

ISSUE NO.  
**243**  
MAY  
JUNE/JULY PRE-ORDER

# GTM

GAME TRADE MAGAZINE



## PATHFINDER

ADVANCED PLAYER'S GUIDE

### IN THIS ISSUE:

- DEFEND THEMYSKIRA FROM INVASION IN WONDER WOMAN: CHALLENGE OF THE AMAZONS FROM RAVENSBURGER!
- DARK NIGHTS: METAL UNLEASHES A DARK MULTIVERSE ONTO THE WORLD OF CRYPTOZOIC'S DC DECK BUILDER!

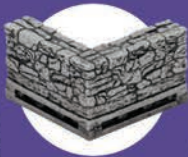




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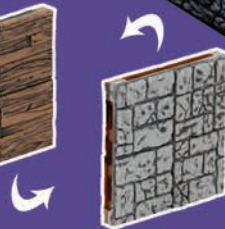
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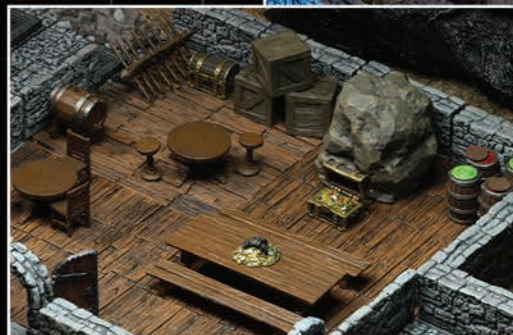
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## COVER STORY



### Pathfinder: Advanced Player's Guide

Expand the limits of what's possible and add even more depth of choice with the Advanced Player's Guide. Inside are new ancestries, heritages, and four new classes to customize your games even further!

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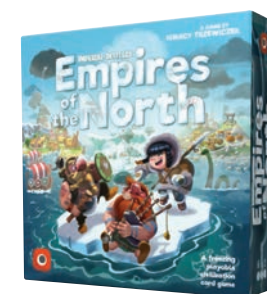
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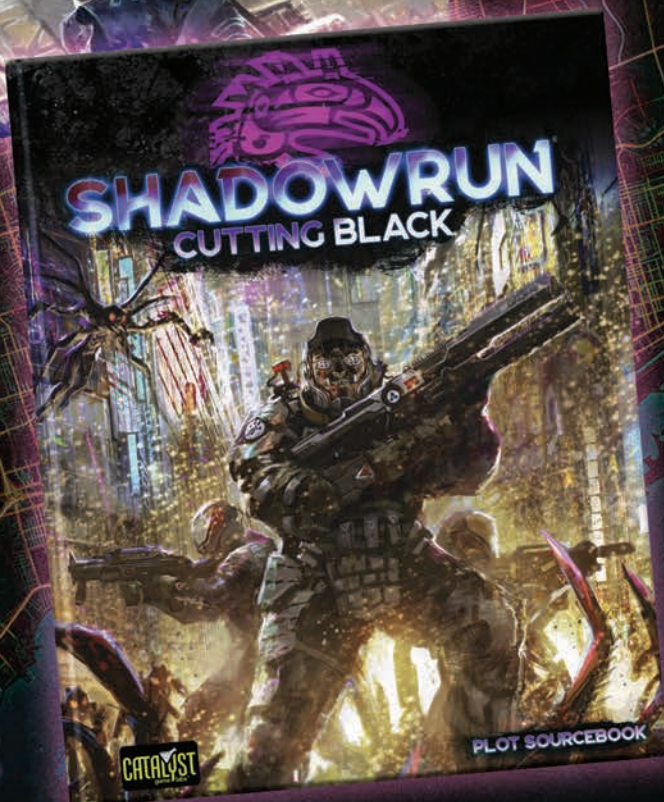
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Both books are available at game stores and [catalystgamelabs.com](http://catalystgamelabs.com)!



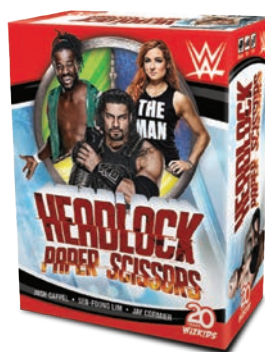


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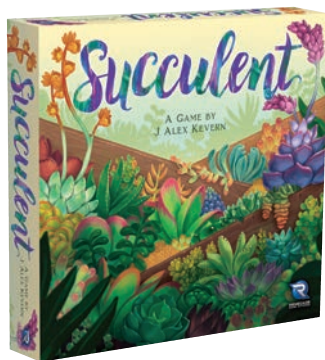
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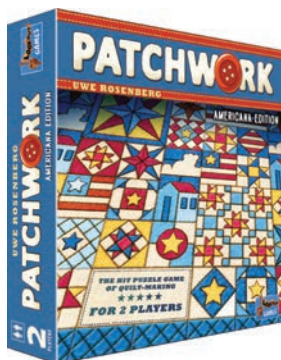
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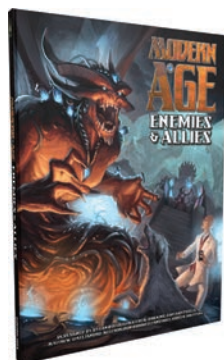
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30 Min.

— SCOTT BRADY —

# HUES AND CUES

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### Greetings Dear Readers!

April showers have finally given way to more temperate spring weather, and what better way to celebrate than with your May issue of *Game Trade Magazine*?

First, it's pretty hard to miss that absolutely dynamic cover from our friends over at Paizo! In this issue, the *Pathfinder* team takes us behind the scenes of their *Advanced Player's Guide* — customize your characters as never before with four new classes (like our favorite — the Swashbuckler), ancestries, and more!

If that weren't enough, the Paizo team has also provided this issue with two exclusive preview pages from the *Advanced Player's Guide* — enjoy this special sneak-peek at the Dhampir, yet one of many new heritage options found within this soon-to-be-celebrated tome!

The fantastic action doesn't stop there! Ravensburger takes us to the fabled shores of Themyscira as we join ranks with the Amazons and defend Paradise Island from invasion!

*Wonder Woman: Challenge of the Amazons* is a co-op game for 2-5 players with the goal of repelling classic Wonder Woman foes such as Ares, God of War; the mystically enhanced treasure hunter, the Cheetah; or Circe, sorcerous of Greek myth!

Next, we have the latest installment in the *DC Deck Building Game* series from Cryptozoic — *Dark Nights Metal*! In this latest chapter of popular DBG, we're introduced to the denizens of the Dark Multiverse, such as the Batman Who Laughs (!), as they strive to conquer the rest of the Multiverse. In *Dark Nights Metal*, players will attempt to rescue the heroes of their universe while combatting the evil machinations of the Batman Who Laughs.

