB7 2418 .....\$34.99



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Game play  
**20-40**  
minutes

Ages  
**8+**

**2-8**  
players



**DAILY MAGIC GAMES**



**VALERIA CARD KINGDOMS - SECOND EDITION**

In *Valeria: Card Kingdoms*, you play a Duke or Duchess with the power to hire citizens, buy domains, and slay monsters to bring peace to Valeria and become its next ruler. Each round, a player rolls the dice to see which citizen powers are activated for everyone at the table. On your turn, use your actions to recruit citizens for their ongoing benefits, buy domains for their unique powers, or slay monsters for rewards and victory points. Scheduled to ship in November 2021.

DMG VCK101 ..... \$35.00

**VALERIA CARD KINGDOMS - SECOND EDITION: CRIMSON SEAS EXPANSION**

In *Crimson Seas*, you will obtain Maps to new far-off lands beyond the borders of Valeria allowing you to import trade Goods from Araby to increase your victory points, purchase Tomes of great power to augment your resource production, rescue captured Nobles from the villainous Amarynth Empire, and plunder the wealth of the Cursed Isle. Beware the monsters of the sea, though, as they increase in strength, sowing chaos throughout all of Valeria. Scheduled to ship in November 2021.

DMG VCK130 ..... \$35.00



**VALERIA CARD KINGDOMS - SECOND EDITION: DARKSWORN EXPANSION**

*Darksworn* introduces cooperative and narrative-driven game play to Valeria with 6 connected books that continuously introduce new rules and components. Use cards from the base game or previous expansions to balance your desired difficulty! Play The Forgotten Temple, a cooperative dungeon delve with endless room and final boss combinations. Scheduled to ship in November 2021.

DMG VCK140 ..... \$35.00



**VALERIA CARD KINGDOMS - SECOND EDITION: FLAMES & FROST EXPANSION**

The Kingdom of Valeria is expanding to the fiery peaks of volcanoes, and the cold ridges of glacial mountains! *Valeria: Card Kingdoms - Flames & Frost* brings in a whole new set of Citizens, Monsters, Domains, and Dukes that you can play by replacing or mixing with components from the base game, for all new experiences! Scheduled to ship in November 2021.

DMG VCK110 ..... \$25.00



**DOLPHIN HAT GAMES**



**STEAL THE BACON**

This tasty party game is ready to sizzle up some game night fun! Fill up your plate with stacks of yummy pancakes and when your plate matches another player's plate, you'll have to race them to steal the bacon. Be on the lookout for Awful Waffle and Clap Clap Flapjack. If they show up, all the bacon breaks loose. Each player receives a stack of pancake cards. The dealer flips up one of their cards and play proceeds with each successive playing flipping their top card. If two players' face up cards match those players must race to steal a bacon card from the center. First player with 10 strips of bacon is the winner. Scheduled to ship in December 2021.

DHG STB ..... \$10.00

**ON PORPOISE**

You will be Challenged by polka dots, paisley patterns and predators as you race to get rid of your cards first. Keep a look out because there are more than just sharks in the water. Catch the cards played on porpoise and you just might live to tell the tale! Scheduled to ship in December 2021.

DHG OP ..... \$10.00



**SPOTLIGHT ON**



**TACO CAT GOAT CHEESE PIZZA: ON THE FLIP SIDE (STAND ALONE OR EXPANSION)**

The gang is back! With new characters, rules, and a crazy reversed twist. A complete standalone and expansion set to our wildly popular party game. Scheduled to ship in November 2021.

DHG TCGCPTF ..... \$9.99

**DV GIOCHI**

OFFERED AGAIN



**FEATURED ITEM**

**O/A DECKSCOPE: DRACULA'S CASTLE**

The 9th game in the *Deckscape* series, players will take on the role of monster hunters treating Dracula's Castle as their escape room.

DVG 5739 ..... \$14.99



**FEATURED ITEM**

**DECKTECTIVE**

The Will without an Heir



**O/A DECKTECTIVE: THE WILL WITHOUT AND HEIR**

Number 4 in the *Decktective* series puts the players in 17th century Netherlands attempting to discover clues about a mysterious will.

DVG 5737 ..... \$14.99

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## FLYING CARPET GAMES



### ORCHARDS

*Orchards* is a strategic card game in which players will plant, grow, harvest and sell fruit in order to fulfill orders from the market. Each order fulfilled earns the player victory points. At the end of the game the player with the most points wins. Plant the domino-shaped cards in a grid to form the orchard. Grow by adding cards to your hand matching the cards adjacent to the one planted. Harvest fruit by enclosing a card of that type within the orchard. Sell harvested fruit at the market to earn victory points and win the game. Scheduled to ship in December 2021. FCG 04001 .....\$15.00

## FREE LEAGUE PUBLISHING

## SPOTLIGHT ON



### THE ONE RING RPG: CORE RULES STANDARD EDITION

Enter the world of Middle-earth with *The One Ring*, the official tabletop roleplaying game based on the works of J.R.R. Tolkien. Designed specifically to evoke the atmosphere of *The Hobbit* and *The Lord of the Rings*, the game contains rules for creating heroes and sending them off on adventures in a land threatened by the growing Shadow. Rules for travelling across the land (Journey), facing frightening foes (Combat), and meeting the personalities of Middle-earth (Council). Thorough advice for the Loremaster on how to bring Middle-earth to life, including rules for magical treasure, the Shadow, and the Eye of Mordor. Scheduled to ship in January 2022. FLF TOR001 .....\$57.99

### THE ONE RING RPG: LOREMASTER'S SCREEN

A deluxe Loremasters screen in landscape format for the second edition of *The One Ring* roleplaying game. Featuring a host of useful tables and important information on the inside, and evocative art by Martin Grip on the outside. The Rivendell compendium contains information about The Last Homely House, including Elrond himself and new rules for how to create High Elf Player-heroes. Scheduled to ship in January 2022. FLF TOR003.....\$29.99



### THE ONE RING RPG: STARTER SET

*The One Ring Starter Set* contains all you need to take your first step into Middle-earth and experience the adventures Hobbits get up to. Three volumes containing The Rules, The Shire and The Adventures. Totalling 107 pages in all. A large double-sided map showing the Shire and Eriador. Eight double-sided pre-generated character sheets and 30 Wargear Cards. Six double-sided Journey Role and Combat Stance Cards Two D12 Feat Dice and Six D6 Success Dice. Scheduled to ship in January 2022. FLF TOR004.....\$49.99



## FUNKO

## SPOTLIGHT ON

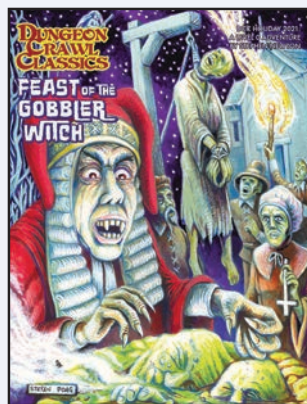


### THE WARRIORS: COME OUT TO PLAY

No place to run to, baby. No place to hide! The roughest and toughest gangs of New York have assembled at a midnight summit when Cyrus, leader of the powerful Gramercy Riffs, is murdered! Everyone wrongly thinks you, the Warriors, are to blame, which means every gang in the city is gunning for you as you try to make your way back to your home turf of Coney Island! In this rowdy, cooperative strategy game, you'll need to watch each others backs to navigate the dangerous streets and subways of New York, dodge rival gangs, and maintain your rep. Make it back to Coney Island and show the Gramercy Riffs you've been framed to prove the Warriors are not just good but are the best the best! Can you dig it? Scheduled to ship in February 2022. FNK 54803 .....\$24.99

## GOODMAN GAMES

## SPOTLIGHT ON



### DUNGEON CRAWL CLASSICS: 2021 HOLIDAY MODULE - FEAST OF THE GOBBLER WITCH

Burn the witches! This new level 0 funnel is a perfect adventure for playing a one-shot with your old friends while visiting over the holidays. A fanatical colony is starving and in turmoil, and looking for someone to blame for their hardships! When the PCs are accused of causing the crops to fail, there becomes only one means to stay their death sentences: face the dangers of their savage island, and recover the Holy Scythe of Mayflower stolen by the witch Abutit. If the PCs are successful, a ceremony of thanks will be served in their honor. If they fail, they will find themselves unwilling participants in the feast of the Gobbler Witch. Scheduled to ship in January 2022. GMG 52021 .....\$9.99

## GOtha GAMES

### AQUA MIRABILIS

It all starts with flowers: orange, bergamot, jasmine, lavender, narcissus, and the rose. Through a variety of production methods, you transform flowers into the corresponding scents and use them to complete a perfume recipe. Perfumers will have to continuously develop their knowledge and learn new techniques by studying and traveling. Furthermore, players have to nurture their social position among nobles and try to influence the King and his Court. When perfumes are presented to the King and the Court, they score prestige points based on how fashionable and original they are. In the end, the player who has gained the most prestige points, wins. Scheduled to ship in January 2022. GGA AQUAMIRABILIS .....\$45.00







## Doctor Who: Don't Blink

Don't Blink. Don't even blink.

The TARDIS has crashed on a derelict spaceship, full of Weeping Angels: terrifying killers that can only be stopped by staring at them. But if you dare to stop looking, if you even blink, they'll send you out of time.

Will the Doctor and companions be able to get all the pieces to repair the TARDIS in time? Or will the Weeping Angels succeed where so many adversaries have failed before?

30+ mins.

2-5 players

Ages 10+

GF9 DWB01 \$30

## Pathfinder: Level 20

Here you are, minding your own business with some of your best friends, enjoying the leftover scraps when you hear the most terrifying words you've ever heard. "I just need a few XP to hit Level 20."

In Level 20 players take on the role of Kobolds, trying to escape an XP hungry fighter or cause him to flee their den in embarrassment.

**Pathfinder: Level 20** is a game of mischief and survival, will you make the hero flee, or end up on the end of their sword!

20+ mins.

2-6 players

Ages 10+

GF9 PFSF01 \$30



## Wise Guys

You accomplish more with a smile, a handshake, and a gun than you do with just a smile and a handshake. — Al 'Scarface' Capone

In Wise Guys, your made men and associates drive to key locations, exploiting profitable opportunities as they arise.

Outfox your rivals by striking deals, bribing and threatening to keep them on their toes.

When words fail, send in your enforcers, hard men like 'Machine-gun Jack', 'Two Gun' and 'Dynamite' Brooks.

90+ mins.

3-4 players

Ages 14+

GF9 WGUY01 \$50





# Dune

Imagine you can control the forces of a noble family, guild, or religious order on a barren planet which is the only source for the most valuable substance in the known universe.

Imagine you can rewrite the script for one of the most famous science fiction books of all time.

Welcome to the acclaimed 40 year old board game which allows you to recreate the incredible world of Frank Herbert's DUNE.



**BESTSELLER**

**GAMES**

120+ mins.

2-6 players

Ages 14+

GF9 DUNE01 \$60

**BESTSELLER**



## Dune: Ixian & Tleilaxu

This expansion adds two new factions, the Ixians and the Tleilaxu, to the Dune boardgame.

The Tleilaxu, led by a small council of Tleilaxu Masters seek to dominate all other houses.

The Ixians, headed by The cyborg, Prince Rhombur of House Vernius bring new tech to Arrakkis that only they can control.

This expansion introduces new mechanics to help you gain advantages over your rivals.

120+ mins.

2-6 players

Ages 14+

GF9 DUNE02 \$25

## Dune: Choam & Richese

Introduces two new factions into Dune, the fallen Richese and business-like CHOAM

The Combine Honnete Ober Advancer Mercantiles or CHOAM controlled much of the economic affairs across the cosmos, and had a keen interest in Arrakis.

House Richese had a well-earned reputation for ingenuity before becoming bankrupt.

This expansion also introduces two new game variants and Leader Skills to the game.



**QUARTER 1**

120+ mins.

2-6 players

Ages 14+

GF9 DUNE03 \$25

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## GRAND GAMERS GUILD

# FORGOTTEN DEPTHS

### FORGOTTEN DEPTHS

*Forgotten Depths* is a 1-3 player co-op dungeon adventure game, combining unique tile laying and hand management mechanics to deliver a quick-playing but substantial experience of exploration and combat. Scheduled to ship in January 2021. GGL VKGFDR01 .....\$40.00

## GREEN RONIN PUBLISHING

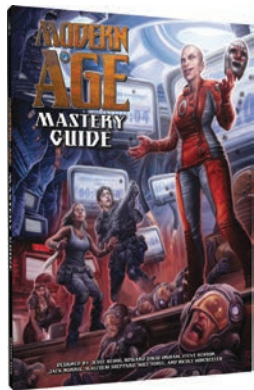
### MODERN AGE RPG: FIVE AND INFINITY

A spider goddess seeks a safe exile on Earth. Dark deeds force heroes to an urban hell - literally. A prison planet holds the secret of the illegal soul trade. The Firecrown, once worn by the first and last empress of the Divine Empire, may be on the verge of discovery, inflaming the political ambitions of a horde of demigods. The Earth is destroyed...but that might be a temporary affair. The first adventure book for the *Modern AGE* RPG, *Five and Infinity* explores the Metacosm of the Threefold campaign setting. The books five adventures cover all levels of play and can be run individually or connected as a campaign. Scheduled to ship in February 2022. GRR 6307 .....\$32.95



### MODERN AGE RPG: MASTERY GUIDE

Perfect your *Modern AGE* game! Unlike traditional Game Master Guides, this expansion to the core *Modern AGE* rules provides advice for both players and Game Masters, ranging from instruction on storytelling and character portrayal to deep dives into the rules of *Modern AGE*. That includes new game systems, such as alternate character creation, and official rules updates to the *Modern AGE Basic Rulebook*. Take your game to the next level with the *Modern AGE Mastery Guide*! Scheduled to ship in February 2022. GRR 6308 .....\$32.95



### THE EXPANSE RPG: BEYOND THE RING

The Ring gates are open, as *The Expanse* RPG advances its timeline to the fourth novel in the series, *Cibola Burn*. The Ring, a massive construct created by the protomolecule out near the orbit of Uranus, is a portal into a strange non-space known as the Slow Zone. Centered on an ancient alien station, it connects to more than a thousand other portals to a thousand different star systems, each with one or more worlds shaped by the ancient aliens who created the protomolecule and intended to do the same to Earth. Now they are long gone, and vast frontiers have opened for human settlement and exploration. *Beyond the Ring* opens up a whole new type of adventure for *The Expanse* RPG, as characters travel to distant star systems and face unknown perils! Scheduled to ship in February 2022. GRR 6608 .....\$34.95



## HOLY GRAIL GAMES



### CAESAR'S EMPIRE

*Caesar's Empire* is a 2-5 player eurogame about building roads, set in the world of the beloved comic series *Asterix*. However, instead of playing as one of the indomitable Gauls, players will be siding with the great Julius Caesar! As members of the emperor's entourage, they have been tasked with expanding the limits of his empire. In *Caesar's Empire*, players build Roads to connect Rome to new Cities across the player board. Each time a player reaches a new City, they score points, and Cities provide City and Treasure tokens that will be worth additional points at the end of the game. The game ends when Rome is connected to every City on the board. Scheduled to ship in November 2021. LUM CAE01EN .....\$49.99

## JELLYBEAN GAMES



### NIGHT OF THE MUMMY

The second in the *Masquerade* series, *Night of the Mummy* is a logical deduction game for 4-8 players. Suitable for ages 10 and up, it plays in 15-20 minutes. The Mummy's curse has brought all the exhibits to life. They've crashed the Museum of Unnatural History's annual masquerade ball - deduce who everyone is to break the curse and win the game! Dance with other guests, guess their unique identities, and when you've worked out who everyone is, accuse them all to win the game! Scheduled to ship in November 2021. JBG 556703 .....\$19.95

## KEEP EXPLORING GAMES



### MONUMENTS

In *Monuments*, 1 to 4 players lead their Mayan, Incan, Greek or Egyptian Civilization. Over the course of the game, you will build your mighty Monument, layer by layer. Impressive as this is, it is also important to grow your population, produce resources, expand your territories over land and sea, build buildings and keep your opponents at bay. Gameplay is smooth and fast. Each turn, you either play a simple action card and discard it, or take all discarded cards back on hand. When someone builds the fifth and final layer of their Monument, the game is over. But only the player with the most victory points wins! An AI opponent for solo play is included. Scheduled to ship in January 2022.

**DELUXE EDITION**  
KEG 00902 .....\$119.00  
**STANDARD EDITION**  
KEG 00901 .....\$69.00

## KIDS TABLE BOARDGAMES



### CREATURE COMFORTS

In *Creature Comforts*, you spend the Spring, Summer, and Fall gathering different goods from the forest and spending them to collect items that will make your home more inviting while the world outside is covered in a layer of snow. Each round you send family members out to various locations in an attempt to gain supplies. If they fall short of their goal, they'll learn a lesson and be better prepared next time. The family that has created the most comfortable den wins the game. Scheduled to ship in February 2021. KTG 7002E .....\$45.00

## KEYMASTER GAMES



### CAPER: EUROPE

*Caper: Europe* is a two-player drafting game. You take turns sending thieves to famous locations across Europe, vying for control through special card powers. These thieves have tricks up their sleeves, which you can enhance by adding gear to them. And controlling the locations isn't everything because priceless stolen goods await the thief who's clever enough to snatch them first. Your goal is to score the most points by winning locations, collecting stolen goods, and equipping thieves with their preferred gear. The mastermind with the most points, tallied at the end of six rounds, wins. Scheduled to ship in February 2021. KYM 0801 .....\$34.99

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**VAULT OF MAGIC  
HARDCOVER (5E)**

Inside *Vault of Magic*, you'll find a vast treasure trove of enchanted items of every imaginable use - more than 900 in all! There are plenty of armors, weapons, potions, rings, and wands, but that's just for starters. From mirrors to masks, edibles to earrings, and lanterns to locket, it's all here, ready for you to use in your 5th Edition game.

PZO KOB9245 ..... \$49.99

KONAMI DIGITAL  
ENTERTAINMENT

SPOTLIGHT ON



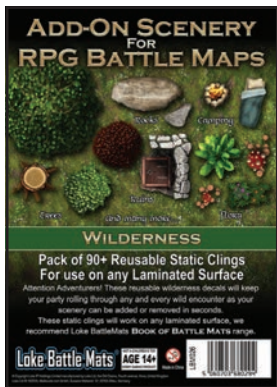
**YU-GI-OH! TCG: BATTLE OF  
CHAOS BOOSTER DISPLAY (24)**

The first core booster of 2022, *Battle of Chaos*, breaks out in February! This 100-card set features new cards that work with Yugi Muto's Dark Magician, including a new Ritual Monster, a new Fusion Monster, and a new Dragon form of Timaeus. There is plenty to look forward to in *Battle of Chaos*! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 85552 ..... \$100.56

**BATTLE MATS**

Scheduled to ship in January 2021.



**ADD ON SCENERY - WILDERNESS**

The latest addition to Loke Battle Mats' add-on scenery for RPG Maps range, the Wilderness set is everything you need to set up a wild encounter. The static clings work with any laminated map and allow the GM to create everything from campsites, river crossings and suspicious flora right through to creating entire forests using the tree clings.

LBM 026 ..... \$12.99



**LITTLE BOOK OF BATTLE MATS -  
WILDERNESS EDITION**

The *Little Book of Battle Mats* is the battle map book that fits on your pocket! Ideal for random encounters, or adding perilous locations to your existing map in seconds, this is the little map tome you cannot be without! Explore sunken ship wrecks, desert pyramids, jungle ziggurats and much more in this little book of Adventure!

LBM 024 ..... \$12.99



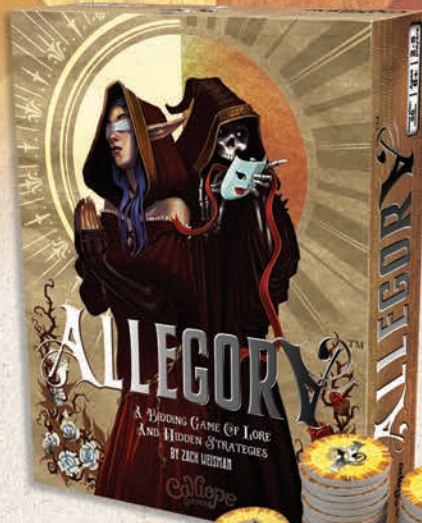
**LOKE'S DECK OF COMBAT TWISTS**

*Loke Battle Mats' Deck of Combat Twists* is a random deck generator to spice up RPG Combat encounters! This is a tool for GMs to easily introduce some exciting tactics and unexpected events to keep combat fresh and engaging. And encounter, however small, can now be edge of the seat exciting! The deck can be used to plan ahead of time, or draw cards mid-combat and embrace the random events!

Scheduled to ship in January 2021.

LBM 680317 ..... \$35.00

# ALLEGORY™



Craft Your Story With Lore  
And Hidden Strategies



www.CalliopeGames.com

Game play  
**30-50**  
minutes

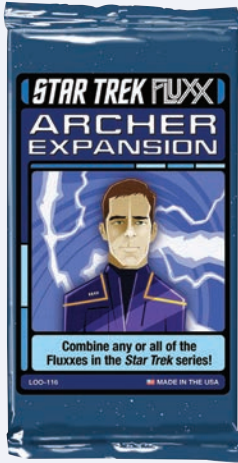
Ages  
**8+**

**2-6**  
players



**LOONEY LABS**

**SPOTLIGHT ON**



**STAR TREK FLUXX: ARCHER EXPANSION**

The *Archer Expansion* focuses on Captain Archer and the Temporal Cold War, and also includes Daniels, a Temporal Rift, and the Xindi. The set also contains a new Meta Rule called Combined Decks, designed specifically for optimizing gameplay with more than one Fluxx deck. The *Archer Expansion* pack works with any of the 4 standalone *Star Trek Fluxxes*, but for maximum fun, shuffle these cards together with as many of the *Trek Fluxxes* as you have! Contains 16 cards.  
 LOO 116 ..... \$5.00

**SPOTLIGHT ON**



**STAR TREK FLUXX: PORTHOS EXPANSION**

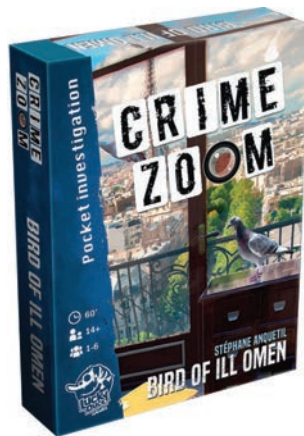
The *Porthos Expansion* pack is on the light-hearted side, and is named for Porthos, Captain Archer's dog. Porthos is joined by his crewmate Dr. Phlox, his fellow space pet Spot, a famous Klingon, Kor, and a bottle of Romulan Ale. Also includes a new Action and a New Rule! The *Porthos Expansion* pack works with any of the 4 standalone *Star Trek Fluxxes*, but for maximum fun, shuffle these cards together with as many of the *Trek Fluxxes* as you have! Contains 16 cards.  
 LOO 117 ..... \$5.00

**LUCKY DUCK GAMES**



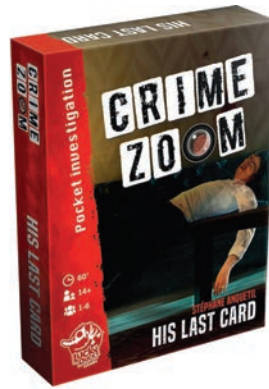
**CHRONICLES OF CRIME: THE MILLENNIUM SERIES - 2400**

*Chronicles of Crime: 2400* is a standalone game for 1-4 players, which presents a new world where androids indistinguishable from humans walk the streets of Paris and cybernetic implants have become part of everyday life. Players will explore the city like never before, from the slums and underbelly of a suffering population to advanced corporation structures and a gargantuan translucent Dome with its luxurious lifestyle held within. In *Chronicle of Crime: 2400* players will find that while the struggle between criminals and detectives is millennia old, but at the beginning of the 25th century it has been taken to a whole new level. Scheduled to ship in November 2021.  
 LKY CCM-R03-EN ..... \$29.99



**CRIME ZOOM: BIRD OF ILL OMEN**

*Crime Zoom* is an investigation game for 1 to 6 players that plays in about one hour. The investigation begins with an illustrated crime scene that is made up of several cards. Turning over a card allows you to discover leads that you can choose to follow or not. You can investigate freely by following the clues that seem most relevant or choose to stoop when you believe you have an understanding of the plot. Once you think your investigation is complete you must answer the important questions: who is the culprit, what evidence can prove this, and what was the motive? *Crime Zoom* is a perfect pick-up-and-play game that excites players with a rich blend of murder, mystery, and deduction. Scheduled to ship in October 2021.  
 LKY CRZ-R02-EN ..... \$14.99



**CRIME ZOOM: HIS LAST CARD**

*Crime Zoom* is an investigation game for 1 to 6 players that plays in about one hour. The investigation begins with an illustrated crime scene that is made up of several cards. Turning over a card allows you to discover leads that you can choose to follow or not. You can investigate freely by following the clues that seem most relevant or choose to stoop when you believe you have an understanding of the plot. Once you think your investigation is complete you must answer the important questions: who is the culprit, what evidence can prove this, and what was the motive? *Crime Zoom* is a perfect pick-up-and-play game that excites players with a rich blend of murder, mystery, and deduction. Scheduled to ship in October 2021.  
 LKY CRZ-R01-EN ..... \$14.99



**KIDS CHRONICLES**

*Kids Chronicles* is a cooperative family game of adventure and mystery investigation that combines a board game and an app. Play the role of Magician's Apprentices and solve the mysteries of two Kingdoms! Look for clues and make decisions together in five epic stories. Explore the two Kingdoms and experience their many locations in interactive 3D Scenes. Scheduled to ship in November 2021.  
 LKY CCK-R01-EN ..... \$24.99



**SMALL ISLANDS**

Since the beginning of time, humans have lived in harmony along the coast of the Great Continent. Recently, a few courageous explorers discovered a magnificent archipelago filled with vital resources. Explore the heart of these newly discovered islands, seek out natural resources and the temples of an ancient civilization, and bring back wealth and prestige for your clan from these many islands: the Small Islands. *Small Islands* is a tile-placement game in which you are daring explorers discovering a magnificent archipelago. Scheduled to ship in October 2021.  
 LKY SIS-R01-EN ..... \$34.99



**DESTINIES: SEA OF SAND EXPANSION**

Embark on an epic journey to reach the sands of Mahdia, a pirate fortress on the shores of North Africa! Is your army strong enough to break through its walls? Or will the African heat, merciless pirate raiders, and the Ifrit, a creature of Arabic legend, see your dreams of glory sinking into the sea of sand forever? The *Sea of Sand* expansion adds three new scenarios that form an exciting campaign. Each scenario unveils more of an overarching plot, but each scenario can also be enjoyed as an individual experience. Scheduled to ship in November 2021.  
 LKY TLD-R02-EN ..... \$29.99



**YUMMY YUMMY MONSTER TUMMY**

*Yummy Yummy Monster Tummy* is a 2 to 4 player cooperative digital hybrid-game combining a traditional deck of cards with a mobile application. Combine colored objects to feed all the monsters. Scheduled to ship in November 2021.  
 LKY YMT-R01-EN ..... \$19.99

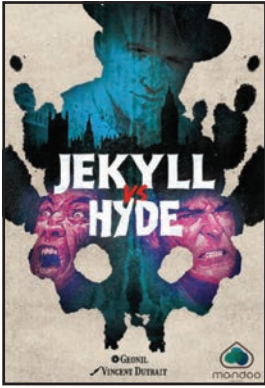
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## MANDOO GAMES



### JEKYLL VS HYDE

*Jekyll vs. Hyde* is a trick-taking game for 2 players, based on the famous novella *Strange Case of Dr. Jekyll and Mr. Hyde* by Robert Louis Stevenson. As Dr. Jekyll, you'll need to resist Mr. Hyde's fierce attacks to protect your mind and keep the secret of your dual nature. As Mr. Hyde, your goal is to dominate Dr. Jekyll to overcome his identity. Scheduled to ship in January 2021.

LUM JVSH21EN..... \$22.99

## MANTIC ENTERTAINMENT

### DEADZONE 3.0: TWO PLAYER STARTER SET

*Deadzone* uses an innovative cube-based system for movement and shooting. Throw your tape measures in the garbage because you're never going to need them again! Apart from DIY, of course. Models can be moved anywhere in a cube, which ensures you can make the best use of cover and obstacles to avoid the enemy, and movement takes seconds, rather than minutes. Shooting is just the same measure the distance in cubes and, if you can see it, you can shoot it! Wargaming has never been this fast or cinematic. Third Edition incorporates all the changes and improvements made in the previous *Outbreak* and *Escalation* supplements, along with a host of other refinements. Scheduled to ship in October 2021.

MGE MGDZM103 ..... \$125.00



### DEADZONE 3.0: RULEBOOK PACK

We've split the rules across two books that are packed with art, pictures and more. The core rulebook contains all the rules you need to start playing, along with campaign rules and 16 scenarios. Meanwhile, the Force List book contains the individual profiles and stats for each faction, along with details of how to build your Strike Teams and a handy weapons guide after all, you don't want to take a knife to a Polaris Cannon fight. Scheduled to ship in October 2021.

MGE MGDZM104 ..... \$45.00



### DEADZONE

Scheduled to ship in October 2021.



### ACRYLIC ITEMS

MGE MGDZM109 ..... \$20.00



### ASTERIAN MATSUDAN BOOSTER

MGE MGDZA104..... \$40.00



### ASTERIAN WAR CLADE STARTER

MGE MGDZA103..... \$40.00



### FORGE FATHER BROKKRS BOOSTER

MGE MGDZF105..... \$40.00



### COMMAND DICE PACK

MGE MGDZM108 ..... \$12.50



### FORGE FATHER HOLD WARRIORS STARTER

MGE MGDZF103..... \$40.00



### D8 PACK

MGE MGDZM107 ..... \$12.50



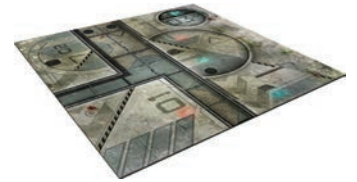
### GAMING MAT 2020

MGE MGDZM105 ..... \$40.00



### ENFORCER INSURGENCE PROTOCOL STARTER

MGE MGDZE104 ..... \$40.00



### GAMING MAT 2021

MGE MGDZM106 ..... \$40.00



### ENFORCER STRIKE PROTOCOL STARTER

MGE MGDZE103 ..... \$40.00



### GCPS HEAVY ORDINANCE BOOSTER

MGE MGDZG105..... \$40.00



### GCPS RECON SQUAD STARTER

MGE MGDZG103..... \$40.00





**GCPS URBAN PACIFICATION BOOSTER**  
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MGE MGDZM112.....\$80.00



**VEER-MYN BROOD MATRIARCH BOOSTER**  
MGE MGDZV106.....\$40.00



**VEER-MYN CLAW PACK STARTER**  
MGE MGDZV104.....\$40.00



**VEER-MYN TUNNEL AMBUSH BOOSTER**  
MGE MGDZV105.....\$40.00

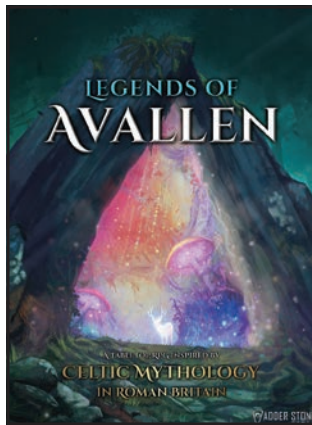
**MODIPIUS**



**INDEX CARD RPG**

Indie hit *Index Card RPG* and its much anticipated new *Master Edition* has slowly built a die-hard following of DIY RPG creators and players over the past 5 years. Until now, it has been found in 3 hardcopy books and numerous PDF's published by its creator, Runehammer, via DriveThruRPG. This newest *Edition*, the *Master Edition*, combines *ICRPG's* numerous worlds, streamlined D20 rules and critically acclaimed GM know-how all in one high quality hardback, all revised and updated with its latest playtest data, gathered from players all over the world. For the first time this edition will be available to fans across the world through their friendly local gaming stores. Scheduled to ship in December 2021.

**COLLECTOR'S EDITION**  
MUH 052434.....\$69.99  
**MASTER EDITION**  
MUH 052433.....\$48.99



**LEGENDS OF AVALEN RPG: CORE RULEBOOK**

The shepherd ordained as a Druid, the bard reborn as a Fae Touched, the thief who found glory as a Gladiator - the greatest of legends rise from humble beginnings, and yours is no different. In a mystical land occupied by faithless invaders, what tales will be told of you? Will you mend the rifts between worlds, or delve into their depths for fame, fortune, and power? Inspired by Celtic mythology in Roman Britain, *Legends of Avalen* takes you to a divided island home to the mysterious Otherworld. Scheduled to ship in December 2021.

MUH 111V001.....\$49.99

**VIKING DEATH SQUAD RPG**

*Viking Death Squad* is a world, RPG system, and play resource inspired by the heavy metal superclassic 'War Pigs' by Black Sabbath. This TTRPG is an explosive game of immortal vikings, cybernetic horrors, and demonic legions. This compact book is jam packed with hard-edged artwork by Brandish Gilhelm, with all the heavy metal, battleaxes and screaming skulls the genre demands. - Faux Leather charcoal cover, green foil stencil, silver foil spine stencil, spot colour interior. Scheduled to ship in December 2021.

MUH 052432.....\$53.99



**MONTE COOK GAMES**



**CYPHER SYSTEM RPG 2ND EDITION: CLAIM THE SKY**

Whether your love is comic book superheroes or the blockbuster films of recent years, *Claim the Sky* lets you recreate your favorite characters, build your own heroes from scratch, and send them out into fun, fast-paced RPG adventures and campaigns. It explores the superhero genre both widely and deeply, with new rules, character creation ideas, equipment, creatures, cyphers, and more. Plus a complete setting! Scheduled to ship in November 2021.

MKG 289.....\$49.99



**CYPHER SYSTEM RPG 2ND EDITION: FIRST RESPONDERS**

Heroes inspired by the real world, with powers of grit, courage, and experience. In *First Responders*, characters take on megachallenges and large-scale threats in nail-biting adventures that often feature no violence at all. And the megachallenge system can be easily used in any Cypher System game. Scheduled to ship in December 2021.

MKG 290.....\$44.99

**NUMENERA RPG: BREAK THE HORIZON**

Set your players and your campaign free to explore even more of the Ninth World. *Break the Horizon* focuses on vehicles, travel equipment, and related GM info and adventures. It unlocks greater levels of mobility to your *Numenera* campaign, with options and equipment that let you travel further and explore more. With all the weirdness and prior-world wonder you might expect from travel options in the Ninth World. Scheduled to ship in November 2021.

MKG 287.....\$44.99



**OINK GAMES**

**SPOTLIGHT ON**



**SCOUT**

You have suddenly been appointed as the leader of a circus. Using the members of your circus you must put together a show that will beat out your rivals. Everyone on your team has a specific role. To fill in the gaps on your team, try to scout members away from other circus groups! With the addition of just one extra person you may set off an incredible chain reaction that helps you create a show that no other circus will be able to surpass. Will you battle with your current members? Or will you wait it out and try to recruit different ones? You will feel amazing when you make the right choices in this speedy card game! Scheduled to ship in January 2021.

ONK SCT.....\$23.00



## OSPREY GAMES



**BRIAN BORU: HIGH KING OF IRELAND**  
Ireland is awash with would-be kings, power-hungry pretenders, and self-professed rulers. The provinces are in disarray, and the common folk are paying the price. The land needs a leader. In *Brian Boru*, players will strive to unite Ireland under their domain, securing control through might, cunning, and matrimony. Join forces to fend off Viking invaders, build monasteries to extend your influence, and gather support in towns and villages throughout the land. Scheduled to ship in November 2021.  
OSP GAMTBD1 ..... \$55.00

### FROSTGRAVE: BLOOD LEGACY

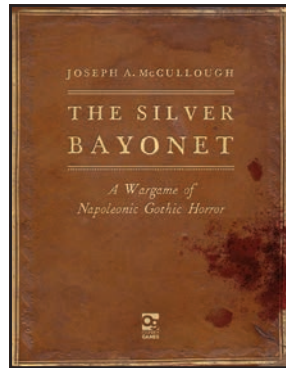
In the days of ancient Felstad, vampires kept to the shadows, their small numbers no match for the power of the city's wizards. But when the cataclysm struck, the wizards were destroyed, while the deathless vampires went into a frozen hibernation. Now, as the city thaws, so do its undead inhabitants. The masters of the night are rising again: reoccupying their hidden strongholds, reforming their old cabals, and finding new victims to serve as their thralls. The destruction of the old city has brought one other boon to the vampires - giant's blood. Scheduled to ship in December 2021.  
OSP FGV016 ..... \$30.00



**HEIRS TO HERESY: THE FALL OF THE KNIGHTS TEMPLAR**  
You are one of the thirty Knights Templar who awoke on Friday, 13 October 1307, only to find themselves wanted criminals and branded heretics by the King of France. Abandoned by the Vatican and sent away early in the morning, you must leave Paris on a day of reckoning and try to find your way across a dark, mythic utopia where you can rebuild! *Heirs to Heresy* starts as a historical-fantasy roleplaying game, but is heavily influenced by Gnosticism, European Folklore, esotericism, and the myths and legends that surround the Templars. Scheduled to ship in November 2021.  
OSP RPG046 ..... \$35.00

### THE SILVER BAYONET

As the wars of Napoleon ravage Europe, chaos and fear reign and the darkness that once clung to the shadows has been emboldened. Supernatural creatures - vampires, werewolves, ghouls, and worse take advantage of the havoc, striking out at isolated farms, villages, and even military units. Whether they are pursuing some master plan or simply revelling in their newfound freedom is unknown. *The Silver Bayonet* is a skirmish wargame of gothic horror set during the Napoleonic Wars. Scheduled to ship in November 2021.  
OSP GAMTBD2 ..... \$35.00



## PAIZO PUBLISHING



**PATHFINDER: GOBLIN FIREWORK FIGHT**  
Paizo presents an all-new fast-paced party game: *Pathfinder Goblin Firework Fight!* Goblins have come to the town of Sandpoint, intent upon stealing their fireworks for an upcoming festival. Do you have the goblin grit to pillage your way to victory and emerge from the town with the most fireworks? Scheduled to ship in December 2021.  
PZO 5503 ..... \$29.99



**PATHFINDER RPG: ADVENTURE PATH - QUEST FOR THE FROZEN FLAME PART 2 - LOST MAMMOTH VALLEY (P2)**  
*Lost Mammoth Valley* is a *Pathfinder* adventure for four 4th-level characters by Jessica Catalan. This adventure continues the *Quest for the Frozen Flame Adventure Path*, a three-part monthly campaign in which the heroes lead a band of nomadic hunter-gatherers across a brutal primordial landscape. This adventure also includes an examination of megafauna, including advice and rules for creating your own new giant animals; a glossary of Mammoth Lords' depictions of Golarion's most popular deities; and new prehistoric creatures to befriend or bedevil your players. Scheduled to ship in February 2022.  
PZO 90176 ..... \$24.99



**PATHFINDER RPG: FLIP-MAT CLASSICS - KEEP**  
*Pathfinder Flip-Mat Classics: Keep* features a small fortress with a courtyard, stables, well, barracks, and battlements. The map includes numerous interior chambers, such as the throne room, war room, and grand entry hall, all of which make for perfect adventure sites. The Flip side features the broken terrain that might lead up to the keep. Scheduled to ship in February 2022.  
PZO 31038 ..... \$14.99



**PATHFINDER RPG: FLIP-MAT - ENORMOUS BASIC**  
This sprawling map measures 30" x 46" unfolded and is the largest basic *Flip-Mat* yet! Designed for experienced GMs and novices alike, and usable with both dry-erase and wet-erase markers, *Pathfinder Flip-Mats* fit perfectly into any Game Master's arsenal. So grab your markers and get to creating your biggest dungeons yet, with *Pathfinder Flip-Mat: Enormous Basic!* Scheduled to ship in January 2022.  
PZO 30119 ..... \$24.99



**PATHFINDER RPG: FLIP-TILES - FORTRESS CHAMBERS EXPANSION**  
Within the fortress walls lie dangers just as deadly as the enemies swarming outside. The *Pathfinder Flip-Tiles: Fortress Chambers Expansion* provides beautifully illustrated 6" by 6" map tiles that can be used to expand your fortresses with a variety of throne rooms, barracks, armories, and more. Inside, you'll find 24 richly crafted, double-sided map tiles. This expansion set, along with *Pathfinder Flip-Tiles: Fortress Starter Set*, allows you to create customized fortress maps quickly! So stop your sketching and start your flipping today. Scheduled to ship in February 2022.  
PZO 4094 ..... \$19.99



**STARFINDER RPG: ADVENTURE PATH - HORIZONS OF THE VAST 5 - ALLIES AGAINST THE EYE**  
*Allies Against the Eye* is a *Starfinder Roleplaying Game* adventure for four 9th-level characters by Jabari Weathers. This adventure continues the *Horizons of the Vast Adventure Path*, a six-part, bimonthly campaign in which the heroes are at the forefront of exploring and charting a frontier world filled with mystery. This volume also includes an examination against the dangerous cult called The Order of the Culling Shadow, paths to mystical enlightenment, and a selection of unusual alien threats. Scheduled to ship in February 2022.  
PZO 7244 ..... \$22.99





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**! NEW RELEASE**



### TREK 12

- Ascend the mountain peaks with this clever roll-and-write!
- By designers Bruno Cathala (*Kingdomino*) and Corentin Lebrat (*Draftosaurus*).
- Enjoy 3 different game modes for campaign, beginner, and solo play!