*Dark Nights Metal* introduces a number of new mechanics and card types, not least of which are the "Metal" cards: foil cards which will give your heroes that extra bit of power to win the day!

Summer is just around the corner, and this issue is full of great games to enjoy with your family and friends. We know these last few months have been daunting, but we're stronger together and fun games and good times will make these challenges weatherable.

Be safe, stay healthy, and game on everyone.

-JG



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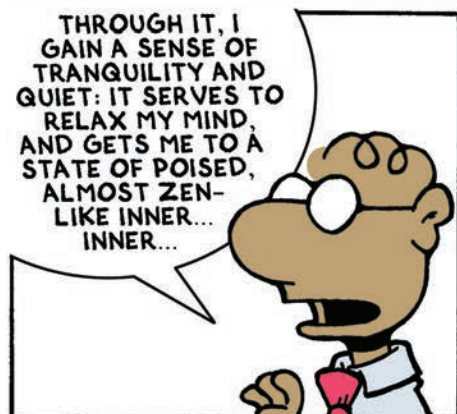
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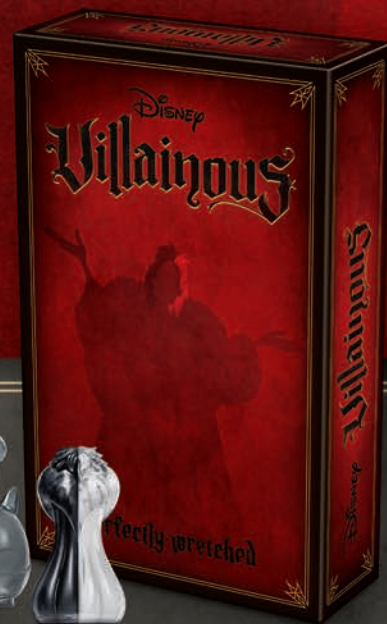


# Disney Villainous

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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 April.

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!

**GAMES**

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**SPOTLIGHT ON**

**GTM**  
GAME TRADE MAGAZINE #240  
GTM contains articles on gaming, reviews, game related fiction, and will contain games and game modules, along with solicitation information on upcoming game and hobby supply releases.  
GTM 240... \$3.99

ART FROM PREVIOUS ISSUE

**ADAM'S APPLE GAMES**

**SWORDCRAFTERS: EXPANDED**  
The enemies are growing stronger and the King has called you to craft an enhanced sword of protection using Sword Rules, Sword Mastery, and Sword Tips. Contains three modules to use and match with those Swordcrafters for amazing replay value.  
AAG 1321... \$20.00

**TRUCK OFF FOOD TRUCK FRIZZY: ROLL AND WRITE**  
Become the American Dream on Wheels as a Food Truck Titan in this zesty follow-up to Frizzy! The Food Truck Frizzy. The Roll and Write play 1-99 players for the ultimate food truck dice rolling competition. Your route, timing, and game play will be critical to maximize your profits and your opponents will try to spoil your sales.  
AAG 1211... \$20.00

**ALDERAC ENTERTAINMENT GROUP**

**SPOTLIGHT ON**

**TINY TOWNS: FORTUNE**  
In Tiny Towns: Fortune, the creatures of the forest have prospered under your leadership, and the town is thriving! With the new prosperity comes wealth and fortune, along with the ability to create in new and exciting ways! Tiny Towns: Fortune introduces coins to the game, along with new buildings, featuring new shape combinations and abilities. The buildings you use and interact with your coins in ways that create exciting strategic combinations. All of these are completely compatible with the previous Tiny Towns buildings and the coin system is easy for any player to pick up and add to their strategies!  
AEG 7072... \$29.99

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The Etherium Roleplaying Game opens Anvil 8 Games' miniature, slashy game to a whole new virtual frontier with a full release you can use to enter the Quantum Nexus as a character of your own creation. Take a deep dive into this dystopian cyberpunk future, a game with an innovative dice mechanic that simulates the limitless possibilities of the Etherium digital metaverse. Your body may be trapped in a simulation, but playing the Etherium Roleplaying Game will transport your character to a brilliant new digital dimension. Scheduled to ship in December 2019.  
ABG ARPG00... \$50.00

**ARCANE TIMMEN**

**DRAGON SHIELDS: (100)**  
Scheduled to ship in January 2020.

**BRUSHED ART SLEEVES - LANE THUNDERHOOF COAT OF ARMS**  
ATH 12042... \$12.49

**BRUSHED ART SLEEVES - LANE THUNDERHOOF PORTRAIT**  
ATH 12044... \$12.49

**BRUSHED ART SLEEVES - SATURN COAT OF ARMS**  
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ATH 12034... \$12.49

**ARC DREAM PUBLISHING**

**DELTA GREEN RPG: EX OBLIVION**  
The past is bloody, technology still lingers. Something evil has stirred in a tiny desert town. A gruesome crime drops Delta Green to the haunted desert. Bodies have been chaotically mutilated. Bizarre words turned into the shrill speak to the insanity of the killer and, to Delta Green, the urgency of the investigation: HOME DAGON HOME! THANDLER SEA TO THE SEA. Scheduled to ship in December 2019.  
APU 8138... \$14.99

**ARES GAMES**

**THIS WAR OF MINE: DAYS OF THE SIEGE EXPANSION**  
In Days of the Siege players are engulfed in an open conflict happening inside the city. The days of siege are over, but have decided to infiltrate Pogroms and engage the occupying forces in the last desperate attempt to take over the city. During three intense acts of the campaign players will have to find a way not only to survive, but also to handle the chaos and brutality of war. Additionally, the module featuring children will enable players to take their experience to a new level, while new locations will stretch every Scenario and Campaign from the base game. Scheduled to ship in January 2020.  
AGS DTHW03... \$49.90

**THE ARMY PAINTER**

**SPOTLIGHT ON**

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The best wet palette there is - superior quality and custom designed to keep your warpaints preserved perfectly smooth and creamy! The Wet Palette comes with 2 sheets of hydro bloom and 20 hydro sheets. Special sewer layer design can hold up to 6 Warpaint brushes and 10 Hobby brushes from The Army Painter range.  
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**ASMODEE EDITIONS**

**FEATURED ITEM**

**15 MEN**  
In 15 Men (on a dead man's chest), a group of dangerous old sea dogs will dispute control of a sea vessel and its precious treasure. Who will win out in the end? The brave captain and his faithful companion, or the mutineers? Scheduled to ship in October 2019.  
ASM PG505... \$29.99

**FEATURED ITEM**

**7 WONDERS: WONDER PACK EXPANSION**  
The 7 Wonders Wonder Pack introduces four new Wonder boards that players can develop with the base game. The new Wonder boards include Abu Simbel, The Great Wall, Stonehenge, and Maastricht.  
ASM SEV14... \$14.99

**FEATURED ITEM**

**BABY IQ**  
Baby IQ is the ultimate game to learn facts about pregnancy and babies. It comes with 400 multiple-choice questions.  
ASM HEB918 \$19.99

**FEATURED ITEM**

**BANDIDO**  
A high-security prisoner is trying to escape through tunnels, starting underneath his cell. Will you be able to join forces and cards to stop him? Scheduled to ship in January 2020.  
ASM HEB908... \$12.99

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 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:** 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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# PATHFINDER®

## INSIDE THE ADVANCED PLAYER'S GUIDE

### PATHFINDER ADVANCED PLAYER'S GUIDE

PZO 2105 ..... \$49.99 | Available June 2020!