15+ 1-50 8+

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**! NEW RELEASE**



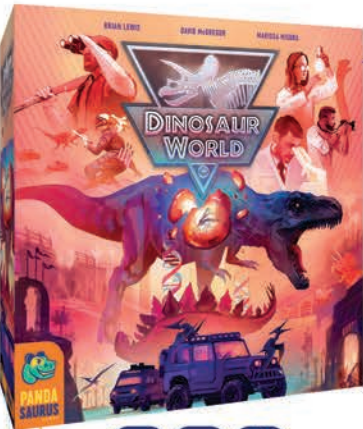
### MACHI KORO 2

- Standalone follow-up to the best-selling Machi Koro.
- Card market is randomized each game, creating variable strategies.
- Build landmarks in any order, but prices increase for each one you have!

45 2-5 10+

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### DINOSAUR WORLD

- Sequel to the technicolor best-seller Dinosaur Island!
- Drive your Jeeps through your park to activate unique building and enclosure effects!
- Includes three different shapes of dinosaur meeples!

60+ 2-4 10+

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### DINOSAUR ISLAND: RAWR 'N WRITE

- Roll-and-write adaptation best-selling Dinosaur Island!
- Draft dice to get bonuses, then use them to take actions!
- Draw your park to life with tetromino-shaped attractions and dinosaur enclosures!

30+ 1-4 10+

PAN202107 ..... \$29.95

**★ BEST SELLER**



### DINOSAUR ISLAND

- Hit title—over 50,000 sold.
- Build and manage your own dinosaur park—and mitigate customer casualties!
- Now includes THREE different types of dino meeples!

60+ 1-4 8+

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### BREW

- Intuitive rules enjoyed by families and experienced players!
- Strategic and tactical dice placement game play!
- Whimsical & eye-catching artwork!

45+ 2-4 10+

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### THAT TIME YOU KILLED ME

- Play simultaneously across 3 boards that represent the past, present, and future!
- Unlock new modules as you accomplish achievements during the game!
- Abstract strategy game designed for two players!

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PAN202112 ..... \$39.95

**BEST SELLER**

### THE LOOP



- Quirky co-operative game full of humor!
- Take advantage of time loops to create massive combos.
- Cube placement randomized by dramatic plastic tower!

60 1-4 12+

PAN202110 ..... \$49.95



**BEST SELLER**

### MACHI KORO 5TH ANNIV. EDITION

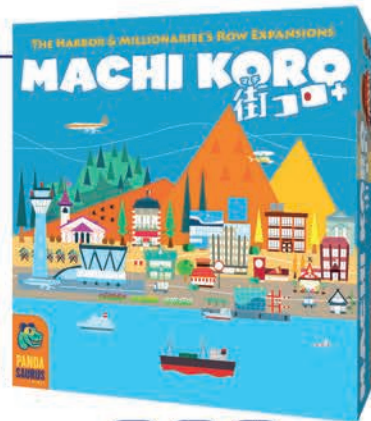
- Global smash hit — over one million sold.
- Build your own city, collect money when dice roll.
- Spiel des Jahres nominee.

30 2-4 8+

PAN201821 ..... \$29.95

**BEST SELLER**

### MACHI KORO EXPANSION



- Add a fifth player to your games of Machi Koro!
- Adds new ways to play and variable set-up instructions!
- Includes both the Harbor and Millionaire's Row expansions!

30+ 2-5 10+

PAN201905 ..... \$29.95

**BACK IN STOCK**



### THE GAME

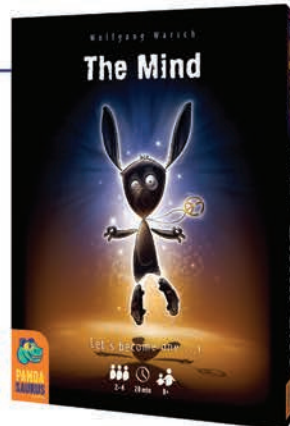
- Global sensation — 1.3 million units sold!
- This highly addictive card game pits players against The Game itself.
- Multi award-winner and Spiel des Jahres nominee.

20 1-5 8+

PAN201820 ..... \$12.95

**BACK IN STOCK**

### THE MIND



- Explosive hit card game — 1.3 million units sold.
- Meld minds to play cards in order without talking.
- Multi award-winning title and Spiel des Jahres nominee.

15 2-4 8+

PAN201809 ..... \$12.95







## PEGASUS SPIELE



### FIRST RAT

For generations, the rats in the old junkyard have been telling each other the great legend about a moon made of cheese. And now they have made up their mind: they will build a rocket and take over the Cheese Moon! Though the rats share a common goal of a lunar-cheese landing, different families of rats will be competing to contribute the most in the name of honor, glory, and cheese consumption. Played solo or with up to five players, players will enjoy numerous strategies, special abilities, and variable setups to create fresh and exciting gameplay each time First Rat hits the table. Scheduled to ship in November 2021.

PSD 51232G .....\$39.99



### ASHES: REBORN - THE MESSENGER OF PEACE EXPANSION DECK

Orrick Gilstream uses charm and time magic to escape the fate of the Phoenix and being harmony to the world, but can he succeed before his inner fire consumes him? Improve magic proficiency with Orrick's insight ability. Use this prebuilt deck to take down your opponents, or combine Orrick's cards with your favorite Ashes spells and allies to customize a new deck. Scheduled to ship in February 2021.

PHG 1220-5 .....\$14.95



### SUMMONER WARS 2ND EDITION: STARTER SET

Begin your *Summoner Wars* adventure with this Phoenix Elves versus Tundra Orcs starter set! In this box is everything you need to play the game. Will you play as the fiery Phoenix Elves, executing your plans with cruel precision? Or will you play as the icy Tundra Orcs, using willpower to temper raw ferocity? Scheduled to ship in January 2022.

PHG 3601 .....\$24.95

## SPOTLIGHT ON



### TURTLE MANIA

It's a beautiful day on the island, and the turtles want to frolic on the warm beach rather than in the cold water, but the island doesn't have room for everyone. In *Turtle Mania*, players want to help create a space on the island for the turtles as they arrive, but to do this, they need to push other turtles aside. On a turn, you have to push a turtle from a pier onto the beach, ideally without any other turtles falling into the water because if they do, you have to keep them as punishment, tending to their needs. If you knock a yellow turtle into the water, you must take a turn again immediately. If you have collected three turtles of the same color or seven turtles total, then the game ends and you are out. Whoever has collected the fewest turtles aside from you wins. Scheduled to ship in January 2022.

PSD 65500G .....\$24.99



### FAMILIAR TALES

Scheduled to ship in December 2021.

PHG 3700 .....\$79.95

## PLAY MONSTER

### TRAILZ

A down-to-the-earth strategy game! Two players, with teams of shrooms and slugs, face off to out-smart and out-maneuver each other to get to one shroom safely to the other side! Your shrooms are on the run to make it across the board but watch out for slugs! Slugs eat shrooms! So, move carefully and use your own slugs to keep enemy shrooms from reaching victory before you do! Scheduled to ship in November 2021.

PAT 7485 .....PI



## PENCIL FIRST GAMES



### FLORIFEROUS

Your garden awaits! Spend the afternoon in your floriferous garden. Pour a cup of tea, relax, and enjoy this elegant game of picking, pairing, and arranging flowers. Find joy in the abundance of nature. Scheduled to ship in December 2021.

PFX 1300 .....\$24.99

## PLAID HAT GAMES

### ASHES: REBORN - THE GORRENROCK SURVIVORS EXPANSION DECK

Lulu Firststone uses natural and time magic to set the battle arena on fire and survive in the treacherous landscape of Gorrenrock! New largest ally in *Ashes Reborn* The Gorrenrock Brawler! Use this prebuilt deck to take down your opponents, or combine Orrick's cards with your favorite Ashes spells and allies to customize a new deck. Scheduled to ship in February 2021.

PHG 1219-5 .....\$14.95



## POKÉMON USA

## SPOTLIGHT ON



### POKÉMON TCG: EEVEE EVOLUTION VMAX PREMIUM COLLECTION

With three outstanding Evolutions to choose from, these Pokémon VMAX Premium Collections let you show off your elemental mastery! Vaporeon VMAX offers the relentless force of the sea, Jolteon VMAX brings maximum voltage, and Flareon VMAX has power to burn! Each collection includes three gorgeous full-art cards, including an oversized card of the star Pokémon VMAX for display, plus a pin, coin, and 6 booster packs.

PUI 29085130 .....PI

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# ARMIES & LEGIONS & HORDES

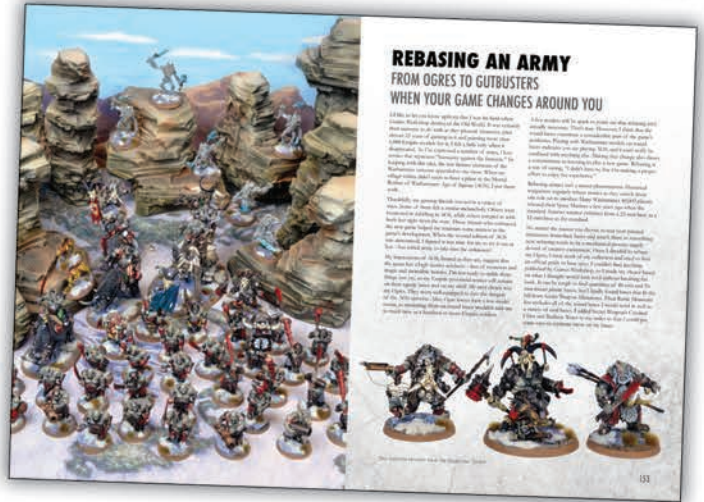
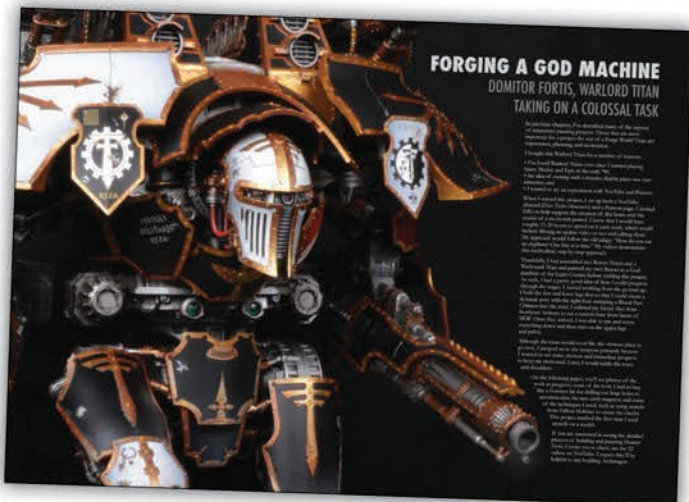
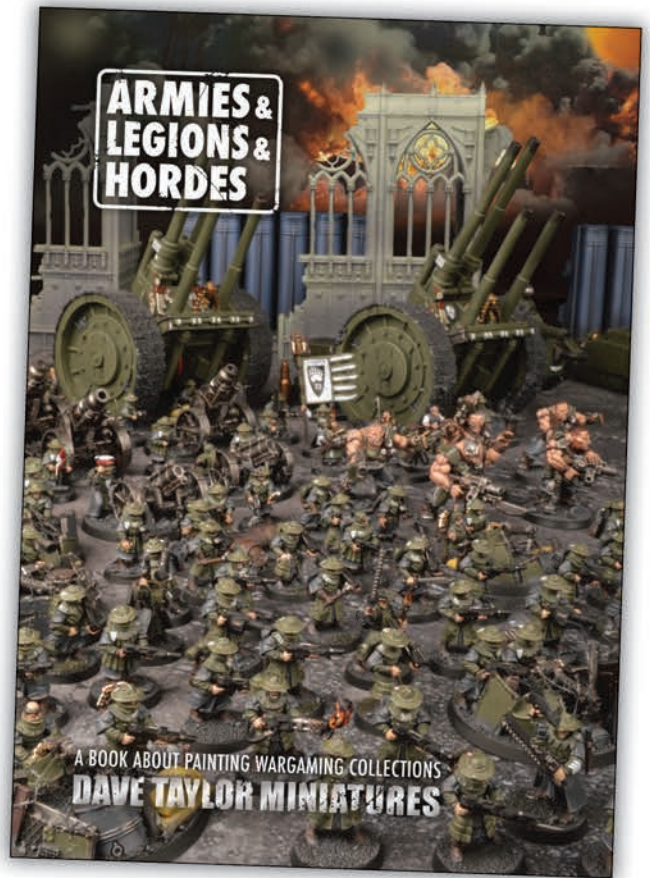
A BOOK ABOUT PAINTING WARGAMING COLLECTIONS, BY DAVE TAYLOR

10,000 miniatures and more! That's how many wargaming models Dave Taylor has painted over the last 30 years. That's dozens of armies, for some of the most popular wargames systems (and some of the most obscure, too!) During that time, Dave has had a LOT of conversations with other wargamers about the "what", "why", and "how" for such large projects. In this 176-page, hardback book, he compiles three decades of knowledge about completing wargaming armies on a regular basis, covering the following themes in detail:

- INSPIRATION • AIMS & EXPECTATIONS •
- PLANNING • MOTIVATION •

To illustrate his points, Dave has also included detailed photographs of a dozen of his more popular projects, including: the Genswick 33rd Rifles, his Warlord Titan, and his Ogor Mawtribes army.

AVAILABLE NOW  
\$50 MSRP





# SPOTLIGHT ON



**TRADING CARD GAME**

## POKÉMON TCG: POKE BALL TIN DISPLAY (6)

The *Pokémon TCG: Poke Ball Tin* contains: 3 *Pokémon TCG* booster packs and 1 *Pokémon* coin. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
 PUI 21081976 ..... PI

## PRIVATEER PRESS

### MONSTERPOCALYPSE



**ELEMENTAL CHAMPIONS UNIT (METAL)**  
 PIP 51160 ..... PI



**LEGIONNAIRE G. U. A. R. D. MONSTER (METAL/RESIN)**  
 PIP 51162 ..... PI



**FLORUINA VEGETYRANTS MONSTER (METAL/RESIN)**  
 PIP 51164 ..... PI



**RAZOR BEETLES & CLIFF HOPPER SAVAGE SWARM UNIT (METAL)**  
 PIP 51161 ..... PI



**ZOROG PLANET EATERS MONSTER (METAL/RESIN)**  
 PIP 51163 ..... PI

### RIOT QUEST



**THE LIVING COVENANT SPECIALIST (METAL)**  
 PIP 63065 ..... \$14.99



**MALVIN, REVENGE ARTIST SPECIALIST (METAL)**  
 PIP 63068 ..... \$11.99



**WIDGET, MATHLETE, ARCHAEOLOGIST GUNNER (METAL)**  
 PIP 63067 ..... \$14.99

## PROLIFIC GAMES

### KILL THE UNICORNS

Unicorns are elegant and majestic creatures. That's what you think anyway, but in fact they are silly and reproducing too quickly! *Kill the Unicorns* is a blind bidding and collection card game. You play as one of the Queenom's unique characters - catch as many unicorns as you can, ideally without accidentally capturing a smelly Unicorn or a Pigicorn!  
 PLF 250 ..... \$29.95



## QUICK SIMPLE FUN GAMES



### FREIGHT CARS

The *Tetris Train Game*. Put your cargo into your freight cars, and try to ship it to cities with a demand for extra points. Scheduled to ship in January 2021.  
 QSF 177638 ..... \$29.99

## Q-WORKSHOP

### STEAMPUNK CLOCKWORK DICE SET NAUTICAL APPARATUS (7)

Scheduled to ship in November 2021.  
 QWS S5TC4H ..... \$17.00



### THE WITCHER DICE SETS

Scheduled to ship in November 2021.

**CIRI - THE LADY OF SPACE (7 + COIN)**  
 QWS SWCI4P ..... \$23.00  
**CIRI - THE LAW OF SURPRISE (7 + COIN)**  
 QWS SWCI4Q ..... \$23.00  
**CIRI - THE ZIRAEI (7 + COIN)**  
 QWS SWCI4N ..... \$23.00

**TRISS - MERIGOLD THE FEAR (7 + COIN)**  
 QWS SWTR4K ..... \$23.00  
**TRISS - THE BEAUTIFUL HEA (7 + COIN)**  
 QWS SWTR97 ..... \$23.00  
**TRISS - THE FOURTEENTH OF (7 + COIN)**  
 QWS SWTR4M ..... \$23.00

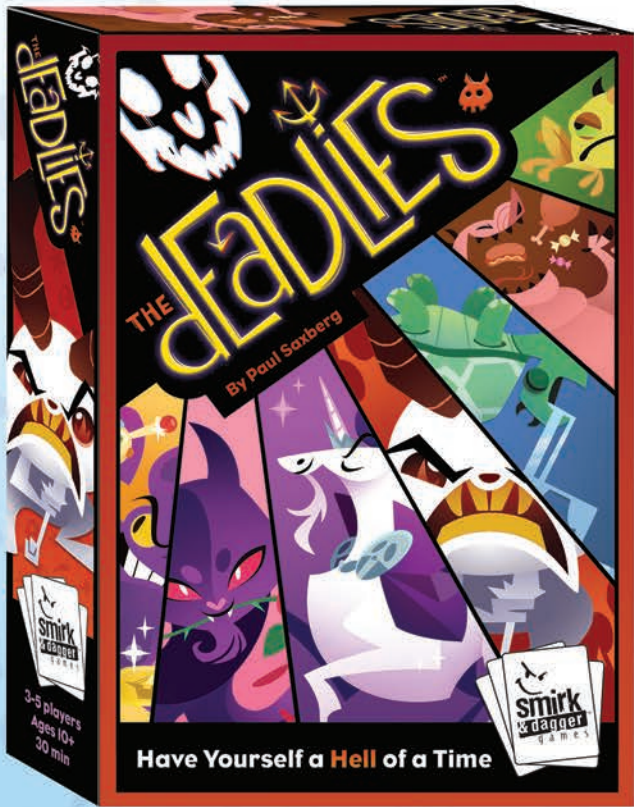
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SND 0070 \$14.99



*"It's creative,  
it's memorable, and  
it's fiendishly clever  
in every single play."*

*- Pixel Die*



## Perfect for the Stocking

SND 1005 \$34.99

# SHŌBU™







# GAMES

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STRATEGY

## POWER RANGERS DECK-BUILDING GAME: ZEO STRONGER THAN BEFORE

- The Zeo Rangers and the Machine Empire join the battle!
- Standalone but fully compatible expansion! A great entry point!
- Powerful new Zeo Sub-Crystals which can be acquired by both Rangers and Villains!

RGS02238.....\$45

14+

2-4

30-70

AVAILABLE NOW!



STRATEGY

## TRANSFORMERS DECK-BUILDING GAME

- Explore the Matrix in this unique deck building experience
- Transform between different modes to battle the Decepticons
- Play competitively or as a solo/cooperative game

RGS02236.....\$45

14+

1-5

45-90

DECEMBER RELEASE



STRATEGY

## PALADINS OF THE WEST KINGDOM: COLLECTOR'S BOX

- Designed to organize and store Raiders of the North Sea and the expansion, City of Crowns.
- High quality insert organizer included.
- Includes The Vassals Mini-Expansion!
- Requires Paladins of the West Kingdom and the expansion: City of Crowns.

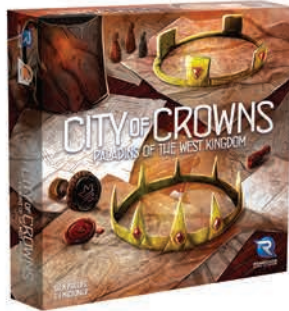
RGS02253  
\$30

12+

1-4

90-120

AVAILABLE NOW!



STRATEGY

## PALADINS OF THE WEST KINGDOM DECK-BUILDING GAME

- Muster support to defend the city!
- Negotiate with Dukes, Barons, Counts and Margraves to gain aid!
- Updated rules for more challenging solo play!

RGS02252  
\$35

13+

1-4

90-120

AVAILABLE NOW!



STRATEGY

## VAMPIRE: THE MASQUERADE RIVALS THE WOLF & THE RAT

- Adds two new clans: Gangrel & Nosferatu
- Play these two clans head-to-head or integrate them with your Core Set.
- Includes a 30 card Crypt Pack to customize your decks!

RGS02241  
\$30

10+

2-6

60

WINTER RELEASE!



STRATEGY

## G.I. JOE DECK-BUILDING GAME

- Dozens of G.I. Joe heroes and vehicles & 36 unique missions!
- Play solo or with friends in this Cooperative game!
- Includes Expert Mode cards for even greater challenges!

RGS02237  
\$45

14+

1-4

30-70

DECEMBER RELEASE!



# RENEGADE GAME STUDIOS

WWW.RENEGADEGAMES.COM

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NEW! RELEASE

ROLE-PLAYING

**POWER RANGER  
ROLEPLAYING GAME CORE RULEBOOK**

- Create your own unique Power Ranger
- Contains introductory adventure for new team
- Full color hardcover book with 260 pages with ribbon bookmark

RGS08431.....\$55

14+

JANUARY RELEASE!



NEW! RELEASE

ROLE-PLAYING

**G.I. JOE ROLEPLAYING GAME  
EMERALD OUBLIETTE ADVENTURE & GM SCREEN**

- 32 page introductory adventure
- Reference tables and key rules for GMs
- Four panel GM Screen art featuring G.I. JOE and Cobra characters

RGS08432.....\$55

14+

FEBRUARY RELEASE!



NEW! RELEASE

ROLE-PLAYING

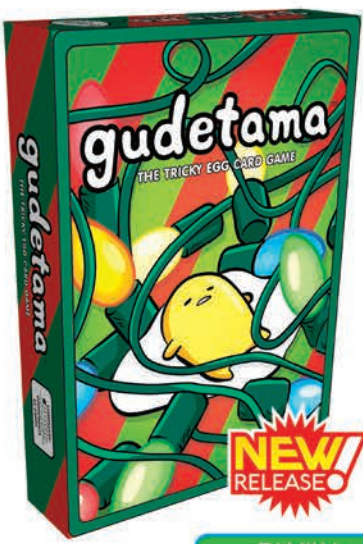
**G.I. JOE ROLEPLAYING GAME  
CORE BOOK**

- Create your own unique G.I. Joe character!
- Contains introductory adventure for your new team
- Full color hardcover book with ribbon bookmark

RGS08432.....\$55

14+

FEBRUARY RELEASE!



NEW! RELEASE

FAMILY

**GUDETAMA:  
A TRICKY EGG CARD GAME HOLIDAY EDITION**

- All new holiday art from the graphic novels!
- Channel your inner lazy egg in this over-easy trick-taking game!
- Based on the Sanrio® character Gudetama™.

RGS00971.....\$15.99

7+ 2-7 20

AVAILABLE NOW!



NEW! RELEASE

FAMILY

**LOVE LETTER:  
PRINCESS PRINCESS EVER AFTER**

- Set in the Enchanting world of K. O'Neill's Princess Princess Ever After!
- Based on the award-winning Love Letter card game!
- Includes 21 tarot-sized character cards and 13 acrylic favor tokens!

RGS02250.....\$21.99

10+ 2-6 20

AVAILABLE NOW!







# Jigsaw PUZZLES

## \$20 Each!



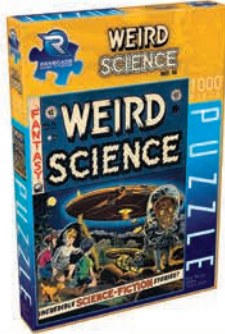
**POWER RANGERS  
RISE OF THE PSYCHO RANGERS**  
SKU: RGS02198



**POWER RANGERS  
SHATTERED GRID**  
SKU: RGS02197



**WEIRD SCIENCE  
WEIRD SCIENCE NO. 15**  
SKU: RGS02220



**WEIRD SCIENCE  
WEIRD SCIENCE NO. 16**  
SKU: RGS02219



**WEIRD SCIENCE-FANTASY  
SCIENCE-FANTASY NO. 27**  
SKU: RGS02221



**WEIRD SCIENCE-FANTASY  
SCIENCE-FANTASY NO. 29**  
SKU: RGS02222



**PANIC  
PANIC #1**  
SKU: RGS02292



**G.I. JOE #1**  
SKU: RGS02304



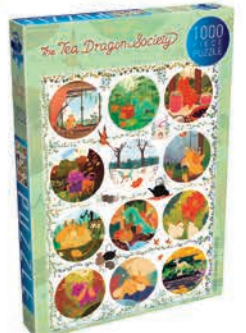
**G.I. JOE #2**  
SKU: RGS02309



**TRANSFORMERS**  
SKU: RGS02303



**TEA DRAGON #1**  
SKU: RGS02289



**TEA DRAGON #2**  
SKU: RGS02290



**SCOTT PILGRIM #1**  
SKU: RGS02285



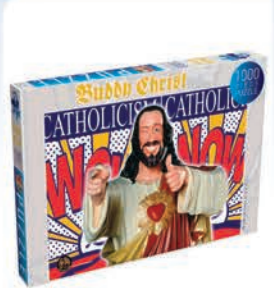
**SCOTT PILGRIM #2**  
SKU: RGS02286



**SCOTT PILGRIM #3**  
SKU: RGS02287



**SCOTT PILGRIM #4**  
SKU: RGS02288



**BUDDY CHRIST  
CATHOLIC IS CATHOLIC**  
SKU: RGS02262

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**RENEGADE  
GAME STUDIOS**



**RANDY O'CONNOR**



**ROLL IN ONE**

*Roll In One* is a quick and casual dice golfing game for 1-5 players! Design simple yet challenging holes, filling your course with fairways, sand traps, and water hazards, seeing who can reach the green first. Take turns choosing a die and rolling to see how far your ball flies. Each die is like a different club; the D4 like a putter, and the D20 a driver. Move forward as your rolls keep succeeding. The kicker: you MUST keep rolling until you fail. You've practiced your swing and are eager to hit the fairway, but do you have what it takes to get a *Roll in*

One? Scheduled to ship in December 2021.

RDY 0100 ..... \$24.99

**ROCK MANOR GAMES**

**BETA RED: A CYBERPUNK RPG**

*Beta Red* is a rules-lite cyberpunk roleplaying game of high risk and high reward. The game uses a unique d6 dice pool system to hit an action's Target Number. In the high-tech meets low-life world of *Beta Red*, the lines between man and machine have become blurred. From the sleek designerware of the Ultra Rich to the hardened combatware of the gangster next door, the only limit to becoming what you want is whether you have the creds to afford it. Scheduled to ship in December 2021.

RMA 223 ..... \$14.00



**THE FEW AND CURSED: DELUXE EXPANSION**

*The Few and Cursed: Deluxe Expansion* adds two new characters, Alistair Fairweather and Ze Amado, expanding the game up to 6 players. Alistair is another gunslinger that rivals Red and detests the supernatural. Ze Amado is an agile thief who relies on his cursed form to boost his meager attacks. This box also features upgraded components, the *Fallen Immortals* expansion, more bounties, encounters and additional promotional cards to mix up your play experience with the core game. Scheduled to ship in December 2021.

RMA 031 ..... \$24.95

**ROLE 4 INITIATIVE**

**POLYHEDRAL DICE: DIFFUSION SETS OF 7**



**CANDY CANE**

R4I 50901-7C ..... \$13.99



**CHRISTMAS TREE**

R4I 50902-7C ..... \$13.99



**FALLING SNOW**

R4I 50904-7C ..... \$13.99



**HOLLY**

R4I 50905-7C ..... \$13.99



**SILVER AND GOLD**

R4I 50903-7C ..... \$13.99

**XL D20 IN DIFFUSION**



**BLOODSTONE**

R4I 50501-XL20 ..... \$4.99



**BLUE SKY**

R4I 50502-XL20 ..... \$4.99



**CHERRY**

R4I 50401-XL20 ..... \$4.99



**LAVA FIELD**

R4I 50509-XL20 ..... \$4.99



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R4I 50511-XL20 ..... \$4.99



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R4I 50417-XL20 ..... \$4.99







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**ROSE GOLD**  
R4I 50418-XL20 ..... \$4.99



**SAPPHIRE**  
R4I 50408-XL20 ..... \$4.99



**SHANGRI-LA**  
R4I 50419-XL20 ..... \$4.99

**ROXLEY GAMES**

**RADLANDS**

Civilization is gone. Water is precious. Competition is savage. *Radlands* is a competitive dueling card game about identifying and exploiting fiercely powerful card synergies. Use people and event cards to protect your last three remaining camps from a vicious rival tribe in this inappropriately colorful and tightly designed postapocalyptic tooth-and-nail fight to the bitter end. Scheduled to ship in December 2021.  
ROX 900 ..... \$24.95



**R. TALSORIAN GAMES**

**SPOTLIGHT ON**



**CYBERPUNK 2020:  
NETRUNNING DECK**  
A deck of cards *Cyberpunk RED* players and GMs can use to build NET Architectures and cyberdecks. Includes 16 Program cards, 30 Black ICE cards, 3 Demon cards, and 11 Floor cards. Scheduled to ship in October 2021.  
RTG CR3031 ..... \$17.00

**SPOTLIGHT ON**

**CYBERPUNK 2020:  
RED DATA PACK**  
A collection of resources for any *Cyberpunk RED* campaign. A pad of character sheets, 6 doublesided map sheets, and a 36 page booklet w/ new adventures and random event/encounter tables. Scheduled to ship in October 2021.  
RTG CR3021 ..... \$20.00



**SIRIUS DICE**

**RPG DICE SET (7):  
CLOAK & DAGGER**



**PINK**  
SDZ 0010-03 ..... PI



**PURPLE**  
SDZ 0010-02 ..... PI

**SNOW GLOBES**



**22MM SHARP EDGED D20 -  
SILVER INK, SILVER GLITTER,  
SILVER GREEN AND  
RED SNOWFLAKES**  
SDZ 0012-03 ..... \$20.00



**54MM D20 - GOLD INK,  
SILVER GLITTER, RED AND  
GREEN SNOWFLAKES**  
SDZ 0012-01 ..... \$50.00



**54MM D20 - SILVER INK, RED  
AND GREEN GLITTER, SILVER  
SNOWFLAKES**  
SDZ 0012-02 ..... \$50.00

**SKYBOUND  
ENTERTAINMENT**



**WONDERLAND'S WAR**

The Looking Glass has shattered, madness is being drained from the inhabitants, and war has come to Wonderland. Alice, Mad Hatter, Red Queen, and Jabberwock must gather all that they can while playing nice at the Hatter's Tea Party before going to battle in *Wonderland's War*! In this Drafting, Bag Building, Area Control game 2-5 players take the role as a Faction Leader who has been invited to the Hatter's Tea Party. Drink tea and eat cake as you move around the table drafting cards to gather your forces, build your towers, Upgrade your Leader, and recruit Wonderlandians to your cause. But one must be careful, as shards of the Looking Glass are spread throughout Wonderland. Scheduled to ship in January 2021.  
SKY 4311 ..... \$65.00

**STEAMFORGED GAMES**

**SPOTLIGHT ON**



**EPIC ENCOUNTERS: ARENA OF  
THE UNDEAD HORDE**

Venture into a crumbling arena of undead gladiatorial combat with this *Epic Encounters* warband box! In the heart of a ruined city stands a giant, mouldering arena. The crowds raucous jeers echo endlessly round this sinister coliseum. But their savage cries are not borne of living throats. Skeletons, spectres, and shambling hordes of undead stand witness to a gladiatorial contest between their human captives. Perhaps its jealousy that drives their bloodlust. Or maybe cruel joy at seeing another spark extinguished. Whatever their motive, they're out there. Cheering your impending death. Will you survive the Arena of the Undead Horde? Scheduled to ship in January 2021.  
SFL EE-012 ..... \$49.95





**EPIC ENCOUNTERS: TOWER OF THE LICH EMPRESS**

Climb a never-ending tower to confront an ancient evil with this hair-raising *Epic Encounters* boss box! Compatible with fifth edition or any fantasy roleplaying game. The endless staircase finally gives way to an enormous ornate door. Intense evil emanates from the room beyond: a Lich Empress. An ancient creature - once a wizard, now something entirely different. Something unnatural, clinging to life through dark magic. Something that does not die. Its translucent skin reveals atrophied muscle beneath; its brain a shrivelled vessel for the forbidden lore of civilisations past. It does not die. But it watches. And it waits. Scheduled to ship in January 2021.

SFL EE-011 ..... \$42.95



**GOD TEAR: KAILINN THE FURY OF THE FOREST**

SFL GT-029.....\$29.99

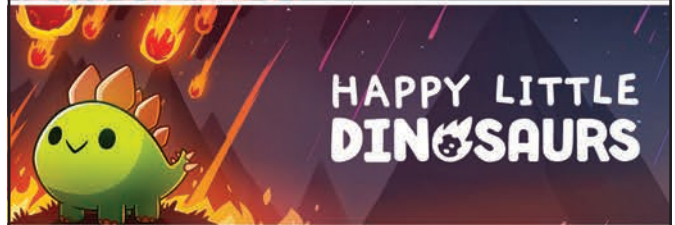


**HORIZON ZERO DAWN: STORMBIRD EXPANSION**

Hunt an aerial combat-class machine in your next *Horizon Zero Dawn: The Board Game* session. Will you survive the Stormbirds tempest, or be struck down in a flash of lightning? Scheduled to ship in November 2021.

SFL HZD-010 .....\$59.95

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**RESIDENT EVIL 3: THE BOARD GAME**

Experience the spine-tingling horror of the original video game on your tabletop with *Resident Evil 3: The Board Game*, for 1-4 players. Work together to explore iconic locations, manage precious resources, and keep mutated monsters at bay! Play as Jill, Carlos, Mikhail, or Nikolai - Two boss monsters face the Grave Digger and Nemesis Stage Two! Open the box to unleash the horror! Scheduled to ship in November 2021.

SFL RE3-001 .....\$99.95



**RESIDENT EVIL 3: THE BOARD GAME - THE CITY OF RUIN EXPANSION**

You thought you'd escaped Raccoon City in *Resident Evil 3: The Board Game*... but it isn't over yet. Continue your desperate escape with 9 gripping new scenarios, 3 terrifying new enemy types, and 2 large (and lethal) bosses! Scheduled to ship in November 2021.

SFL RE3-002 .....\$64.95

**STEVE JACKSON GAMES**

**DELUXE DICE BAG: KITTEN CASTER**

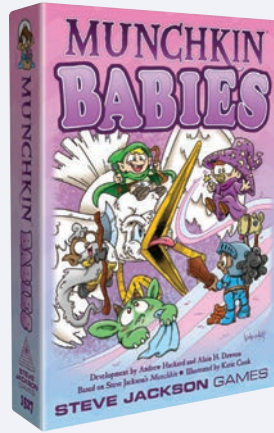
What mischievousness does this *Kitten Caster* have up their sleeves? I mean, they don't HAVE sleeves, but if they did...we might all be in trouble. This enchanting 7" by 7" dice bag with a satin lining will hold lots of dice (over 100!), as well as any adorable accoutrements you need to carry. Scheduled to ship in February 2022.

SJG 5225 .....\$12.95





# SPOTLIGHT ON



**MUNCHKIN: MUNCHKIN BABIES**  
*Munchkin Babies* delivered 168 cards of sweet, adorable baby adventurers...who are just as good at backstabbing and loot-grabbing as their elders from *Munchkin*. You'll play a cute Orcling, Dwarfling, Elfing, or Quarterling (half a Halfling), armed with the scariest items from the toy box: the Kazoo of Constant Whining, Kid-Safe Stabbinator, Blame-Resistant Pajamas, and of course, the Extremely Pokey Spoon. You must fight fearsome monsters such as the Jealous Kitty, the Hootin' Nanny, the Napmare, and, worst of all, the Pediatrician! Grab their treasure and crawl your way to Level 10! Scheduled to ship in February 2022.  
 SJG 1527 .....\$29.95

**STONEMAIER GAMES**

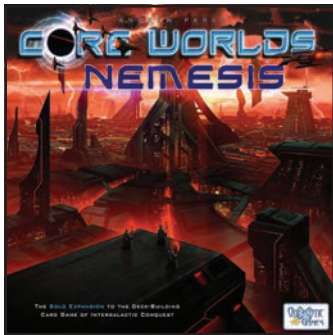
# SPOTLIGHT ON



**ROLLING REALMS**  
 In *Rolling Realms*, players compete to earn the most stars in a series of minigames over 3 rounds. This is a roll-and-write game, meaning that players will write on the game components using dry-erase markers. Each turn, one player rolls 2 dice, and all players use the dice results on their realm cards to generate resources and earn stars. *Rolling Realms* plays with 1-6 players out of the box, but you can combine multiple copies to play with any number of players.  
 STM 450 .....\$20.00



**STRONGHOLD GAMES**



**CORE WORLDS: NEMESIS**  
*Core Worlds: Nemesis* is the official solo version of the *Core Worlds* deck-building game. This expansion allows you to play against the A.I.-driven Nemesis Empire during your bid to conquer the Core Worlds. The Nemesis is represented by a special deck of 64 cards that simulates play against a human player. You will have to summon all of your cunning to overcome this treacherous foe! As a bonus, *Core Worlds: Nemesis* also includes all 30 promo cards that have ever been released for *Core Worlds* over the past ten years. Scheduled to ship in January 2022.  
 QXG 1011 .....\$29.95

**TIKIDS**

## FROG SOUP

The Witch is cooking a frog soup, and you are the last ingredients to the recipe. So, cooperate, jump, and try to spill the soup before she puts you in the cauldron. *Frog Soup* is a cooperative skill game where you will have to hit big targets on the table with your jumping frogs. Try to hit all the magical items in the correct sequence to remove the magical protections of the Witch and escape. But beware! If she finishes her recipe, everybody loses! Scheduled to ship in January 2021.  
 LUM TIKENS01 .....\$24.99



**TEETURTLE**



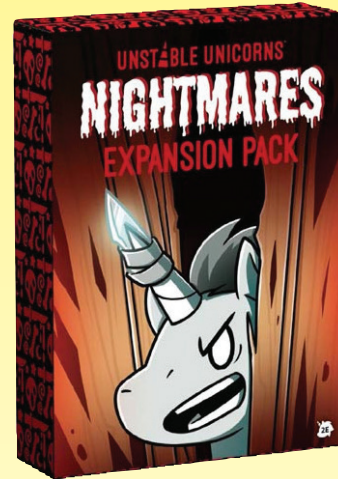
# FEATURED ITEM

## HERE TO SLAY: BERSERK & NECROMANCER EXPANSION

Don't go into that creepy house... or do... we can't tell you what to do. But Stabby the Unicorn might be waiting! Scheduled to ship in December 2021.  
 TET 6083-HS-EXP1 .....PI



# FEATURED ITEM



## UNSTABLE UNICORNS: NIGHTMARES EXPANSION

Unleash your fury and harness dark magic with this *Berserkers & Necromancers Here to Slay* expansion! Scheduled to ship in December 2021.  
 TET 6027-UU-EXP1 .....PI

**TIN ROBOT GAMES**

## RACK UP

This matching-sets-for-points game is quick to learn and provides hours of play. Each card has a point value, with big game yielding more points than smaller game. The highest points go to the trophy rack buck. It's a rare catch in this forest with only 2 available to hunt. Each round scores, with the first player to reach 1000 winning the game. Great gift for Dad, or the hunting enthusiast! Scheduled to ship in December 2021.  
 TRG RU001 .....PI



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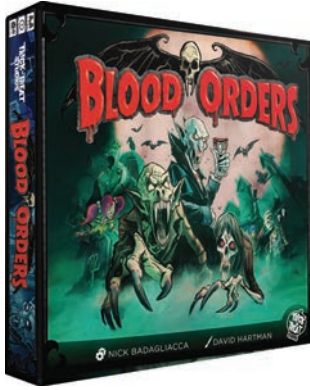
GTM

DEC 2021

50



**TRICK OR TREAT STUDIOS**



**BLOOD ORDERS**

In *Blood Orders*, 2 to 4 opponents will each take on the roles of powerful but disgraced vampires, exiled from a centuries-old order and hoping to build a new underground kingdom of their own in an unfamiliar city. Players will visit locations in disguise to gain resources, perform arcane rituals, and hypnotize the citizenry... but most importantly, they will turn hapless victims into fresh, bloodthirsty vampires under their command! Scheduled to ship in February 2022.  
TOT BOB01 .....\$69.95

**TWOGETHER STUDIOS**

**THE ADVENTURE ZONE:  
BUREAU OF BALANCE**

A lighthearted, cooperative, storytelling fantasy romp! Made with The McElroy Family & based on the epically popular podcast & New York Times best selling graphic novel series.  
TWO 4000.....\$39.95



**ULTRA PRO**



**ASCENSION TACTICS DBG**

*Ascension* is a brand-new deckbuilding miniatures game where you control legendary champions, battling through a campaign to save the world of Vigil. There are many challenges ahead, but in the end, only two outcomes: oblivion or *Ascension*. Scheduled to ship in November 2021.  
UPE 10322.....PI



**ASCENSION: CULTIST PLUSH**

The popular *Ascension* Cultist has come to life as a cute plush that guards your Honor Tokens! Complete with a clip to hang from your gaming bag, he's ready to go wherever the game is! Scheduled to ship in November 2021.  
UPE 10328.....PI



**ASCENSION TACTICS DBG: DECK PROTECTOR SLEEVES (100)**

Scheduled to ship in November 2021.  
UPE 10325.....PI

WEAVING FATE ANEW

# Long live the King

10+

45-90

2-6

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**ASCENSION TACTICS DBG:  
PLAYMAT**

Scheduled to ship in November 2021.  
UPI 10326..... PI



**DICE SCROLL**

The *Dice Scroll* offers premium dice storage and functions as a dice rolling mat. Made with a durable leatherette exterior and soft microfiber interior, your favorite dice will be stored safely and your table protected when rolling on this soft roll-out mat. The zippered compartment holds 20+ dice on average. The rolling mat rolls into a scroll around the zippered compartment and is secured shut with a single-tie to look like an ancient leather-bound scroll. Scheduled to ship in March 2022.