As the design lead for the upcoming *Advanced Player's Guide*, I'm excited to show you some of its secrets! We built the book specifically to expand the limits of what's possible in Pathfinder, allowing you to play all sorts of new characters, learn new spells, and discover new magic items. When designing the new edition, we envisioned the core game experience as a table with four legs supporting it, with each leg representing one of our books. The *Core Rulebook* was the first and most important leg, and the *Bestiary* and *Gamemastery Guide* are the second and third, with the *Advanced Player's Guide* rounding out the set. To serve in that foundational role, the *Advanced Player's Guide* is packed from cover to cover with new options for your game, greatly expanding your range of possibilities at every step of a character's journey and increasing the variety and depth of stories you can tell.

New classes always generate the most buzz, and the *Advanced Player's Guide* has four: The investigator solves mysteries and uses their wits to predict attacks. With the investigator, you'll gain abilities and options to help you emulate your favorite fictional



detective that retain their usefulness whether you fancy yourself an amateur detective outside the game or are more interested in telling stories about your character's feats of deduction. The oracle channels cosmic powers beyond their control, which grant both powerful benefits and a mysterious curse. As an oracle, you pick a theme like Flames or Storms rather than a deity, and as you continue to use your powers, you can strategically balance your increased benefits and drawbacks. The swashbuckler cares as much about doing something with style as they do about succeeding in the first place. The swashbuckler gains panache for stylish success, allowing them to perform powerful finishing moves. This allows you to play a daring character like *The Three Musketeers*, *Zorro*, or *Inigo Montoya*. Finally, the witch learns magical lessons from a magical familiar representing a mysterious patron. Drawing upon various witch mythologies, the witch can use any of the four traditions of magic in Pathfinder, depending on the nature of their patron. There are also creative new options for each existing class, including a new type of focus spell for rangers, the mastermind and eldritch trickster rackets for the rogue, and a superpowered ki form for monks whose spell level is over 9. Animal companions and familiars have a major expansion too, with new rules for specific familiars like imps and faerie dragons, as well as new animal (and non-animal) companions including the boar and the ape, but also the arboreal sapling and riding drake.

The new ancestries and versatile heritages in *Advanced Player's Guide* are sure to make an impression, greatly expanding the available options for all characters. Fan favorite catfolk, dragon-scaled kobolds, orcs, ratfolk, and crowlike tengu nearly double the number of ancestry options from the *Core Rulebook*. Versatile heritages are a brand new concept introduced in the *Advanced Player's Guide* for heritages that are shared across all ancestries. These are changelings, the children of hags, dhampirs, the spawn of vampires, and then three descendants of beings from beyond: asimar, the scions of celestials like angels, tieflings, the scions of





fiends like demons, and duskwalkers, scions of the mysterious psychopomps who ferry the souls of the dead to the afterlife. Each ancestry and versatile heritage has all the information you need to play one, with numerous options allowing you to customize your character within that ancestry and tell your story. Is your tengu "roosted," hailing from the tengu homeland, or "migrating," dispersed across the world. From there, are you jinxed or tossed by storms? Do you know how to squawk awkwardly to cover up social missteps? Even if you're not playing one of the new ancestries or versatile heritages, there are options for your character, like the gnome's sparkling Razzle-Dazzle or the goblin's Extra Squishy.

Since we're talking about customization, we can't leave out archetypes, the key Pathfinder innovation allowing you to further customize how your character interacts with their class. While the *Core Rulebook* had archetypes for each class to help you build characters combining the concepts of multiple classes, the *Advanced Player's Guide* expands the game's archetypes in a huge way, with over 40 new archetypes. The cavalier and vigilante return from 1st edition as archetypes anyone can take to focus on a mount or don a mask and a new identity. You'll find other old school archetypes like the shadowdancer and dragon

disciple as well, plus the eldritch archer, which combines magic and archery for any type of magic, not just arcane. But there are also brand new archetypes to customize your character in dozens of directions. Archetypes like the archer and the armored sentinel help you focus on specific weapon and armor playstyles, even if you're playing a class that normally isn't known for using those sorts of armaments. Meanwhile, the beastmaster archetype grants anyone an animal companion, and the familiar master focuses on gaining and boosting a familiar with any class. Whatever your concept for a fantasy character, chances are good that one of the archetypes in the *Advanced Player's Guide* has tools you can use to help imagine it.

This article has room for only a small preview of the entire 272-page tome, so I highlighted these three chapters to help show you the design philosophy for the book. Now that you have some of my *Advanced Player's Guide* secrets, we'd like to know somethings from you: What Pathfinder character are you excited to build, and what stories do you want to tell? Learn more and share your stories at [paizo.com](http://paizo.com).

...



## DHAMPIR

*Many call vampires the children of the night, but it is dhampirs who can truly claim that title. These mortal offspring of vampires walk the line between life and undeath not just physiologically, but also in their social standing, temperament, and worldview.*

The circumstances surrounding a dhampir's birth are rare, complex, and often shrouded in horrific rumors stoked by societal revulsion at the idea of an undead monstrosity producing mortal offspring. Some dhampirs are the child of one mortal and one vampiric parent, while others are born

to those who were turned into vampires while pregnant. Still others rise from dark rituals or other supernatural influences that impose a vampiric curse onto a mortal infant. The life of a dhampir is often difficult: few vampiric parents have the time or inclination to raise a mortal child, while mortal communities find a dhampir's sallow flesh, piercing eyes, and unnerving presence off-putting at best.

Despite being living creatures, dhampirs respond to positive and negative energy as if they were undead, making them unwelcome in many holy communities and often driving them toward necromantic arts. Dhampirs aren't immortal, but age far more slowly than most mortals, with a lifespan similar to that of an elf. Dhampirs have difficulty producing children of their own, and those few born to a dhampir are never dhampirs themselves.

A dhampir generally resembles a member of their non-vampire parent's ancestry, but with a ghostly pallor and eyes so light it seems they have only pinpoint pupils and no iris. All dhampirs have elongated incisors, some nearly as long as those of a true vampire. Many command grace, beauty, and charm, despite their unsettling appearance.

### YOU MIGHT...

- Distance yourself from your heritage by trying to blend into society or even hunting undead.
- Take special precautions to avoid being exposed to "helpful" healing magic.
- Find yourself fascinated by the sight, smell, or taste of blood.

### OTHERS PROBABLY...

- Feel unsettled by your ghostly pallor and sharp teeth.
- Wonder about or even romanticize your origins and motivations.
- Find themselves strangely drawn to your grace, charm, and appearance.

### DHAMPIR (UNCOMMON HERITAGE)

You are the scion of a vampire, half living and half undead, gifted with uncanny charm and grace, a bloodless pallor, and elongated incisors. You gain the dhampir trait, in addition to the traits from your ancestry. You have the negative healing ability, which means you are harmed by positive damage and healed by negative effects as if you were undead. You also gain low-light vision, or you gain darkvision if your ancestry already has low-light vision. You can choose from dhampir feats and feats from your ancestry whenever you gain an ancestry feat.





## DHAMPIR FEATS

The following feats are available to dhampir characters.

### 1ST LEVEL

#### EYES OF NIGHT

FEAT 1

**DHAMPIR**

**Prerequisites** low-light vision

You can see in the darkness as easily as a true vampire. You gain darkvision.

**Special** You can select this feat only at 1st level, and you can't retrain into or out of this feat.

#### FANGS

FEAT 1

**DHAMPIR**

Your incisors have grown into true fangs: long, sharp, and well-suited to drawing blood. You gain a fangs unarmed attack that deals 1d6 piercing damage. Your fangs are in the brawling group and have the grapple and unarmed traits.

#### STRAVEIKA

FEAT 1

**DHAMPIR** **LINEAGE**

You descend from one of the truly ancient vampires, a nosferatu cursed to eternal life but not eternal youth. People call you straveika, or ancient-born. The vestiges of your forebear's powers of domination have left you with an understanding of how a creature's intentions change its behaviors. You gain a +1 circumstance bonus to Perception checks to Sense Motive and Perception DCs against attempts to Lie to you.

#### SVETOCHER

FEAT 1

**DHAMPIR** **LINEAGE**

You were born to one of the moroi, the most common of vampires, and their supernatural fortitude has steeled you against effects that would siphon your vitality. When you have the drained condition, calculate the penalty to your Fortitude saves and your Hit Point reduction as though the condition value were 1 lower.

#### VAMPIRE LORE

FEAT 1

**DHAMPIR**

You were raised by your vampiric parent, or you've invested substantial time and energy researching the secrets of your undead progenitors. You gain the trained proficiency rank in Religion and Society. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Vampire Lore.

#### VOICE OF THE NIGHT

FEAT 1

**DHAMPIR**

You hear and understand the words of creatures with whom you share the darkness. You can ask questions of, receive answers from, and use the Diplomacy skill with bats, rats, and wolves. You also gain a +1 circumstance bonus to Make an Impression on such animals.

### 5TH LEVEL

#### ENTHRALLING ALLURE

FEAT 5

**DHAMPIR**

The powers of domination employed by your progenitors have manifested in you as well. Once per day, you can cast *charm* as a 1st-level divine innate spell.

#### NECROMANTIC PHYSIOLOGY

FEAT 5

**DHAMPIR**

Your unusual physiology has developed in a way that makes it difficult for parasites and other infestations to prey upon you. You gain a +2 circumstance bonus to saves against diseases.

#### UNDEAD SLAYER

FEAT 5

**DHAMPIR**

Your knowledge of your own not-quite-living anatomy, combined with your experience in combat, helps you take down undead foes with ease. Against undead creatures, you gain a circumstance bonus to damage with weapons and unarmed attacks equal to the number of damage dice for the Strike. This bonus increases to double the number of damage dice if your target has the vampire trait.

### 9TH LEVEL

#### BLOODLETTING FANGS

FEAT 9

**DHAMPIR**

**Prerequisites** fangs unarmed attack

You emulate your vampiric parent's techniques for drawing blood from a victim. Your fangs Strikes deal an additional 1d4 persistent bleed damage on a critical hit.

#### NIGHT MAGIC

FEAT 9

**DHAMPIR**

You can tap into the magic that runs through your blood. You gain *animal form* (wolf only, using the statistics for a canine) and *obscuring mist* as 2nd-level divine innate spells. You can cast each of these spells once per day.

### 13TH LEVEL

#### FORM OF THE BAT

FEAT 13

**CONCENTRATE** **DHAMPIR** **DIVINE** **POLYMORPH** **TRANSMUTATION**

**Frequency** once per hour

You can transform into a harmless bat. You gain the effects of a 4th-level *pest form*, except you always transform into a bat.

### 17TH LEVEL

#### SYMPHONY OF BLOOD

FEAT 17

**DHAMPIR**

You call forth the blood of your foes to grant you vigor. Once per day, you can cast *vampiric exsanguination* as a 7th-level divine innate spell.

INTRODUCTION

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# UWE ROSENBERG PATCHWORK

## AMERICANA EDITION



### PATCHWORK: AMERICANA EDITION

LKG LK0123 .....\$19.99 | Available Q2 2020!

America is a little bit like a stitched together quilt. Its residents boast unique and diverse backgrounds. They're strong and beautiful in their own right, but when brought together, they form something completely new. Like a patchwork quilt, America's strength is in its different pieces and the binds that hold them together.

In 2014, legendary designer Uwe Rosenberg used polyomino tiles as part of the mechanics in a game, the first of what would become a series of titles. Famous for creating games with interesting themes including everything from bean farming and monastery management to glass manufacturing, it comes as no surprise that Rosenberg was able to create a fun and engaging game about sewing together a quilt made from discarded pieces of fabric.

In *Patchwork*, two players put their skills to the test as they compete to make the most valuable quilts. Each player has a personal 9x9 board on which to construct their quilt. Patches of fabric are placed in a circle around the main board. Each patch has cost in buttons (the currency in the game) and a time value. The time value indicates how long it will take to add that particular patch to your growing quilt.

The neutral pawn is placed in the circle to the left of the smallest fabric patch. This pawn indicates which fabric tiles you can acquire on your turn. When you take a new tile, you pay its cost and move the pawn to the location of the tile you just took. You always have the three tiles immediately following the neutral pawn to choose from when you're choosing this action.