UPI 15842..... PI

**DUNGEONS & DRAGONS:  
COVER SERIES PLAYMAT**

Scheduled to ship in March 2022.



**FIZBAN'S TREASURY  
OF DRAGONS**

UPI 18991..... PI



**STRIXHAVEN - A CURRICULUM  
OF CHAOS**

UPI 18992..... PI



**DUNGEONS & DRAGONS:  
COVER SERIES WALL SCROLL**

Scheduled to ship in March 2022.



**FIZBAN'S TREASURY  
OF DRAGONS**

UPI 18993..... PI



**STRIXHAVEN - A CURRICULUM  
OF CHAOS**

UPI 18994..... PI

**POKÉMON TCG: LUCARIO**

Scheduled to ship in March 2022.



**2" ALBUM**

UPI 15861..... PI



**4-POCKET PORTFOLIO**

UPI 15859..... PI



**9-POCKET PORTFOLIO**

UPI 15860..... PI



**9-POCKET PRO-BINDER**

UPI 15862..... PI



**FULL VIEW DECK BOX**

UPI 15857..... PI



**DECK PROTECTOR SLEEVES 65CT**

UPI 15856..... PI



**PLAYMAT**

UPI 15858..... PI

**POKÉMON TCG: SWORD AND SHIELD 9**

Scheduled to ship in February 2022.



**TRADING CARD GAME**

**4-POCKET PORTFOLIO**

UPI 15787..... PI

**9-POCKET PORTFOLIO**

UPI 15788..... PI

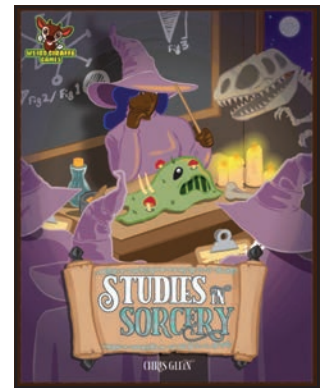
**WEIRD GIRAFFE GAMES**



**GIFT OF TULIPS**

*Gift of Tulips* is a game of gifting tulips and building beautiful bouquets with friends. The game evokes the feeling of visiting Amsterdam with friends and experiencing the Dutch culture. *Gift of Tulips* features artwork inspired by the blue and white delfware pattern that is unique to the Netherlands, the windmills and waterways of the countryside, the flower fields of Keukenhof, and the buildings of Amsterdam. A quick and simple game that offers interesting options on player turns. Scheduled to ship in January 2022.

GIR 09000 ..... \$19.99



**STUDIES IN SORCERY**

*Studies in Sorcery* is an engine building and drafting game for 1-4 in which players are trying to complete projects in Alchemy, Reanimation, and more to finally complete their thesis statement and graduate from the Academy of the Dark Arts. Press your luck to draft the best materials, time finishing your projects to the correct phase of the moon, and gain skills to unlock new strategies, so you can get your degree in darkness! Scheduled to ship in December 2021.

GIR 08000 ..... \$29.00

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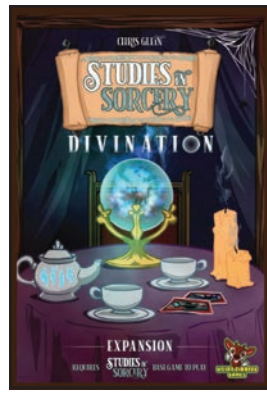
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**STUDIES IN SORCERY: DIVINATION**

Have you mastered Alchemy, Sorcery, and Reanimation? Think you have it all? Ha! You've only scratched the surface of the arcane powers our universe has to offer. You have yet to explore the vast expanses of the human mind. Your understanding is limited to the here and now, where the ability to prophesy future timelines will show you how truly insignificant your power is. The school of *Divination* is an additional set of project cards and tokens that can be mixed in with the projects provided by the base game of *Studies in Sorcery*. Scheduled to ship in December 2021.

GIR 08001 ..... \$12.00



**WIZARDS OF THE COAST**

**SPOTLIGHT ON**



**DUNGEONS & DRAGONS RPG: CRITICAL ROLE - CALL OF THE NETHERDEEP (HC)**

The greed of mortals has awakened a powerful entity long thought destroyed. For eons, this mighty champion of the gods has been imprisoned in the darkest depths of Exandria. His name has been forgotten, as have his heroic deeds. Languishing in despair, he calls out for new heroes to save him. Inspired by the campaigns of the hit series *Critical Role*, this *Dungeons & Dragons* adventure begins in the Wastes of Xhorhas and leads to the glimmering oasis-city of Ank'Harel on the continent of Marquet, and from there into a sunken realm of gloom, corruption, and sorrow known as the Netherdeep. Above it all, the red moon of Ruidus watches, twisting the fates

of those who have the power to shape the course of history.  
WOC D08670000 ..... \$49.95

**FEATURED ITEM**



**DUNGEONS & DRAGONS RPG: RULES EXPANSION GIFT SET**

Embark on a journey with the rival wizards Tasha and Mordenkainen and the crime lord Xanathar. Learn new secrets and discover magical new ways to play the world's greatest roleplaying game. Includes fifth edition's best-selling rules expansions, *Xanathar's Guide to Everything*, *Tasha's Cauldron of Everything*, *Monsters of the Multiverse*, and a Dungeon Masters screen, all together for the first time in a beautiful slip case. Includes the debut of *Monsters of the Multiverse*, a comprehensive resource for players and Dungeon Masters alike, containing over 30 updated player character races and a massive bestiary with over 250 redesigned monsters and stat blocks, all for use in any *D&D* world. Each of the three books have special foil alternate covers, available only with this release.

ALTERNATE COVER (LE) WOC D01490000 ..... \$169.95  
HARDCOVER WOC C99390000 ..... \$169.95

# MICRO MACRO

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**DUNGEONS & DRAGONS: 7" SCALE ACTION FIGURES**

Scheduled to ship in March 2022.

**SPOTLIGHT ON**



**ULTIMATE GRIMSWORD FIGURE**

NECA's Ultimate action figures are collector-friendly, 7-inch scale, near-definitive figures with multiple accessories to allow a collector to display different poses from diverse scenes/moods. The packaging is 5 panel (window box with front opening flap), which makes it both attractive to display and easy to remove and replace in the box without destroying the packaging. Not just any action figure can qualify as an Ultimate!

WZK 52270 ..... PI

**SPOTLIGHT ON**



**ULTIMATE WARDUKE FIGURE**

NECA's Ultimate action figures are collector-friendly, 7-inch scale, near-definitive figures with multiple accessories to allow a collector to display different poses from diverse scenes/moods. The packaging is 5 panel (window box with front opening flap), which makes it both attractive to display and easy to remove and replace in the box without destroying the packaging. Not just any action figure can qualify as an Ultimate! Scheduled to ship in March 2022.

WZK 52271 ..... PI

**DUNGEONS & DRAGONS FANTASY MINIATURES:  
ICONS OF THE REALMS MINIATURES SET 22**

**SPOTLIGHT ON**



**ICONS OF THE REALMS**

**BOOSTER BRICK (8)**

The 22nd set in our Icons of the Realms line of pre-painted *Dungeons & Dragons* miniatures. Collect all 46 figures from *D&D Set 22*, the newest set of randomly sorted monsters and characters in our exciting line of *D&D* miniatures, *Icons of the Realms*. Scheduled to ship in March 2021.

WZK 96129 ..... \$199.92

**PREMIUM SET 1**

The 22nd set in our *Icons of the Realms* line of pre-painted *Dungeons & Dragons* Miniatures Premium Set. *D&D 22 Premium Set 1* is a Gargantuan premium sculpted figure. Scheduled to ship in March 2021.

WZK 96131 ..... \$99.99

**PREMIUM SET 2**

The 22nd set in our *Icons of the Realms* line of pre-painted *Dungeons & Dragons* Miniatures Premium Set. *D&D 22 Premium Set 2* is a Gargantuan premium sculpted figure. Scheduled to ship in March 2021.

WZK 96132 ..... \$129.99

**DUNGEONS & DRAGONS FANTASY MINIATURES:  
ICONS OF THE REALMS SET 21 VAN RICHTEN'S**

**GUIDE TO RAVENLOFT**

Scheduled to ship in December 2021.

**SPOTLIGHT ON**



**BOOSTER BRICK (8)**

The 21st set in our Icons of the Realms line of pre-painted *Dungeons & Dragons* miniatures. Terror stalks the nightmare realms of Ravenloft. No one knows this better than monster scholar Rudolph Van Richten. Discover the mysteries of *Ravenloft*, mist-shrouded lands where infamous Darklords lurk among ageless vampires, zombie hordes, cosmic terrors, and worse. Collect all 52 figures from *Van Richten's Guide to Ravenloft*, the newest set of randomly sorted monsters and characters in our exciting line of *D&D* miniatures, *Icons of the Realms*.

WZK 96065 ..... \$159.92

**SPOTLIGHT ON**



**GRAVEDRINKER**

The 21st set in our *Icons of the Realms* line of pre-painted *Dungeons & Dragons* miniatures.

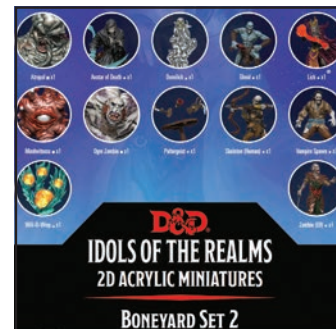
WZK 96067 ..... \$89.99

**DUNGEONS & DRAGONS IDOLS OF THE REALMS:  
BONEYARD - 2D**

Scheduled to ship in December 2021.



**SET 01**  
WZK 94510 ..... \$14.99



**SET 02**  
WZK 94511 ..... \$14.99



**DUNGEONS & DRAGONS MAGIC THE GATHERING:  
PREMIUM PAINTED FIGURE W01**  
Scheduled to ship in December 2021.



**AJANI GOLDMANE**  
WZK 99020 .....\$7.99



**TEFERI**  
WZK 99022 .....\$7.99



**CHANDRA NALAAR**  
WZK 99019 .....\$7.99



**VIVIEN REID**  
WZK 99021 .....\$7.99



**ROWAN KENRITH**  
WZK 99024 .....\$7.99



**WILL KENRITH**  
WZK 99023 .....\$7.99



**STAR TREK: MISSIONS**

In *Star Trek: Missions*, you'll explore all the mystery and excitement of the galaxy, featuring characters, locations, and equipment in familiar groups or in strange new combinations! Designed by Bruce Glassco, with the same combo-building gameplay as his acclaimed game *Fantasy Realms*, which was nominated for the *Kenner Spiel Des Jahres*! Assemble a crew with anyone from Commander Riker to DaiMon Bok, grab a Bar'leth, and take on challenges like organizing a Diplomatic Conference, or getting trapped in the Holodeck! The combinations in each hand create a brand new episode of the Enterprise's continuing mission! Make the best combo to score the highest points and claim victory. Scheduled to ship in February 2021.  
WZK 87531 .....\$19.99



# GRAPHIC NOVELS

## BOOM ENTERTAINMENT



### MAGIC THE GATHERING HC VOL 01

Who is behind the attacks on three of Ravnica's planeswalkers? Across the vast Multiverse, those gifted with a spark can tap into the raw power of Magic and travel across realms they are Planeswalkers, and they are being targeted. When coordinated assassination attempts on Guildmasters Ral Zarek, Vraska, and Kaya rock the city of Ravnica leaving Jace Belerens life hanging in the balance, a fuse is lit that threatens not just these three Guilds, but the entire plane of Ravnica. Don't miss a new beginning for the worldwide pop culture phenomenon by Jed MacKay (*Marvel's Black Cat*) and Ig Guara (*Marvel's Ghost-Spider*), perfect for new readers and long time fans. This hardcover collects *Magic* #1-5. Scheduled to ship in February 2022.  
DIA STL193846 ..... \$24.99



### MUNCHKIN TP VOL 01 (OF 6)

Born covered in black feathers, abandoned as a baby in the slums of the Maze, Poe has lived his entire 11-year-old life hidden away under the protection of his adoptive father, Gabriel. He spends his days secretly helping the Mice, bands of orphans who roam the slums, but there is a whisper of an altogether more sinister figure in the shadows, making street children disappear. When Bianca, an over-protected girl from the wealthy City beyond the Wall, escapes into the Maze in search of adventure, their worlds collide. Scheduled to ship in February 2022.  
DIA STK690325 ..... \$14.99



### CRITICAL ROLE CHRONICLES OF EXANDRIA HC VOL 01 MIGHTY NEIN

This hardcover art collection features a wide variety of gorgeous illustrations from the *Critical Role* fan community paired with text by cast members Liam O'Brien and Taliesin Jaffe. Journey through Wildemount alongside the motley group known as the Mighty Nein! Encompassing the first portion of *Critical Role's* second campaign, this tome illustrates the adventures of our unlikely heroes as they meet in Trostenwald, struggle through a heartbreaking encounter with the Iron Shepherds, and much more. Scheduled to ship in February 2022.  
DIA STL126581 ..... \$44.99



### HALO ESCALATION TP VOL 01

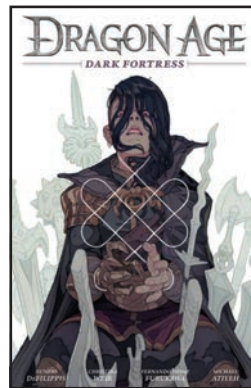
Following the events of Halo 4, Captain Thomas Lasky and Spartan Commander Sarah Palmer lead the UNSC Infinity into a battle against enemies without and within! The story of the Halo universe continues in this thrilling collection of *Halo: Escalation* #1-#6. Scheduled to ship in February 2022.  
DIA STK647935 ..... \$19.99

GRAPHIC NOVELS

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### MIGHTY MORPHIN TP VOL 01

The unlimited power era begins here with a new team - but who is the new Green Ranger? The new Mighty Morphin team is on a collision course with an even deadlier Lord Zedd, who has a new mission and a new motivation - one that will change everything you thought you knew about our heroes! Collects *Mighty Morphin* #1-4. Scheduled to ship in February 2022.  
DIA STL180213 ..... \$16.99



### DRAGON AGE DARK FORTRESS HC

Fenris and a team of Inquisition agents race to prevent the Venatori from unleashing a power that will reshape Thedas in this canonical continuation of BioWare's dark fantasy RPG! Will they be fast enough to outrun their own pasts and stop what's coming? Collects *Dragon Age: Dark Fortress* #1-#3. Scheduled to ship in February 2022.  
DIA STL192287 ..... \$19.99

## SPOTLIGHT ON



### MASTERS OF THE UNIVERSE: REVELATION TP

This is the official comic book prequel to the *Netflix* television show written by showrunner Kevin Smith and episode writer Tim Sheridan and featuring art by Mindy Lee (*Crimson Lotus*). Following a vicious Orxax attack on his father King Randor, He-Man learns the creature is linked to the origin of the sword of power. To save Randor and put an end to the chaos He-Man embarks on an epic journey that pits him against his longtime foes Skeletor and Evil-Lyn, and sees Teela take the reins of a powerful legacy. Collects the four-issue series and features covers by Mike Mignola, Walt Simonson, Bill Sienkiewicz, and more! Scheduled to ship in February 2022.  
DIA STL209539 ..... \$19.99

## DARK HORSE COMICS



### AVATAR LAST AIRBENDER TP VOL 07 RIFT PART 1 NEW PGT

Avatar Aang asks his friends to help him honor Yangchen's Festival - one of the highest Air Nomad holidays, which hasn't been celebrated in over one hundred years. But cryptic visits from the spirit of Avatar Yangchen herself lead Aang to discover a jointly owned Fire Nation and Earth Kingdom refinery; operating on land sacred to the Airbenders! Is this the cause of the pollution Aang finds there, or is a more mysterious menace afoot? Scheduled to ship in February 2022.  
DIA STL146906 ..... \$12.99



### SIN CITY TP VOL 02 A DAME TO KILL FOR

The acclaimed crime noir from comics legend Frank Miller is back! The new trade edition is presented at original size with new wraparound cover art. Scheduled to ship in February 2022.  
DIA STL198019 ..... \$25.00

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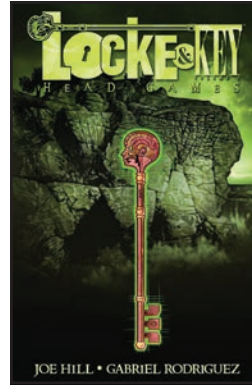
**STRANGER THINGS & DUNGEONS & DRAGONS TP**

Follow the crew from Hawkins, Indiana, as they discover the legendary monsters and epic adventures of the *Dungeons & Dragons* tabletop role-playing game together. Long before the dreaded Demogorgon took one of them to the Upside Down, watch Mike, Lucas and Will bond with Dustin for the first time over the game that would define their childhood. See the party come together as a team through communal story and perilous quests to learn important lessons about friendship and find the courage to stand up to the bullies that challenge their everyday. Dive into this love letter to a game that has defined role-playing through the lens of your current favorite icons of eighties nostalgia. Collects the four-issue miniseries! Scheduled to ship in February 2022.

DIA STL182601 ..... \$19.99



**IDW PUBLISHING**



**LOCKE & KEY VOL 02 HEAD GAMES TRADE PAPERBACK**

Following a shocking death that dredges up memories of their father's murder, Kinsey and Tyler Locke are thrown into choppy emotional waters, and turn to their new friend, Zack Wells, for support, little suspecting Zack's dark secret. Open your mind-the head games are just getting started! Scheduled to ship in February 2022.

DIA STK418773..... \$19.99



**STAR TREK VS TRANSFORMERS TP**

When Kirk, Spock, and the entire crew of the U.S.S. Enterprise investigate problems at a remote mine, they're met with an explosive battle between powerful warriors who change into vehicles from the 20th century! As the battle between the Autobots and Decepticons rages, it's up to Kirk to decide- does he violate the Prime Directive and interfere in a war that's raged for millenia? And how will the Klingons complicate the issue? It's cartoon fun between two of the most popular science fiction franchises in the world! Scheduled to ship in February 2022.

DIA STL104109 ..... \$17.99

**DYNAMIC FORCES**

**SPOTLIGHT ON**



**RED SONJA TP VOL 02 QUEENS GAMBIT**

Acclaimed writer and Eisner nominee Mark Russell (*The Wonder Twins, Second Coming*) welcomes stunning artist Bob Q (*James Bond Origin, The Lone Ranger*) for the incredible next chapter of the ongoing saga of Sonja The Red, Queen of Hyrkania. Hyrkania burns, from flames allowed by its ruler, Sonja. The invasion has taken its toll...hostage kings consider revolt...Sonja will venture into unfriendly lands, to seek an alliance. Collects issues #7-#12 of *Red Sonja* (2019) and *Savage Tales: A Red Sonja Halloween Special*. Scheduled to ship in February 2022.

DIA STL150475 ..... \$19.99

**DYNAMITE ENTERTAINMENT**

**BOYS OMNIBUS TP VOL 02 PHOTO CVR ED**

An all-new omnibus printing that includes *The Boys Volume 3: Good for the Soul* & *The Boys Volume 4: We Gotta Go Now!* In *Good for the Soul*, Everyone has something to get off their chest: Frenchie and the Female are up to something nasty with the Mafia, Mother's Milk goes to see his mom, Annie January wants a word with God himself, and Butcher enjoys yet another ghastly tryst with CIA Director Rayner. In *We Gotta Go Now*, All is not well with mysterious millionaire John Godalkin's band of misfits. Who knows what dirty secrets might be waiting down there in the dark? This edition features a photo cover based on the new Amazon Prime television series starring Karl Urban and Elizabeth Shue. Scheduled to ship in February 2022.

DIA STL127541 ..... \$29.99



**PATHFINDER TP VOL 02 OF TOOTH AND CLAW**

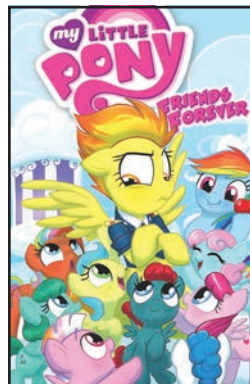
When Valeros and his companions are tasked with tracking down a mysterious beast scarring the locals of Sandpoint, they find far more than they bargained for! A seemingly simple monster hunt becomes a twisted tale of danger and betrayal as the Cult of Lamashtu exacts its revenge on our iconic heroes. Scheduled to ship in February 2022.

DIA STL065016 ..... \$19.99

**MY LITTLE PONY FRIENDS FOREVER OMNIBUS TP VOL 01**

Friends Forever celebrates the magic of friendship in these stand-alone tales featuring all of your favorite characters. Share adventures with Pinkie Pie and Applejack, Princess Celestia and Spike, Fluttershy and Zecora, Rainbow Dash and Trixie, Twilight Sparkle and Shining Armor, and many more! Collects issues #112. Scheduled to ship in February 2022.

DIA STL019110 ..... \$24.99



**MY LITTLE PONY FRIENDS FOREVER TP VOL 03**

Four tales of friendship and fun! Contains stories involving Granny and the Flim Flam brothers, Fluttershy and Iron Will, Rainbow Dash and Wonderbolt Spitfire, and Pinkie Pie! Collects issues #9-12. Scheduled to ship in February 2022.