The Time board tracks the amount of time you have spent working on your quilt. As you gain new fabric, it will have a time value and a button value on it. The button value indicates how many buttons you have to pay to take the tile, and the time value indicates how far forward you have

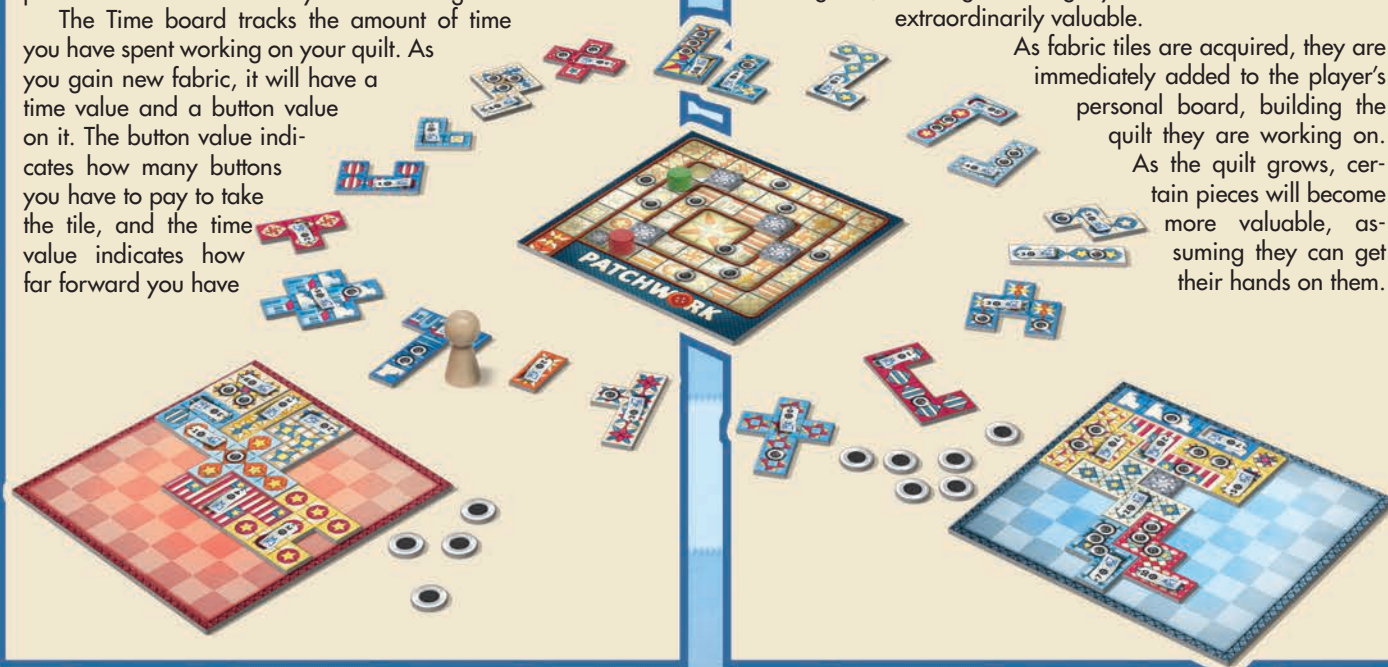


to move along the track on the time board. The bigger the piece of fabric you take, the more it's going to cover of your personal board. At the same time, it's going to come with a heftier cost, both in buttons and time.

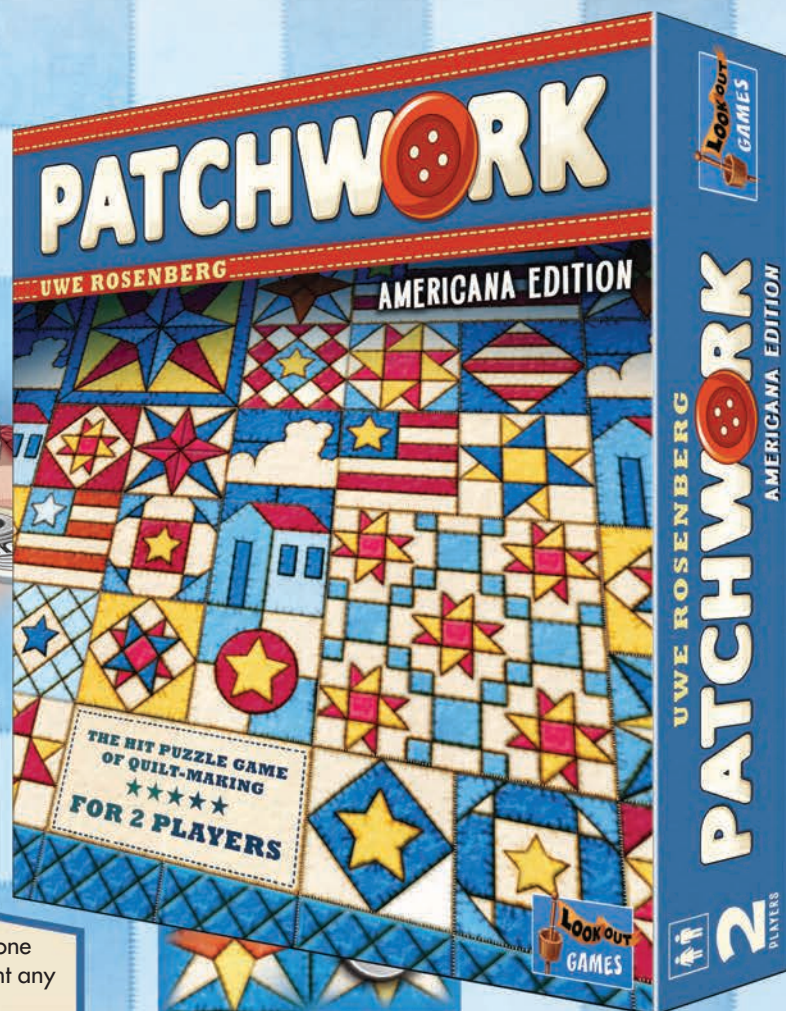
Time is a super important element in *Patchwork*, because the game does not follow a traditional alternating turns model. The player who is the furthest back on the time track takes the next turn. This can result in a player taking several turns in a row if they plan them out carefully. There is some incentive to rush ahead on the time track as well. Scattered along it are single-square pieces of fabric that are claimed by the first player to land on them or pass them. These are the only single-squares in the game, so being able to get your hands on them can be extraordinarily valuable.

As fabric tiles are acquired, they are immediately added to the player's personal board, building the quilt they are working on.

As the quilt grows, certain pieces will become more valuable, assuming they can get their hands on them.







Players are trying to fill in as many of the open spaces on the board as possible, so finding that perfectly fitting piece is not only satisfying, it's valuable to the final score. If you're a little lucky and you planned well, you can also receive a bonus for being the first player to fill in a 7x7 section on your personal board. That will earn you seven buttons at the end of the game.

There may be turns where a player either can't afford one of the three available fabric tiles or decides they don't want any of them. In this case they can choose to advance their time token to the space directly past the other player, earning a button for every space they pass in this manner. It makes for a less exciting turn, but can set a player up well for future turns.