DIA STK661967..... \$17.99

**SPOTLIGHT ON**



**STAR WARS ADVENTURES RETURN TO VADER'S CASTLE TP**

Return to Vader's Castle for a spooky spin on your favorite villains from a galaxy far, far away... This exciting graphic novel explores the hidden corners of the *Star Wars* universe and features a wretched hive of scum and villainy including Darth Maul, Jabba the Hutt, Grand Moff Tarkin, Asaji Ventress-all under the shadow of Darth Vader! Scheduled to ship in February 2022.

DIA STL146193 ..... \$14.99



**GRAPHIC NOVELS**

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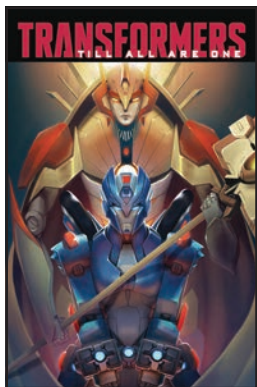
**STAR WARS PHANTOM MENACE GN ADAPTATION TP**

Experience the excitement and thrill of the epic Star Wars movies in this young-reader friendly adaptation of *Episode I: Peace reigns in the Galaxy, guarded by the thousand-years old Jedi Order. But dark forces plot in the shadows to restore the power of the Sith, long believed gone. Unaware of this evil plan, two Jedi knights rescue Queen Amidala of Naboo and discover a young boy who could forever change the fate of the universe. Capturing the galaxy-spanning action of *The Phantom Menace*, experience *Episode I* as a beautiful graphic novel combining the epic wonder of *Star Wars* with streamlined, young-reader friendly designs. This all-ages graphic*

novel is a must-read for longtime fans and a great introduction for young newcomers! Scheduled to ship in February 2022.  
DIA STL169628 ..... \$9.99

**TEENAGE MUTANT NINJA TURTLES TP VOL 01**

Collecting the first 12 issues, this volume is the perfect way to catch up on the new ongoing series. Raphael wanders the streets of NYC in search of food, shelter, and answers. His brothers and Master Splinter vow to find him but a mutant alley cat named Old Hob and his gang of criminals keep getting in their way. The very core of the Turtles family is at stake as a new origin of the TMNT is revealed! Collects *Teenage Mutant Ninja Turtles* #1-12 of the current ongoing series published by IDW. Scheduled to ship in February 2022.  
DIA STK698120..... \$29.99



**TRANSFORMERS TILL ALL ARE ONE TP VOL 03**

The fate of Cybertron lies in the hands of Starscream and Windblade as each tries to win allies and support in order to gain control over the Council of Worlds. After the costly victory against the Titans, Iacon is in shambles and Starscream finds himself on shakier ground than ever. The key to his political (and likely literal) survival rests in the outcome of a very unlikely event: the trial of the Council's first official war criminal-Chromia of Caminus! Scheduled to ship in February 2022.  
DIA STL052262 ..... \$17.99

**IMAGE COMICS**

**BIRTHRIGHT TP VOL 06**

Mikey Rhodes battled his way back to Earth, only to lose his family because of his service to the God King Lore. Now, if his soul is to be reclaimed, the exorcism of Mikey Rhodes must begin! Collects *Birthright* #26-30. Scheduled to ship in February 2022.  
DIA STL062267 ..... \$14.99



**CROSSOVER TP VOL 01**

Imagine everything you thought was fantasy... was real. And now join us, in a world where reality is dead...and anything is possible... The powerhouse creative team of Donny Cates (*Venom*, *Thor*), Geoff Shaw (*God Country*, *Thanos Wins*), Dee Cunniffe (*Redneck*), and John J. Hill (*Nailbiter*) have reunited after a string of breakout hits for an all-new, genre-defying series. Collects *Crossover* #1-6. Scheduled to ship in February 2022.  
DIA STL174064 ..... \$19.99



**CHEW TP VOL 05 MAJOR LEAGUE CHEW**

Tony Chu - the cibopathic federal agent with the ability to get psychic impressions from what he eats - has been kidnapped. He was ambushed, knocked out, brought to a remote location, and bound securely. His captor intends to feed Tony from a menu of his choosing, to find out what Tony can see, in order to learn from him. His daughter Olive has been kidnapped for the exact same reason. Two kidnapers, two captives, and two very different outcomes. Presenting fifth storyline of the *New York Times* Best Selling, *Harvey* and multiple *Eisner* Award-winner series about cops, crooks, cooks, cannibals, clairvoyants - and kidnapers! Scheduled to ship in February 2022.  
DIA STK462418..... \$12.99

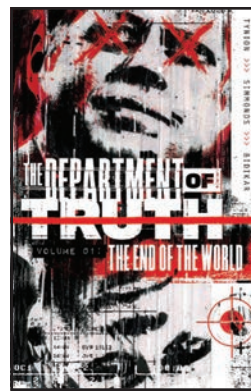


**DEADLY CLASS TP VOL 01 MEDIA TIE-IN ED**

This new edition of Rick Remender and Wes Craig's *Deadly Class*, Vol. 1 features a media tie-in photo cover with key imagery from the highly anticipated SYFY series-coming in 2019 from Executive Producers the Russo Brothers (Directors of *Avengers: Infinity War*)! Welcome to the most brutal high school on earth, where the world's top crime families send the next generation of assassins to be trained. Murder is an art. Killing is a craft. At Kings Dominion School for the Deadly Arts, the dagger in your back isn't always metaphorical. Collects *Deadly Class* #1-6. Scheduled to ship in February 2022.  
DIA STL100283 ..... \$9.99

**DEADLY CLASS TP VOL 05 CAROUSEL**

It's morning in America, and those who lived through last arc's brutal finale barely have had time to consider what they've done before a new class of kids enroll in the school, eager to pick up the bloody mantle. Sophomore survivor Saya Kuroki is given a chance to ascend in the ranks of the school's deadliest and most ruthless students, and all it will cost her is what's left of her humanity. Rick Remender & Wes Craig present a new beginning to the dark saga of *Deadly Class*. Collecting *Deadly Class* #22-26. Scheduled to ship in February 2022.  
DIA STL028543 ..... \$14.99



**DEPARTMENT OF TRUTH TP VOL 01**

Cole Turner has studied conspiracy theories all his life, but he isn't prepared for what happens when he discovers that all of them are true, from the JFK Assassination to Flat Earth Theory and Reptilian Shapeshifters. One organization has been covering them up for generations. What is the deep, dark secret behind the Department of Truth? From bestselling writer James Tynion IV (*Batman*, *Something is Killing the Children*) and breakout artist Martin Simmonds (*Dying is Easy*)! Collects *The Department Of Truth* #1-5. Scheduled to ship in February 2022.  
DIA STL169502 ..... \$9.99



**DEPARTMENT OF TRUTH TP VOL 02**

Cole Turner thought he'd joined the right side in the war for the Truth. But the more he learns about Lee Harvey Oswald's tenure leading the Department, the less sure he is. And as Tulpas start to gain a stronger foothold in the real world, Cole's time to decide where he stands is running out. The second arc of smash-hit series *The Department Of Truth* from James Tynion IV (*Batman*) and Martin Simmonds (*Dying is Easy*) is collected here! Collects *The Department Of Truth* #8-13. Scheduled to ship in February 2022.  
DIA STL186963 ..... \$16.99







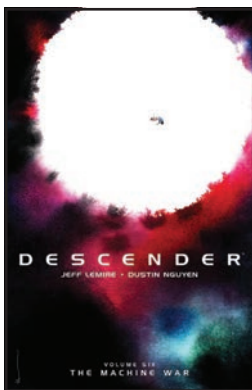




**DESCENDER TP VOL 01 TIN STARS**  
 One young robot's struggle to stay alive in a universe where all androids have been outlawed and bounty hunters lurk on every planet. A rip-roaring and heart-felt cosmic odyssey that pits humanity against machine, and world against world, to create a sprawling space opera from the creators of *Trillium*, *Sweet Tooth*, and *Little Gotham*. Collects *Descender* #1-6. Scheduled to ship in February 2022.  
 DIA STK678596.....\$9.99



**DIE TRADE VOL 01 FANTASY HEARTBREAKER**  
*Die* is a pitch-black fantasy where a group of forty-something adults have to deal with the returning, unearthly horror they only just survived as teenage role-players. If Kieron Gillen's in a rush, he describes it as "Goth Jumanji", but that's only the tip of this critically acclaimed obsidian iceberg. Scheduled to ship in February 2022.  
 DIA STL108039.....\$9.99



**DESCENDER TP VOL 06 WAR MACHINE**  
 A new, cataclysmic chapter of the *Descender* saga is here! All the various factions who have been hunting Tim-21 finally converge around the ocean planet, Mata just as the robots launch their galaxy wide revolution! But nothing can prepare the young android Tim, or the readers, for what happens next. The *Descender* saga comes to a startling climax and sets the stage for the next, mind bending adventure. Collects issues 27 through 32. Scheduled to ship in February 2022.  
 DIA STL074448.....\$16.99



**I HATE FAIRYLAND TP VOL 01 MADLY EVER AFTER**  
 From superstar writer and artist Skottie Young (*Rocket Raccoon*, *Wizard of Oz*, *Fortunately, The Milk*), comes the first volume of an all-new series of adventure and mayhem. An *Adventure Time*/*Alice in Wonderland*-style epic that smashes its cute little face against grown-up *Tank Girl*/*Deadpool*-esque violent madness. Follow Gert, a forty-year-old woman in a six-year-old's body, who has been stuck in the magical world of Fairyland for nearly thirty years. Join her and her giant battle-axe on a delightfully blood-soaked journey to see who will survive the girl who Hates Fairyland. Collects *I Hate Fairyland* #1-5. Scheduled to ship in February 2022.  
 DIA STK698145.....\$9.99



**I KILL GIANTS FIFTH ANNIVERSARY EDITION**  
 Celebrating the fifth anniversary of a modern classic, this softcover edition of the Eisner-nominated, International Manga Award-winning miniseries includes interviews with the creators, design art, covers and more. Scheduled to ship in February 2022.  
 DIA STK639858.....\$19.99

!!! FEATURED ITEM



**INVINCIBLE TP VOL 08 MY FAVORITE MARTIAN CUR**  
 Invincible battles the REANIMEN on the campus of Upstate University. Meanwhile, unbeknownst to him trouble is brewing trouble of MARTIAN origin. Invincible must assemble a team of Earth's mightiest defenders to go out into space and prevent what could well be the end of mankind! Collects *Invincible* #36-41. Scheduled to ship in February 2022.  
 DIA STK627250.....\$16.99



**JUPITERS LEGACY TP VOL 01 NETFLIX ED (MR)**  
 In mid-century America, the worlds greatest superheroes face epic threats in public while battling private scandals behind closed doors. Now adapted into a big-budget Netflix Original series, get in on the ground floor with one of the most critically acclaimed superhero series of the past 10 years. Collects *Jupiter's Circle* #1-6 Scheduled to ship in February 2022.  
 DIA STL163500.....\$9.99



**LADY MECHANIKA TP VOL 03**  
 Lady Mechanika's investigation into the murders of 'undesirable' children in Mechanika City triggers an unexpected reaction from her subconscious self. Could the killer somehow be connected to Lady Mechanika's mysterious past? A great entry point for new readers into this imaginative steampunk series! Collects *Lady Mechanika: The Lost Boys Of West Abbey* #1-2 Scheduled to ship in February 2022.  
 DIA STL199164.....\$7.99



**LADY MECHANIKA TP VOL 01**  
 A newly remastered edition of the steampunk adventure series' first volume, featuring a revised script and updated lettering. In a Victorian world filled with flying dirigibles and clockwork automatons, a young woman searches desperately for the secrets to her past a past that left her with extraordinary, but unnatural, mechanical limbs. Collects *Lady Mechanika* #0-5. Scheduled to ship in February 2022.  
 DIA STL195685.....\$14.99



For players of all experience levels

# EPIC ENCOUNTERS

## Temple of the Snake God

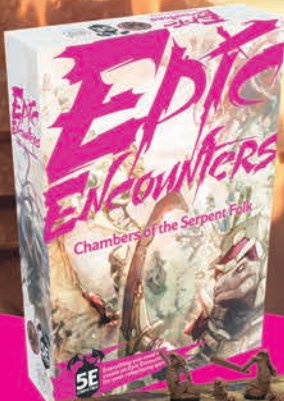
MSRP: \$29.95

- Giant snake miniature on gargantuan 100mm base
- Double-sided game mat
- Adventure book with monster stats & more



Everything you need to run Epic roleplaying Encounters

Compatible with the world's favourite roleplaying game!



## Chambers of the Serpentfolk

MSRP: \$49.95

- 20 miniatures including 8 unique sculpts
- Double-sided game mat
- Adventure book with monster stats & more

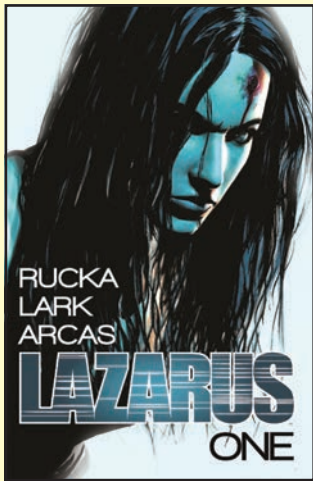


steamforged.com





# FEATURED ITEM



### LAZARUS TP VOL 01

Collecting the first four issues of the Eisner-winning team of Rucka and Lark's critically acclaimed new series about Forever Carlyle, the Lazarus of the Carlyle Family. Included are the first four issues of story, as well as the previously released introductory four-page short 'Family: Prelude.' Collects *Lazarus* #1-4. Scheduled to ship in February 2022.

DIA STK621652 ..... \$9.99

### RAT QUEENS TP VOL 06 INFERNAL PATH

The further adventures of the booze-guzzling, death-dealing battle-maidens-for-hire in the business of killing all the gods creatures for profit: Hannah the Rockabilly Elven Mage, Violet the Hipster Dwarven Fighter, Dee the Atheist Human Cleric, Betty the Hippy Smidgen Thief, and Braga the Orc Princess. *Rat Queens* is a modern spin on an old-school genre, a monster-killing epic with a twisted sense of humor. Scheduled to ship in February 2022.

DIA STL094201 ..... \$16.99



### RAT QUEENS VOL 01 SASS & SORCERY

Who are the Rat Queens? A pack of booze-guzzling, death-dealing battle maidens-for-hire, and they're in the business of killing all god's creatures for profit. It's also a darkly comedic sass-and-sorcery series starring Hannah the Rockabilly Elven Mage, Violet the Hipster Dwarven Fighter, Dee the Atheist Human Cleric and Betty the Hippy Smidgen Thief. This modern spin on an old school genre is a violent monster-killing epic that is like *Buffy* meets *Tank Girl* in a *Lord of the Rings* world on crack! Scheduled to ship in February 2022.

DIA STK634308 ..... \$9.99



# FEATURED ITEM



### SAGA TP VOL 07

From the worldwide bestselling team of Fiona Staples and Brian K. Vaughan, *The War for Phang* is an epic, self-contained SAGA event! Finally reunited with her ever-expanding family, Hazel travels to a war-torn comet that Wreath and Landfall have been battling over for ages. New friendships are forged and others are lost forever in this action-packed volume about families, combat, and the refugee experience. Collects *Saga* #37-42. Scheduled to ship in February 2022.

DIA STL028551 ..... \$14.99

GRAPHIC NOVELS

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### MONSTRESS TP VOL 06

War has engulfed the Known World, and Maika Halfwolf is at its epicenter. As she and her friends grapple with the consequences of their actions, longburied secrets and long-awaited reunions threaten to change everything. Join Marjorie Liu and Sana Takeda in the newest volume of this Eisner, Hugo, Harvey, and British Fantasy Award-winning series. Scheduled to ship in February 2022.

DIA STL186969 ..... \$16.99



### PAPER GIRLS VOL 01

In the early hours after Halloween of 1988, four 12-year-old newspaper delivery girls uncover the most important story of all time. Suburban drama and otherworldly mysteries collide in this smash-hit series about nostalgia, first jobs, and the last days of childhood. Scheduled to ship in February 2022.

DIA STK698148 ..... \$9.99

### MONSTRESS VOL 01

Set in an alternate matriarchal 1900's Asia, in a richly imagined world of art deco-inflected steampunk, *Monstress* tells the story of a teenage girl who is struggling to survive the trauma of war, and who shares a mysterious psychic link with a monster of tremendous power, a connection that will transform them both. Scheduled to ship in February 2022.

DIA STL005736 ..... \$9.99



### SAGA VOL 01

*Saga* is the sweeping tale of one young family fighting to find their place in the worlds. When two soldiers from opposite sides of a never-ending galactic war fall in love, they risk everything to bring a fragile new life into a dangerous old universe. Fantasy and science fiction are wed like never before in a sexy, subversive drama for adults. Scheduled to ship in February 2022.

DIA STK473334 ..... \$9.99



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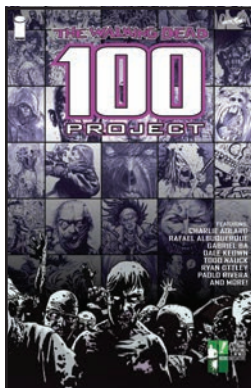




**SEX CRIMINALS TP VOL 02  
TWO WORLDS ONE COP**

The second storyline from the Eisner-award winning *Sex Criminals* finds the honeymoon to be over for Jon and Suzie. Once the thrill of new lust fades, where do you go? Come along and laff and love with Matt and Chip as they brim back ceaselessly against the past. Scheduled to ship in February 2022.

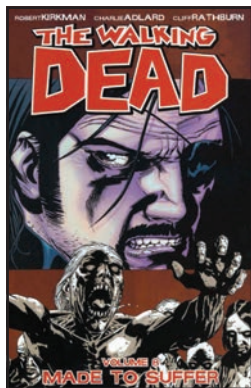
DIA STK658705.....\$14.99



**WALKING DEAD 100 PROJECT TP**

Robert Kirkman and Skybound team up with the Hero Initiative to present 100 all new covers envisioning the horrors of the bestselling *The Walking Dead*. This art book features brand-new pieces by *The Walking Dead* artist Charlie Adlard, Paolo Rivera, Ryan Ottley, Rafael Albuquerque and more! This book will never be reprinted and all proceeds go to the Hero Initiative and comic book creators in need! Scheduled to ship in February 2022.

DIA STK619369.....\$12.99



**WALKING DEAD TP VOL 08  
MADE TO SUFFER**

They thought they were safe in the prison. They were wrong. A force far more deadly than the walking dead is at their door and when the dust settles, their rank will be decimated. No one is safe! Collects *The Walking Dead* #43-48. Scheduled to ship in February 2022.

DIA STL056928 .....\$16.99

**WALKING DEAD VOL 01  
DAYS GONE BYE 2022**

An epidemic of apocalyptic proportions has swept the globe, causing the dead to rise and feed on the living. In a matter of months society has crumbled: There is no government, no grocery stores, no mail delivery, no cable TV. In a world ruled by the dead, we are forced to finally begin living. Rick Grimes is not prepared for this. A couple months ago he was a small town cop who had never fired a shot and only ever saw one dead body. Separated from his family he must now sort through the death and confusion to try and find his wife and son. Scheduled to ship in February 2022.

DIA STK527134.....\$14.99



**WICKED + DIVINE TP VOL 06  
IMPERIAL PHASE PART 2**

When you're at the peak of your powers, there's only one way to go. The question becomes how many people are you willing to drag down with you? The bestselling, critically-acclaimed comic by Kieron Gillen, Jamie McKelvie and Matt Wilson reaches its most dramatic arc yet. Collects issues 29 through 33. Scheduled to ship in February 2022.

DIA STL059487 .....\$16.99

**MARVEL PRH**

**SPOTLIGHT ON** 



**WARHAMMER 40000 SISTERS OF BATTLE TP**

Survive the grim darkness of the future with the Sisters of Battle! A squad of Adepta Sororitas, led by Canoness Veridyian, arrives on Planet Siscia to retrieve a lost Inquisitorial acolyte and put down a heretical uprising. But as Novitiate Ghitas first mission with her Order gets under way, what should be an easy assignment turns into something much worse when an unknown force deep within a subterranean city rears its ugly head! Its no-holdsbarred action, mystery and daemons galore as the all-female military force lets bolters blaze and flamers scorch in this all-new saga! Show your faith and fervor to the Emperor by joining Marvel for the next phase of *Warhammer* comics! Collecting *Warhammer 40,000: Sisters Of Battle* #1-5. Scheduled to ship in February 2022.

DIA STL210070 .....\$15.99

**ONI PRESS**



**RICK & MORTY GO TO HELL TP**

Well, it finally happened. Rick and Morty are in Hell, and we don't mean the DMV. It's fire, brimstone, and torture for all eternity. Typical Rick, he sees a way out of this mess and drags Morty with him on a horrific adventure to speak to... the manager. It's *Dante's Inferno* meets *Office Space*, and all hell's about to break loose! Collects the full 5-issue miniseries from writer Ryan Ferrier, artist Constanza Orozo, colorist Sarah Stern, and letterer CRANK! Scheduled to ship in February 2022.