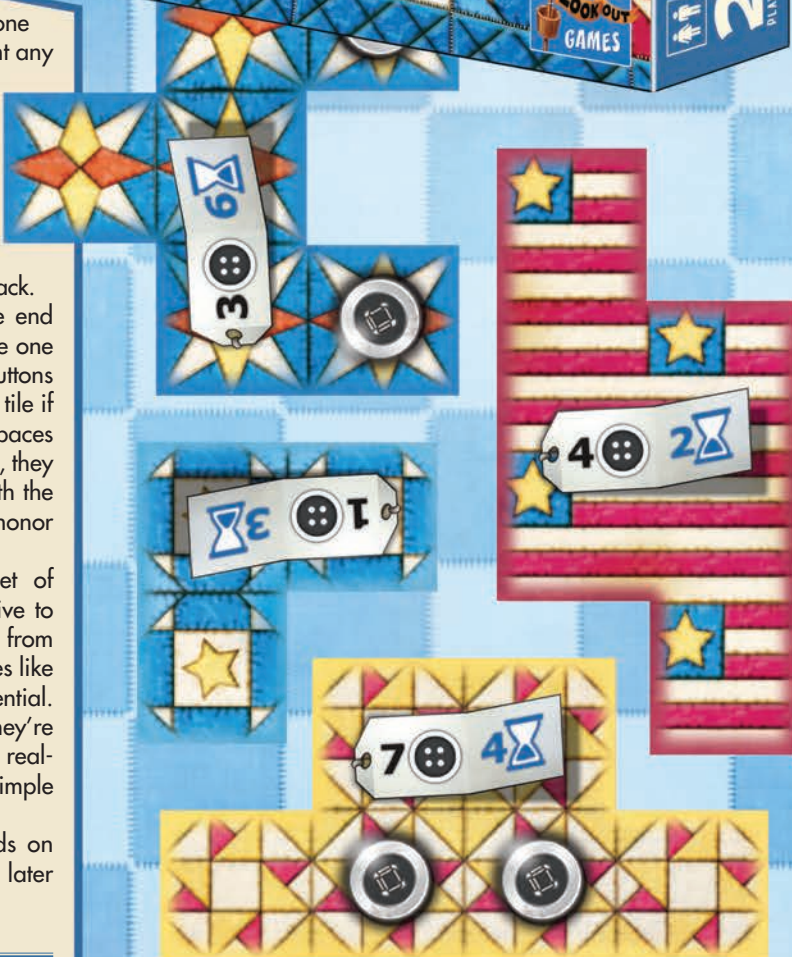
Some of the fabric tiles players add to their quilts during the game have buttons on them. These tiles earn button income every time they pass the button symbol on the time track.

The game ends when the second player reaches the end of the time track. As each player hits the end, they receive one final income of buttons. They then total the number of buttons they've gained during the game, including the 7x7 bonus tile if they won it. Players are going to want to fill in as many spaces as possible on their quilt board. For each uncovered space, they subtract two points from their overall total. The player with the most points at the end is declared a master quilter, an honor they can hold over their opponent until the next match.

*Patchwork Americana* combines the original ruleset of the game with all new art and theme in a game exclusive to the U.S. market. Replacing the random scraps of fabric from *Patchwork* are rich, vibrant swatches with American themes like stars, stripes, and flags. On their own, each piece has potential. Whether building a quilt, or uniting a nation, it's when they're brought together to form a whole that their true beauty is realized. This new exclusive version mirrors this concept in a simple yet beautiful way.

Patriotic quilting fans will be able to get their hands on *Patchwork Americana* when it hits local gaming stores later this year.

...





# CATAN

— COMPACT EDITION —

## TRAVELER™

You can't actually travel to the fictional island of *Catan*, but you can bring it with you wherever your real-life adventures lead.

### CATAN'S MINI

The *Catan - Traveler* edition plays just like its beloved big sibling *Catan*, but without the loose tiles or big box. *Catan - Traveler* folds up into one self-contained unit, with pieces stored in drawers. It takes up half the space of its full-size counterpart and it's super lightweight, helping you avoid heavy baggage fees. Take that, airlines!

### PERFECT FOR WHEN THREE'S A CROWD

Two-player *Catan* is a thing? Yep! This pint-sized *Catan* is specially designed with set-up and rules for two-player configuration, perfect for your honeymoon or best-buddy road trip.

### CUTEST DICE SHAKER EVER

Seriously, just look at that little dice shaker in the picture there! Encapsulated in a plastic box with a clear top, those little guys aren't going anywhere. No searching for runaway dice! You might even want to borrow it for your full-sized games when you play with that person who always chucks the dice all over the table.

Sure, you could use the *Catan Game Assistant* app for iOS or Android for diceless digital rolling and stat tracking, but these itty-bitty dice are just too much fun.

### PLAY HUNDREDS OF GAMES

Though it doesn't use individual hex tiles, the board is not fixed. *Catan - Traveler* consists of six double-sided board pieces that can be randomly combined in hundreds of different ways—we dare you to try and play the same game twice.

### ABOUT CATAN - TRAVELER

*Catan - Traveler* is designed for 2-4 players, ages 10 and up. Playtime is estimated between 45 and 90 minutes, depending on the number of players. Extensions, expansions, and scenarios can't be played with this set, which is designed specifically to be played on-the-go.



CATAN: TRAVELER EDITION

CSI CN3103 ..... \$50.00 | Available Now!



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# WWE HEADLOCK PAPER SCISSORS

WIZKIDS

**CHOOSE YOUR TECHNIQUES, PUMP UP THE CROWD, AND CLIMB THE LADDER  
IN WWE HEADLOCK, PAPER, SCISSORS!**

## WWE: HEADLOCK, PAPER, SCISSORS

WZK 87507 ..... \$19.99 | Available May 2020!

In *WWE Headlock, Paper, Scissors*, players take on the roles of their favorite WWE Superstars, competing in a Money in The Bank ladder match, complete with a 3D ladder that the Superstar game pieces can actually climb!

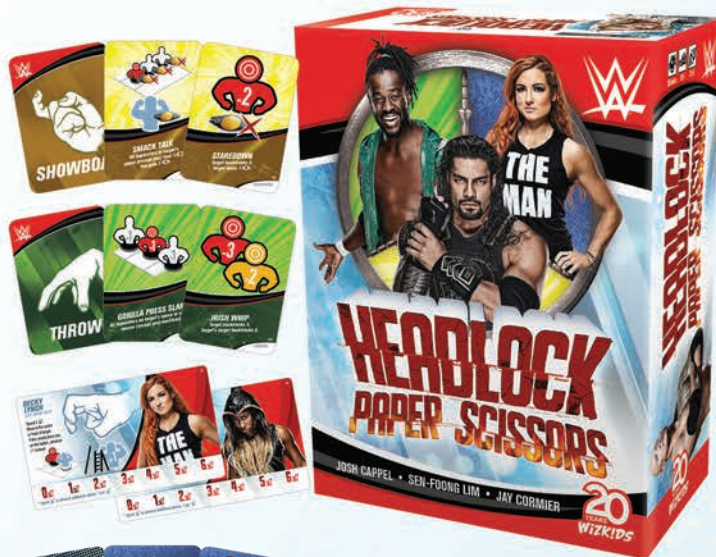
You'll move forward and backwards between the ladder, with the briefcase at the top, and the barricade outside of the ring, as you jockey for position. You'll push other Superstars back as you propel yourself forward, and try to avoid getting pulled back yourself. When you end a round in the lead, you'll earn Popularity, and the first Superstar to end a round on the ladder with 20 popularity or more, wins the game.

It uses the classic format of a game of Rock Paper Scissors to mimic the simultaneous choices and maneuvers the Superstars make as they push their way to the briefcase. Each round, players will have a choice between five different techniques, a Hold, a Showboat, a Strike, a Throw, and their Superstar's unique Signature Technique. Players select their technique, and their target, which they simultaneously reveal after chanting "Money! In the! Bank!" by pointing the technique's gesture at that target.

Once revealed, you'll take turns resolving those techniques, which is where the strategy and luck come in. Did you correctly predict your opponent's move, and enact the perfect counter? Did you end up untargeted, with a chance to move to the front of the pack? Or were you targeted by everyone, and ultimately thrown out of the ring?

Each shared Technique category has five possible technique cards that rotate through as you play, providing a variety of moves while keeping the general options consistent:

- **Showboats** usually add to your popularity and subtract from your target's.
- **Throws** usually move your target and other Superstars around them
- **Holds** usually take momentum, which powers your signature techniques, while moving you and your target.
- **Strikes** usually cause your targets to backtrack.



*WWE Headlock, Paper, Scissors* is a huge experience in a small box. As these techniques interact, you'll play out a deeply thematic match on your table, with one Superstar delivering a Forearm

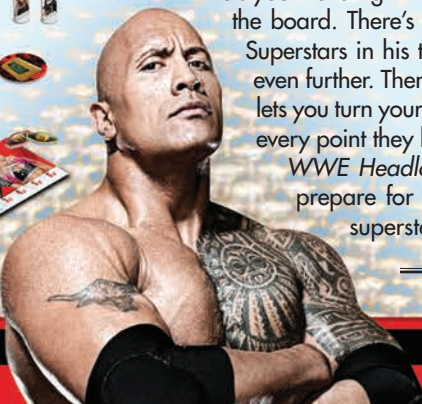
Smash to another, as a third wins the audience over with a Staretdown.

It also includes a unique 3D ladder that stands at one end of the board. The final three spaces involve your standee literally climbing the ladder, as the base slots in to one of the three rungs. This extra dimension lets you see your Superstar rise above the competition, before getting pulled right back down.

Everybody loves rooting for the underdog and matches just aren't exciting if one Superstar runs away with it. So, *WWE Headlock, Paper, Scissors* includes a few mechanics to help get players who fall behind back in the ring. At the end of every round, as the Superstars in front get more popular, those in back get Comeback cards, which they can add to their techniques for exciting combinations. And, the least popular Superstar gets the Underdog Token, which gives a future technique an extra boost.

Of course, it wouldn't feel like a WWE match without its iconic Superstars. The game features 12, each with a unique Signature Technique, and gesture to call it. There's Becky Lynch's Dis-Arm-Her, which lets you move right in front of your target from anywhere on the board. There's Roman Reign's Spear, which sends all Superstars in his target's space back one, and his target even further. Then, there's The Rock's Rock Bottom, which lets you turn your target's momentum against them, using every point they have to propel yourself farther.

*WWE Headlock, Paper, Scissors* is out in May, so prepare for an epic showdown with your favorite superstars with this exciting new release!





Vlaada Chvátil  
**THROUGH the AGES**  
A NEW STORY OF CIVILIZATION

## NEW LEADERS AND WONDERS

# Countless new ways to achieve victories!



- 24 New Leader Cards
- 16 New Wonder Cards
- 19 New Military Cards
- 6 Additional Action Cards
- 20 Rebalanced Cards and more...





# COWBOY BEBOP

## SPACE SERENADE!

**A GAME WHERE DECKBUILDING MEETS BOARDGAMING!**

### COWBOY BEBOP SPACE SERENADE

GGD JPG250 ..... PI | Available Now!

Of all of the products that Japanime Games has released so far, this one is one of the most exciting for me, personally. *Cowboy Bebop* was the first show that got me interested in anime, almost 20 years ago. Since then, of course there have been countless amazing shows that have come to the USA from Japan, but *Cowboy Bebop* is still one of my very favorites!

The attention to detail in this game is excellent, and the rulebook is presented as a "Guide for Bounty Hunters", something I very much appreciated.

As with many of our games, *Cowboy Bebop: Space Serenade* is a Deck Builder, but with some very interesting twists! This is not just a card game, it is also an asymmetrical boardgame, with 5 high quality detailed miniatures. You can play as Jet Black, Faye Valentine, Spike Spiegel, or even Edward... and Ein comes along with Edward as well! When playing the game, you will travel from the *Bebop* to one of three locations, Earth, Mars, or Ganymede — and your bounty hunter will try to take down the criminals as they show up!

Just like in the anime, the rag-tag group of bounty hunters are always running low on fuel and trying to make their way from one bounty to the next. On your character board you will have to keep track of your fuel and points gained from catching the bounty, and you will use Woolongs and Fuel every turn for your currency and resources to continue catching more wanted outlaws!

Another great aspect of this game... when you take damage, you add cards to your deck that will slow you down! I love this clever way to illustrate the damage that your character has taken, and that you have to take steps to remove the damage cards from your deck to improve your play on future turns.

Once you get near the end of the criminal deck, super-villain Vicious appears, and he's even hard to beat than everyone else! His figure will enter the game, moving from location to location — and if you don't act quick, Vicious will escape! Either way, whether he is



captured or not, the winner of the game is the bounty hunter with the most "Renown" points at the end of the game, showing that they are the best of the best!

All in all, this is one of the best games we have ever released, and I'm quite happy working with our partners at Don't Panic Games to bring this great new game out in March. With the live action representation of this great anime coming to Netflix we expect this game to be very popular with both old and new fans alike...

**SEE YOU SPACE COWBOY...**

...