DIA STL161587 .....\$19.99



**RICK & MORTY TP VOL 09**

This volume collects never before seen adventures of degenerate genius scientist Rick Sanchez and his timid grandson Morty Smith, like the very FIRST time they met The Vindicators, and a very special look at the fanfavorite Cronenberg universe. Plus: Rick's made quite a few enemies in his time, so what happens when they team up to seek revenge? And you'll meet Dick and Farty, a degenerate genius scientist and his timid grandson...wait a second... find out more inside! Scheduled to ship in February 2022.

DIA STL110663 .....\$19.99

  
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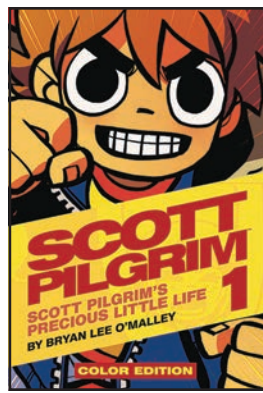




### SCOTT PILGRIM COLOR HC VOL 01

Just when you thought you knew all there was to know about Scott Pilgrim comes *Scott Pilgrim Color Hardcover* vol. 1: *Precious Little Life!* The first in a series of brand new hardcover editions, this Full Color, remastered, 6x9 hardcover presents Scott's first evil ex battle as you've never seen it before! Plus, previously unpublished extras and bonus materials make this mighty tome one that's required reading for Scottaholics everywhere! Scheduled to ship in February 2022.

DIA STK467680..... \$24.99



### POKÉMON HORIZON SUN & MOON GN VOL 01

Akira's summer vacation in the Alola region heats up when he befriends a Rockruff with a mysterious gemstone. Together, Akira hopes they can achieve his dream of becoming a Pokémon Trainer and learning the amazing Z-move. But first, Akira needs to pass a test to earn a Trainer Passport. This becomes even more difficult when Rockruff gets kidnapped! And things get further complicated when Team Kings shows up with you-guessed-it-evil plans for world domination! Scheduled to ship in February 2022.

DIA STL080123 ..... \$9.99

## GRAPHIC NOVELS

## SPOTLIGHT ON



### TEA DRAGON FESTIVAL HARDCOVER

Rinn has grown up with the Tea Dragons that inhabit their village, but stumbling across a real dragon turns out to be a different matter entirely! Aedhan is a young dragon who was appointed to protect the village but fell asleep in the forest eighty years ago. With the aid of Rinn's adventuring uncle Erik and his partner Hesekiel, they investigate the mystery of his enchanted sleep, but Rinn's real challenge is to help Aedhan come to terms with feeling that he cannot get back the time he has lost. Scheduled to ship in February 2022.

DIA STL123837 ..... \$21.99



### POKÉMON XY COMPLETE BOX SET GN

Awesome adventures inspired by the best-selling *Pokémon X* and *Y* video games! All your favorite *Pokémon* game characters jump out of the screen into the pages of this action-packed manga! X was a Pokémon Trainer child prodigy. But now he's depressed and hides in his room avoiding everyone—including his best friend Y. An attack on their hometown by Legendary Pokémon Xerneas and Yveltal, led by Team Flare, forces X outside. Now what? Contains all twelve volumes of the *Pokémon XY* manga series and a collectible full-color poster! Scheduled to ship in February 2022.

DIA STL061575 ..... \$54.99

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### VIZ

### ASSASSINS CREED BLADE OF SHAO JUN GN VOL 02

Shao Jun, the last Assassin in China, has returned to her homeland with vengeance on her mind. The Templar Order's machinations must be stopped, and only Shao Jun stands ready for the battle to come. As she eliminates her foes one by one, the Templar Order's plans for the Great Ming Empire begin to come to light. Scheduled to ship in February 2022.

DIA STL178715 ..... \$14.99



### YEN PRESS



### FINAL FANTASY LOST STRANGER GN VOL 05

Shogo and friends continue their search for 'Raise,' the spell that will bring his little sister back to life. Their search leads them to Mysidia's Royal Library, where they find tons of musty, old books, including one that seems to be speaking to them...! Scheduled to ship in February 2022.

DIA STL164741 ..... \$13.00



### IS IT WRONG TO TRY TO PICK UP GIRLS IN A DUNGEON? LYU GN VOL 04

Everyone at The Benevolent Mistress has a secret... The girls of the establishment have all come to work under Mama Mia's wing one way or another. As the girls all gather at the bar, stories begin to fly... Scheduled to ship in February 2022.

DIA STL122256 ..... \$13.00

## SPOTLIGHT ON



### POKÉMON ADV X Y GN VOL 01

X was a Pokémon Trainer child prodigy. He hated the shine of the spotlight, so he took to hiding in his room and avoiding everyone—including

his best friend Y. But now a surprise attack has brought X out of hiding! Scheduled to ship in February 2022.

DIA STL204994 ..... \$9.99

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# TERRAIN ESSENTIALS

A BOOK ABOUT MAKING WARGAMING TERRAIN

BY MEL BOSE

## THE TERRAIN TUTOR

Mel Bosc – **The Terrain Tutor** – has been building terrain for almost as long as he can remember. When he was five, Mel built playsets for his little green army men in the corner of a craft store. He was often assisted by model railroaders who were regulars at the store and, by the time he turned 15, Mel was primed for a life of building terrain.

Mel has traveled the world, as a medic in the army, a physiotherapist, and even a salesman. He has worked with people from all walks of life, and looked at things from many different perspectives. It is this approach that he brings to his successful YouTube channel, The Terrain Tutor. Since 2014, Mel has made a living from sharing his passion – teaching people everything he knows about building terrain for tabletop wargaming, for hobbyists, clubs, displays, and for dioramas – and it's that passion and knowledge that he is bringing to this 192-page hardcover book!

### TERRAIN ESSENTIALS INCLUDES:

- PLANNING • TOOLS & MATERIALS
- TECHNIQUES • BASES & BOARDS
- GROUNDWORK • GRASSWORK
- ROCKS & HILLS • TREES & HEDGES
- WATER & SNOW • BUILDINGS & KITS

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DAVE TAYLOR  
MINIATURES





# LET'S TALK ABOUT THAT TIME YOU KILLED ME



## THAT TIME YOU KILLED ME

PAN 202112 ..... \$49.95 | Available Q4 2021!

*That Time You Killed Me* is an abstract game for two players. It's a campaign game of time travel, betrayal, murder, and [redacted], in which you [redacted] to avoid your opponent from [redacted] so you can [redacted] their [redacted].

It features a host of interesting (and flavorful) interactions, and a whole bunch of unlockable content. A lot of playtesters described it as the most thematic abstract game they'd ever played and the most "time travel"-y game they'd seen.

Allen Pan posted a video at the end of 2018 about "How to Play 4D Chess." I had it on in the background while I was cleaning my office, and as they struggled through the majorly complex game they'd invented, I found myself thinking: "hang on, there's a simpler way of doing this."

I started sketching ideas, and within ten minutes I had a rudimentary version of the game that became *That Time You Killed Me*. After a few months of playtesting it at conventions and with my Toronto group, I'd refined it into the game Pandasaurus fell in love with.

I wanted to make sure this game was as accurate as possible, so I actually built a working time travel device as research. It was a lot of work, but worthwhile. I destroyed it as soon as the game was done, just so that no one else could go back in time and create *That Time You Killed Me* before I did.

Rather than go into the specifics, I'll describe the game's time travel rules in terms of pop culture films. It's two parts *Austin Powers*, one part *Looper*, with just a dash of *The Terminator* and *Bill & Ted's Excellent Adventure*.

Each of the three boards represent the same plot of land in three different eras. One is that space in the past, one is the same space in the present, and the last is that same space in the future. On your turn,



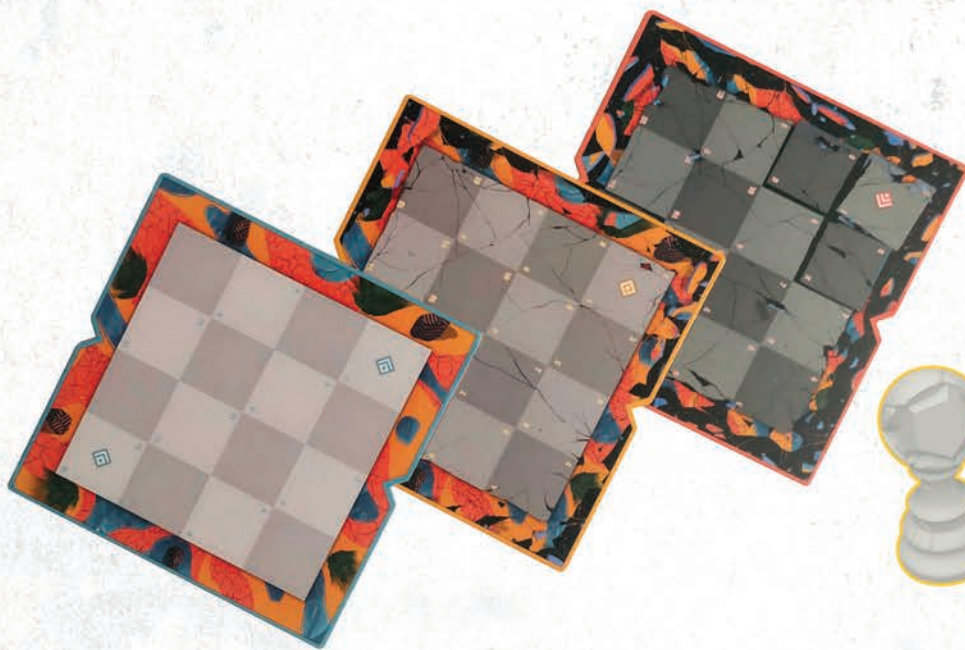
you'll choose a piece in your current era to take two actions with, and then choose the next turn's era.

*(Fun fact: when I started working on the game, I referred to them as "areas" and "eras". That got confusing quickly.)*

The core actions are fairly basic: move to an adjacent square, travel forward in time, or travel backwards in time. When you travel forward in time, you just move your piece to the same space in that era. When you move backwards, you move your piece to that same space, and then add a new piece from your supply to the space you left.







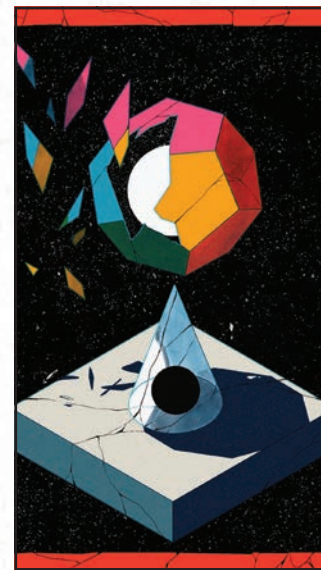
From the rulebook: *The you that travels backward to become "past you" will grow older and eventually turn into a new "present you."* (For example, if you went back in time one week, then waited a week, you'd be right back where you started!) *This temporally logical phenomenon is how copies are made.*

The strategy of the game comes from positioning (you can push your opponent's pieces into walls to crush them), timing (if you travel to another era and take your next turn there, you can snowball moves into a huge material advantage), and not putting too many of your pieces on the board at once; if you ever get pushed into a copy of yourself, it causes a paradox and both pieces are destroyed!

The player who eliminates their opponent from any two of the three eras wins each game.

However, that's not all. We've also added several modules to the game. These modules add new pieces, new actions, and potentially even new ways to win...

Pandasaurus are being very strict about spoilers (they're keeping my most prized possession in a safe until the game is released), so all I can tell you is that each chapter adds a new element to the game, and one of them features elephants.



But I can tell you how an abstract game turned into a campaign: the original prototype included all of the different modules in the game right from the start, and it was just incredibly overwhelming. By splitting them up and introducing them one by one, players

get the chance to enjoy each of the different cool additions to the game's core rules.

If you spend some time on Jor Ros's website ([jor-ros.com](http://jor-ros.com)), you'll see that he specializes in wild and wonderful art. The game is this weird mix of robust mechanics and whimsical storytelling, and I think Jor's work does an amazing job of melding those tones.

For the most part, I was fairly hands-off. My only requests were that a blue beard was hidden somewhere in the art (as has been the case for each of my games) and that the elephants were wearing hats. Although that last one was more for mechanical reasons than artistic ones...

I also have to give a special call-out to Stevo Torres, who is responsible for the graphic design for the game. He poured everything he had into this game, and it shows; every card, every piece, every element is just exquisitely assembled. It helps that he was a fan of the game, even before I signed it. I'm so impressed by what he (and the whole Pandasaurus team) have put together. I hope you enjoy *That Time You Killed Me* when it releases... at some point this winter!



*Peter C. Hayward is the designer of That Time You Killed Me.*





# TEN YEARS OF *The Castles of Burgundy*

Ravensburger

## THE CASTLES OF BURGUNDY

RVN 26925..... \$59.99 | Available Now!

As an influential noble in fifteenth century France, it is your goal to lead your estates to prosperity through strategic expansion and trade. In *The Castles of Burgundy*, players take on the role of nobles in 15th century Burgundy and score victory points through trading, farming, building, or scientific research over the course of five phases. The player with the most victory points at the end of the game is the winner. First released in 2011, *The Castles of Burgundy* is celebrating ten years as a fan favorite!

### PLAN, TRADE, AND BUILD

*Castles of Burgundy*, designed by Stefan Feld, is a mainstay among board game enthusiasts because of its replayability and evolving strategy. The building blocks of this game are straightforward: All players roll their dice simultaneously, then use the dice outcome when choosing which game actions they will take during their turn. Players can take two actions out of four different choices. They can take one hex tile from the game board, place an already-owned hex tile in their duchy, sell goods, or take two worker chips.

As they game progresses, players continue building their estate but can also start to play more tactically, ensuring that they will stay ahead of their competitors by laying claim to hex tiles that their opponents would gain more points from. Because there are so many ways to earn victory points, counting them at the end of the game is always very exciting!



### DEVELOPING A EURO CLASSIC

Feld, who started to design games in the late 90s, has stated that playtesting *The Castles of Burgundy* — along with the rest of his creations — always starts as a solitary effort as he plays against himself. Then, he takes the game to his wife, who is also an avid board game enthusiast. Once he feels it's ready, he brings it to a gaming club for even further testing. Finally, he works with Ravensburger's game developers (or "editors" as they're called in Ravensburg) on final testing and development.

Although *The Castles of Burgundy* is a board game, its first prototypes were created in foam rubber instead of the usual cardstock — a mainstay for many prototypes. Feld found that rubber tiles stood up better to extended testing, reducing the number of times he'd have to remake the many tiles in *The Castles of Burgundy*.

In an early version of the game, all players took their actions on a common player board. However, Feld realized this made the game either too aggressive or too boring. Therefore, he decided that all players needed their own player board. This took time to perfect, as a shift from a common playing board to individual boards created issues Feld had to hammer out. Thankfully, Feld enjoyed



designing the fix: the different landscape types and functions in *The Castles of Burgundy*!

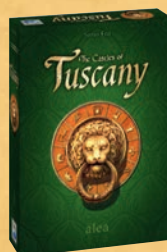
### THE CASTLES OF BURGUNDY, RENOVATED

While the original version of *The Castles of Burgundy* is beloved, an updated version as released in 2019 as part of aea's new look. This new edition features an attractive new box design as well as updated component artwork. While the original artwork had a more muted color scheme, the new edition's vibrant artwork makes it easier for players to distinguish between different building, monastery, and livestock tiles.

The 2019 edition also includes additional, different player boards to increase replayability as well as rules and special boards for solo and team play. This edition's rules also offer a clear distinction between a game with four players as opposed to two- and three-player games which ensures that the game remains balanced and easy to follow. Finally, players also get a new Shield expansion that allows for powerful new abilities and options, like extra victory points if specific conditions are met. In short, players can expect more color, more gameplay options, and more ways to win with the new edition.

### BUILD YOUR DUCHY TODAY!

With its many options for play and engaging game mechanics, *The Castles of Burgundy* is a wonderful addition to any board game collection. Celebrate ten years of this classic title by snagging a copy at your friendly local game store!



**Looking for an introduction to *The Castles of Burgundy*?** Try *The Castles of Tuscany*! Also designed by Stefan Feld, *The Castles of Tuscany* introduces the mechanics of *The Castles of Burgundy* in quicker, more streamlined game.

...





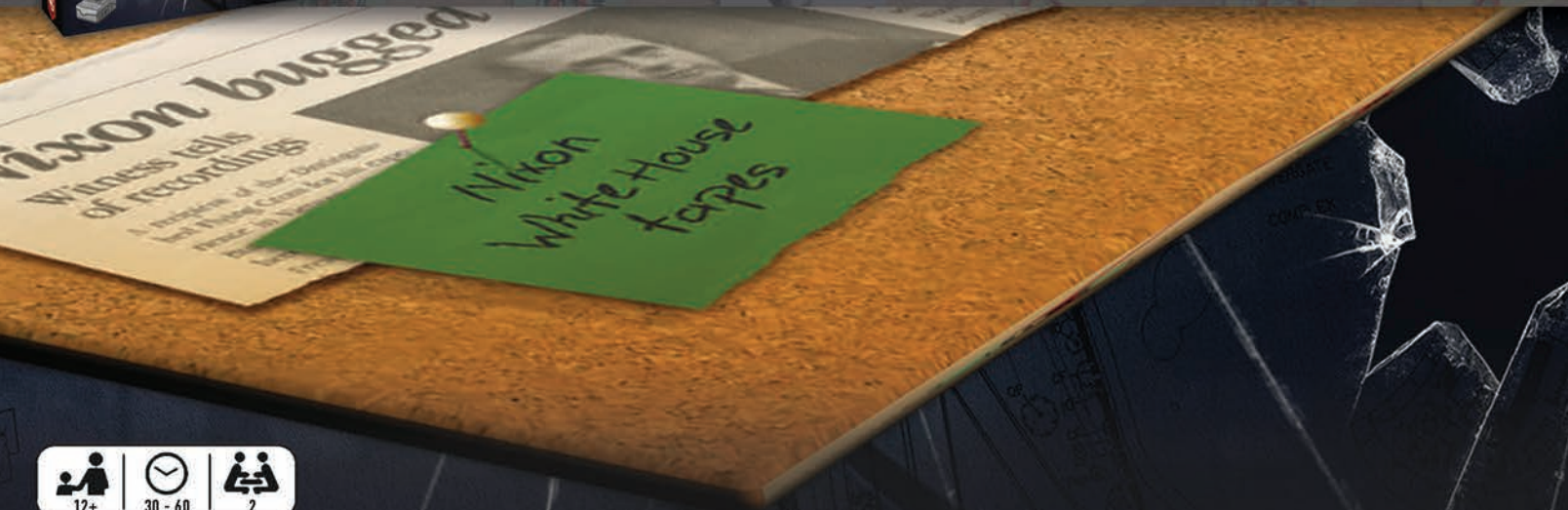
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# PAINTING HAPPY LIL MINIS WITH DAVE TAYLOR



## EPISODE #42: PAINTING BONES

Welcome to the latest “episode” of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our *Game Trade Media* Facebook page – Thursdays evenings at 7pm EST. Dave is joined by Gretchen Settle, and occasionally by other painters who each bring great painting advice and their own style to the table.

### PAINTING BONES AND SKULLS AND...

When you’re painting up fantasy and/or sci-fi miniatures these days, there’s a pretty good chance that you’ll need to paint a skull, or some bones, tusks, and possibly even complete skeletons. Having a handy (and speedy) way to paint these can be a great timesaver.

For this example, I chose one of the Hexlings from the Rattlebones expansion for the game *Godtear*, from Steamforged Games. The steps shown on the page opposite are great for models with larger areas of bone/ivory. When you are painting smaller areas, however, you can skip a step or two along the way. Rattlebones herself didn’t need to use the Bonewhite or the green glaze stages because each of the areas of bone were already quite small.

In this example, I chose to use Games Workshop’s Contrast paint Skeleton Horde, but I could just as easily used GW’s Seraphim Sepia Wash or The Army Painter’s Soft Tone Wash. Each will give a slightly different undertone, but they are all very similar.

When working on a much larger piece – this two-headed eagle on the floating pulpit – I spent considerably more time layering each stage carefully and smoothly, and didn’t add any extra shading, assuming that the Sisters of Battle responsible for its maintenance would be very diligent in their cleaning.

The miniatures used as examples at the top of the page (and opposite) are from the Rattlebones expansion for *Godtear*, a game from Steamforged Games. The floating pulpit above is a conversion from a Warhammer 40,000 model from Games Workshop.







1 Prime your miniature with a light colored spray. Here I used GW Grey Seer primer.



2 Apply a wash of GW Contrast Skeleton Horde.



3 Highlight the bones with Vallejo Game Color Bonewhite.



4 Highlight with Vallejo Model Color Ivory.



5 To add some extra depth, glaze the shadows with a thinned mix of GW Castellian Green and VGC Bonewhite.



6 Add some final highlights of VGC Dead White.

## AVOIDING THE "CHRISTMAS" LOOK

Red and green sit opposite each other on the color wheel, which generally means they contrast well together on a miniature. However, they can also start to look "Christmassy", or reminiscent of so much imagery we might see around us during December each year.

One way to avoid your red/green color schemes looking too much like this popular holiday is to keep the colors quite desaturated. Both the green and red on this Rattlebones model are desaturated, with the green tending towards the yellow end whereas a Christmas-style green would tend towards the blue end.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life





**CASCADIA (AEG 7098)**

From Alderac Entertainment Group, reviewed by Eric Steiger

10 & Up	1 - 4 Players
30 - 45 Minutes	\$39.99

It's hard to come up with an exciting "hook" for an article about a game as wonderfully calming as *Cascadia*. The art, theme, and gameplay all contribute to a relaxing, casual atmosphere, and if you aren't playing this game in a secluded cabin somewhere in the wilds of the Pacific Northwest, you'll wish you were. This is not a game for a cutthroat tournament environment in a crowded game convention hall (although I'm sure it will be played in one); this is a game about enjoying nature with friends and family. Don't be fooled, however; *Cascadia* is filled with decisions and strategic play, along with enough variety for it to see perennial replay.

The goal of *Cascadia* is to build the most efficient habitat for 5 different species of animal in the region: grizzly bears, elk, foxes, hawks, and salmon. Each species has a specific pattern you have to follow to score for them; for example, bears need to be grouped in pairs on adjacent tiles, whereas hawks can't be adjacent to each other (they're territorial). Elk travel in a straight line, while salmon can be on a run that twists and turns in any direction. Foxes like to be surrounded by lots of different animals. At the end of the game, you'll score your habitat for each species based on these patterns, along with the size of each type of biome in it.



How do you build this habitat? You begin the game with a starter habitat consisting of 3 terrain hexes. Each hex can hold exactly one animal, that can be chosen from the type(s) shown on it. For example, a hex may show hawks, foxes, and elk, indicating that only one of those three animals can be placed on it. Once a hex has an animal token, that token cannot be moved or removed. On your turn, you'll choose from one of four combinations of hexes and animals in the center of the table. You add the hex to your habitat anywhere you like (as long as it connects on at least one side), and place the animal on any empty hex in your habitat that can support it (including the one you just added). You then replace the tile and animal combination at random from the remaining supply.

If a terrain tile only allows one type of animal on it, that terrain is a "keystone" tile, and placing the matching animal on it earns you a nature token. These tokens are each worth a bonus point at the end of the game, but more importantly, they allow you to break the selection rules on your turn. Normally, if all four available animal tokens are the same animal, you must clear them and draw new ones, and you may do this if three of the four are the same. However, by spending a nature token, you can choose to replace any of the four available



animals and draw new ones from the bag. Additionally, you are required to select one of the four combinations of habitats/animals from the center row on your turn; but, by spending a nature token, you can mix and match, choosing from any of the 4 available tiles and animals.

The game ends after each player has taken exactly 20 turns, at which point you score

for your animal patterns, and the size of each of your different biome types. For each type of terrain, you count the number of contiguous hexes in your largest area of that type, and score that many points. Additionally, if you have the largest of that type of biome among all players, you score a bonus.

The makers of *Cascadia* could have stopped right there, and they'd still have a really good game, with a lot of meaningful decisions, a sense of accomplishment when you complete your habitat, and some incredibly tight competition (in a 4-player game, our scoring spread was less than 10 points between first and last place). But they didn't. They created a solo mode, multiple different scoring variations (including for more casual, and more competitive, play), AND 4 different potential scoring patterns for *each animal*. The result is a toolbox with as much, or as little, depth and replay variability as you want. This compact box contains a deceptive amount of content.



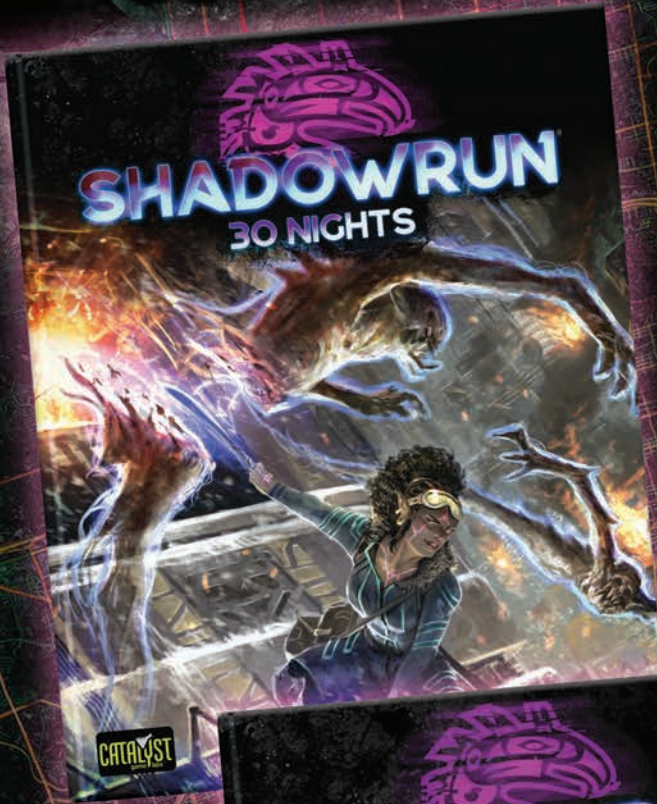
It's clear that the makers of *Cascadia* care deeply about their subject matter, and the game is (almost) as educational as it is fun, with facts about the area and wildlife integrated into the rules and variations, and beautiful, accurate art on every rulebook page and on all the high-quality components. But there is still very much a game here, with deeply engaging play and thoughtful decisions to be made. If you are interested in a family-weight game with enough variation to support many replays and still be engaging to the family strategist(s), I would highly recommend *Cascadia*.

*Eric is your friend, and friends wouldn't let you play bad games.*





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**Cutting Black** is a plot book with the background and fallout of this blackout, and **30 Nights** is a campaign book taking runners through a full month in blacked-out Toronto. Together, these books plunge players into a new kind of action, as the Sixth World tears itself down and struggles to see what will emerge from the wreckage.

Both books are available at game stores and [catalystgamelabs.com](http://catalystgamelabs.com)!





## GALAXY TRUCKER (CGE 00061)

From Czech Games Edition, reviewed by John and Isaac Kaufeld

 8 & Up	 2 - 4 Players
 20 - 60 Minutes	 \$29.95

When a company comes out with a new, updated version for one of their classic games, you can pretty much count on two things: the new one will cost more — sometimes a lot more — and it'll add a bunch of complicated new features so it's harder to learn and takes longer to play. Oh joy.

But sometimes a miracle occurs instead, and the new game comes out cheaper, faster, and better than the original. And that's what Czech Games Edition did with *Galaxy Trucker 2nd Edition*.

So as angels flap, birds sing, and dogs and cats live together in peace thanks to this CGE miracle, let's dig into five awesome things about the new version of *Galaxy Trucker*.



### BEGIN AT THE BEGINNER-ING

The latest version of *Galaxy Trucker* streamlines the basic rules to get players moving faster and easier than ever. Special kudos go to the team that laid out the new rulebook, too. It's much cleaner and clearer, and should help new players a lot.

The new artwork gorgeously immerses players in the goofy, offbeat universe of the game. What else can you say when part of your goal involves building a space ship out of sewer parts? The art gives the game a retro sci-fi look with bright colors and rounded versions of the art that long-time players know and love.

And, of course, the writing is spot-on. *Galaxy Trucker's* rule book is still the most entertaining read anywhere. (Remember: You need as many of every component as possible, except aliens and shield generators... you only need two each of those.)

### FASTER PLAY, QUICKER FUN

One of the first house rules we implemented for the original *Galaxy Trucker* was trimming the races from three trips down to just one. We were glad to see CGE make that The Official Way The Game Works now.

Doing three races was fun — and busting out the big ships was especially awesome — but it was hard to set aside enough time to go through three rounds of building and flying. Plus, after two rounds of building ships and watching them split apart under a hail of pirate gunfire and ill-placed asteroids, sometimes we were just ready to quit for a while.

Of course, you still have the opportunity to go for three rounds of building and racing with the new edition, but it's the optional Transgalactic Trek scenario rather than normal gameplay.

### COMPONENT UPGRADES PLAY GREAT

Half of playing any tabletop game is interacting with the components. CGE scores a big win on this one with an awesome selection of lovingly redesigned, high quality bits.

The astronauts got a friendly new sculpt that fits the retro space theme. The aliens pieces have slightly larger bases which makes them more stable during play. It also subtly reinforces the rule that you can only have one alien in a cabin because two simply don't fit.

Goods cubes look sharper too, made from a silk swirl plastic instead of the old flat color scheme. Oh, and the batteries are still the little green bits that we knew and loved from the first edition.

### PRICE AND SIZE

We aren't sure how the wizards at CGE pulled this one off (we're pretty sure it's magic), but the list price of the new *2nd Edition Galaxy Trucker* dropped to just \$29.95 MSRP.

To bring the price of the game down, the design team started from their basic vision for simplifying things. For example, instead of having two spaceship versions available for every level of play, the new game has

one each, all printed on one double-sided board. (So, yes, your two-sided board actually has three sides. Don't fight it, just roll with the weirdness.)

### FREE ONLINE EXPANSION

If getting a new edition of the game wasn't enough, CGE also published a 15-card online mini-expansion called *Rough Roads*. You can find it on their web site at <https://czechgames.com/en/galaxy-trucker/mini-expansion/>.

The expansion adds some pretty powerful seasoning to the game, so follow the instructions and go easily. Start by using one card, then maybe add another if you feel wild. Or if you just want to watch your ships burn.

### VERDICT

We loved the first edition of *Galaxy Trucker* a lot, so we were a little wary of a revised version. CGE put our fears to rest by fine tuning the best parts of the game, streamlining the bumpy bits, and dressing the whole thing up with perfect new art that reinforces its cartoony premise.

And you'll definitely like a significant drop in the list price plus having the whole game packed into smaller box for an easier fit in your shelf space. (My wife especially liked that feature.)

*Galaxy Trucker 2nd Edition* earns a solid pair of "must buy" recommendations from us, as well as a proud home on the family game shelf. We think you'll love it!



*John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?*





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**WONDER BOOK (DVG 9042)**

From dV Giochi, reviewed by Brian Herman

10 & Up	1 - 4 Players
60 - 90 Minutes	\$79.99

Every now and then a concept for a game comes along that's so different from anything else out there on the market that it makes you stand up and take notice almost immediately. When I first heard about *The Wonder Book*, I was incredibly intrigued as the notion of a pop-up boardgame to me had some amazing potential. Unfortunately, I couldn't attend Gen Con this year, but I did hear about this game making a splash at the show, enthralling and entertaining show goes and vendors alike.

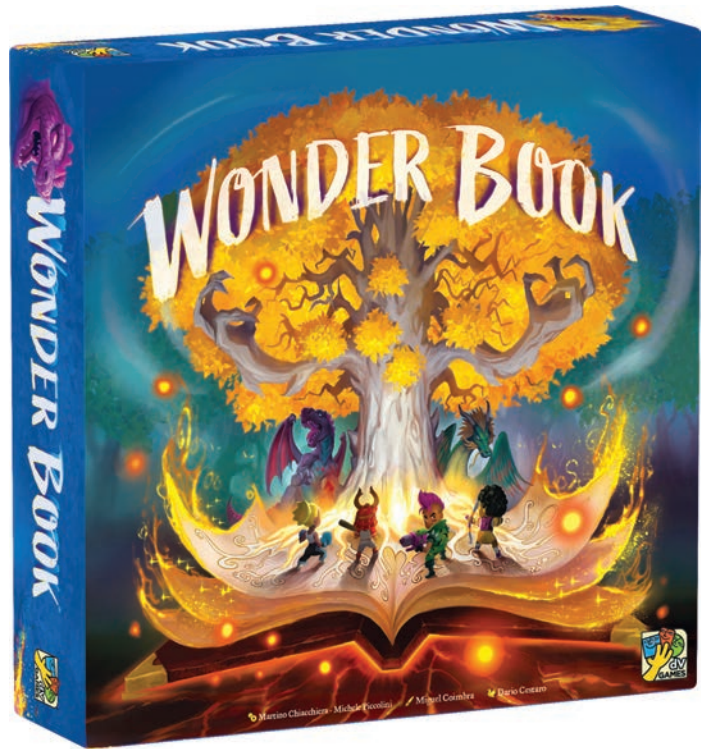
Upon getting a copy of my very own, I unwrapped and poured through the pieces with a sense of awe bordering on childlike. As a reviewer, it's incredibly rare that I am at a loss for words when describing a game, so let me just say at the outset that *The Wonder Book* is unlike anything I've ever played before, and I consider it to be a masterpiece, blending a pop-up book, a miniature game, legacy components, and a compelling story about light and dark into one immersive experience.



Setting up *The Wonder Book* is fairly straightforward: the central core of the game is a hardback book placed in the center of the table. Each player can choose from four characters, kids with homemade weaponry ranging from boxing gloves to a paintball gun, taking the chosen miniature and character card complete with unique abilities.

Sessions of gameplay are divided into six chapters, each represented by a deck of cards placed on the table, the top card indicating the chapter number and title. One by one, cards are peeled from the deck, read aloud to the other players, and placed in a discard pile creating a storybook. Each chapter describes in detail how to open the pop-up book, where to place the player minis, enemy minis, and sets the scene for that session. Five cardboard hourglass tokens are placed face up and five are placed face down next to the board; these represent the group's life total and if all are face down at any point the players lose the game.

Gameplay is difficult to describe, as every chapter is completely different, utilizing a different part of the book with different objectives as the heroes explore the fictional world of Oniria. Despite this, every chapter has a conflict with a unique goal that has to be reached. At one point in any given chapter a conflict card will be uncovered that will cause no further cards to turn while the players work together against the game and the hordes of enemies spawning to overtake them.



During combat, each player gets three actions to represent their turn, players taking their turns in whatever order makes sense at the time. After each player has had a turn, the top card of the "Wyrms" deck is flipped over and describes how many (if any) enemies spawn on the board and what they will do that round. The goal is NEVER to wipe the board of enemies as they will simply keep coming. Often the goal is more nebulous and will require players to explore the area they have been given. It becomes a balance, dividing actions between fighting off enemies and interacting with stacks of cards placed next to the game board. If at any point a player's life total is depleted, they are knocked out. At the start of the player's turn if any characters are knocked out one of the hourglasses are flipped face down and those characters recover all their life, waking up ready to fight again.







One of the more compelling things about *The Wonder Book* is the mix of roleplaying, or choices, that crop up from time to time in the adventure. As the heroes explore the fictional world of Oniria they encounter creatures that aren't necessarily enemies, and they will be forced to make a decision. When a card asks the players to make a choice, the options are read aloud to all players, and they come to an agreement on an answer. After the selection is made, the reverse of the card will have the players write down a keyword based on their answer. Throughout the game different paths are taken and cards skipped, or different rewards are issued based on the keywords the players have collected along the way. Those actions or choices made in the first adventure (Chapter 1) reverberate throughout the entire game through the last adventure (Chapter 6).

through tactical miniature skirmishes, there are items that aren't be powered through by rolling dice and defeating enemies. One such encounter has the players taking turns dropping dice through the top of a tall tree (which acts a dice tower!), hoping to knock over enemy minis at the base of it. Another has the active player reading some very corny jokes aloud and the players gaining a different reward based on if anyone at the table laughed aloud. Every person I've played this game with has enjoyed the visual of the pop-up battlefield but has also delighted in the usage of these "practical effects." With *The Wonder Book* you never know what to expect in the next chapter; every session is different.

I've had a hard time classifying *The Wonder Book*. Is it a children's game? A miniature game? A legacy game? Even after playing through all six chapters I can't answer these questions. One thing I know for certain is that there's something in this game for everyone, and the story contained within, as well as the lessons learned along the way, are all nothing short of amazing. At the end of the day, I don't need to check a box to classify this game into one category or another. I just want everyone to know that the bar has been raised considerably, *Wonder Book* has ushered in a whole new era of gameplay.

...

*Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.*



As I played through *The Wonder Book*, an item I kept coming back to was the usage of what I like to call "practical effects" that are intermingled into gameplay. While the core of conflict is resolved



**BREW (PAN 202108)**

From Pandasaurus Games, reviewed by Kat Rider

10 & Up	2 - 4 Players
45 - 90 Minutes	\$29.95

Imagine an enchanted forest filled with otherworldly creatures. Where you, a cunning mystic, must save the fate of the forest. Bringing elemental balance back to the land and persuading those cute little woodland creatures back to their natural habitats. Or in gamer terms, corralling those beasties and aggressively taking over the fate of the forest! I mean let's be honest, no one is going to get this done correctly but you, right?

This adorable bubbly-themed game was a grand surprise of cunning and backstabbery for me. Which, like many people, was not my first take when reading the rules of this game. Yes, there was area control in it, but it didn't seem like putting a few dice on a card was really that impactful because there were several ways to collect victory points over the course of the game.

However, at the end of the first round as forests were awarded and victory points scored, I clearly saw the folly of my mistakes and was immediately enchanted by the depth of these simple mechanics.

The one thing you must do in *Brew* is have the ability to place a die in a forest. You can't take a turn if you don't have a die to place at the start of your turn and you quickly discover that dice are a scarce resource and timing is critical. As a Mystic you will receive 4 dice of your color, which can be used for collecting items and area control. You also receive two elemental dice. Which can be used to drive the flaming dagger into the backs of your opponents, or you know, can be used for mushrooms and stuff. Leaving me with the feeling that not all dice are created equal in this game.



These elemental dice are the mystical wrenches that will dismantle your opponent's plans and turn the tide of any round. With abilities like fire, that allow you to cover a die effectively nullifying an opponent's control over an area. Or perhaps wind, allowing you to enact a distraction for your opponents. Letting them think you want to control a card but then pulling your colored die back to reinforce another forest later. Abilities like these are only the tip of an icy glacier of skullduggery, as these dice also act as an outside force fighting over the forest. Making your struggle to gain control over a card that much more troublesome.

With battles like these happening on the forefront of the forests it's easy to get distracted which can lure players into forgetting to build a



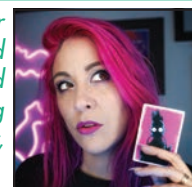
firm base for their calculated advance. Like utilizing brewed potions that can gift you abilities to manipulate dice when you drink them or maybe increase the amount of turns you have in a round. Let's not forget about those adorable little forest animals either. The permanent abilities of those battle-born creatures can easily tip power in your favor as some creatures can permanently fill spots in the forests so they can't be used or will allow you to collect victory points for doing normal tasks. Mechanics like these make each game unique as different combinations of potions, critters and forests will force you to create new strategies when each card is revealed.

So, at this point you might be asking yourself who is this game really for? The art on the box says it's a family-friendly game about an enchanted forest full of adorable animals but my description has bordered on a cutthroat encounter that will spread lasting venom into the veins of your foes for eternity. After demoing this game for the entirety of Gen Con to many different people I can gladly say that this game is for both parties.

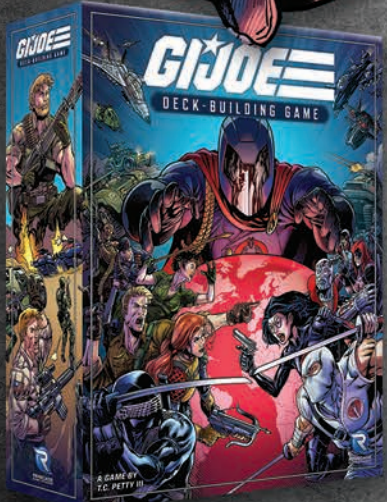
*Brew's* streamlined mechanics are easy to teach to any gamer. Giving players one simple action each turn but a multitude of choices, and strategies. The creativity of the players was endless which leads gaming veterans down a rabbit hole of how to push the game to its limits with potions and creatures. While those newer to board games enjoyed the simplicity of a familiar dice placement mechanic on top of area control tactics. Each group played differently too, and it was interesting to see family-friendly groups stick to collecting resources and creating a race for victory points while ruthless gamers tried to negate every advantage, policing the board and squeezing out just a few points at the end. Making this game the perfect brew of trouble and family time for my gaming collection.



*Kat (a.k.a GloryHoundd) has been a member of the board game community for ten years and has worked with publishers to demo games and create content for the masses. Her love of gaming is a lifetime commitment to bring fun, creativity, and learning into peoples' everyday lives.*







# G.I. JOE

## DECK-BUILDING GAME

The evil organization Cobra threatens the world with their schemes and it's up to your team to stop them!



### CORE SET



### HANGAR

Transports are placed here when Recruited or played from your hand. All Joes may provide



- Dozens of iconic G.I. JOE heroes and vehicles!
- 36 missions to play solo or cooperatively with friends!
- Includes Expert Mode cards for greater challenges!

 Ages 13+
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  30-70 Minutes

RGS02237 MSRP \$45

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