Eric Price is the founder and President of Japanime Games. He began his journey in Table Top gaming in the 1990's, with his game store in Seattle, Cardhaus Games. Eric started traveling to Japan in the late 90's, meeting many people involved with games, and being involved in the growth of the game industry in Japan. Since establishing Japanime Games in 2010, Eric has produced over 30 titles from designers all over the world, and Japanime Games titles are now produced in 8 languages. Eric still travels to Japan at least once a year to find more great games to bring to the rest of the world!





# A boiling hot card game for tea?



Join Alice and the Queen of Hearts!

Each turn, both players simultaneously flip the top card of their decks.

Highest card wins!

Use the power of the winning card OR add a new card to your deck by buying new characters.

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# BLOOD AND VALOR

## FORGET THE TRENCHES

BY MITCH REED

The new game **Blood and Valor** by **Firelock Games** not only brings players a skirmish game that recreates the Great War, it also shows the community how diverse the war was with fighting all over the globe.

### THE GREAT WAR IN MEMORY

When thinking of the Great War, the mud and blood of attritional trench warfare is the first thing to come to mind for both historians and gamers. Their line of thinking is normally correct. The scale of horror seen in the Western Front trench line shook the world and has been one of the most iconic memories of the war. The gaming world takes its lead from historians so most tactical level skirmish games designed to portray the war also focused on the miles of trenches, barbed wire and murderous artillery fire.

### A NEW TAKE

**Blood and Valor** aims to destroy the misconception that trench warfare is the ONLY interesting type of fighting happening. The game covers the fighting at Gallipoli, the Near East, East Africa and more. **Blood and Valor** also includes forces from multiple time periods during the war, so players can recreate battles from when the war was more mobile and troops in brightly colored uniforms marched in line to battle.

### DESERT, SCRUB OR JUNGLE?

Looking at the different environments **Blood and Valor** represents, perhaps none is more interesting than the war in the vast deserts. As a gamer, I hold a special affection for the desert fights as they are portrayed in many periods from

ancients to the 21st Century. In **Blood and Valor**, the forces of the Ottoman Empire compete against a British-Arab coalition while fighting the unforgiving climate of the desert.

The fighting in Africa also gives gamers a lot of terrain types to play with, from the Mountains of Kilimanjaro to the Central African grasslands and jungles with some dry deserts thrown in, no other theater gives the gamer so many options. One great idea is to incorporate the beachfront that bordered the major lakes of Africa for some interesting game tables that really show the diversity of the region.

Players can also play in the mountain terrain of the Dardanelles and the lush farmlands of France and Belgium, any collection of terrain will find a use when playing **Blood and Valor**.

### SKIRMISHING

**Blood and Valor** is a very intuitive and fun set of rules to play. They represent the skirmish warfare of the period in a realistic fashion. This makes re-creating fights in places like East Africa so interesting because the fighting was based on many small-scale skirmishes that covered a lot of the continent for the entire duration of the war. While the battles in the Near East and 1914 were larger affairs, the game mechanics can easily have you engulfed in a game that represents a smaller portion of the clash at Mons in 1914 or Allenby's march on Jerusalem.

The mechanics and scope of **Blood and Valor** will attract both the diehard Great War Grogards and the less historical gamer who wants to play a fast and fun skirmish game.

**BLOOD & VALOR: RULEBOOK**

FGD BV0001 ..... PI | Available Q2 2020!

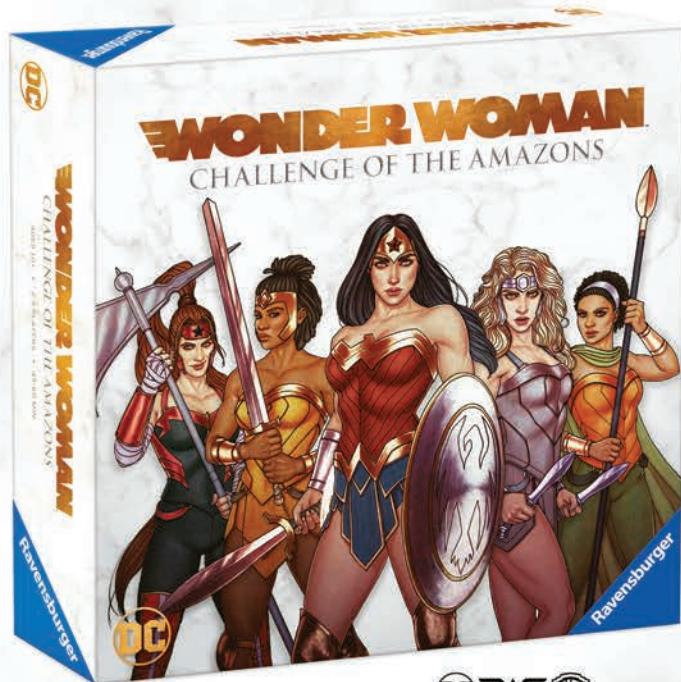


# WONDER WOMAN<sup>™</sup>

## CHALLENGE OF THE AMAZONS

Ravensburger

**WONDER WOMAN: CHALLENGE OF THE AMAZONS**  
RVN 60001841 ..... \$44.99 | Available Now!



WONDER WOMAN and all related characters and elements.  
© & ™ DC Comics. WB SHIELD. © & ™ WB. (s20)

Work together to defend Themyscira from one of three classic enemies in *Wonder Woman: Challenge of the Amazons*! Take the role of Diana, Nu'bia, Artemis, Philippus, or Mala and face off against Ares, Circe, or The Cheetah. The Amazons must defeat their enemy before Themyscira's defenses are reduced to nothing.

### DEFENDING THEMYSIRA

*Wonder Woman: Challenge of the Amazons* is a fully cooperative game played in rounds, each consisting of five phases.

In the first phase, the enemy advances, spreading obstacles throughout Themyscira. Depending on which enemy has invaded Themyscira, these obstacles will differ. The Amazons will need to strategize carefully based on the number and location of the enemy's obstacles.

In the second phase, the Amazons are dealt five Hero cards: two faceup and three facedown. Each Hero card can be used to take one action in a later round, based on the emblems shown. Some cards also have a special ability, such as doubling the emblems of another card. Each enemy comes with reference cards explaining which emblems can be used to defeat or remove which obstacles. The Amazons discuss a tentative battle plan based on their faceup cards.



In the third phase, the battle begins! Amazons must make battle-field decisions without the help of their sisters and may no longer communicate. Each Amazon picks up the three facedown cards and chooses what to do based on all five cards in their hand. They'll need to decide whether it's best to stick to the agreed upon plan or whether the new Hero cards allow them to better defend Themyscira.







In the fourth phase, the Amazons fight back, often teaming up by combining the emblems on their Hero cards to accomplish more in each turn. Damaging an enemy directly, for example, takes four of any emblem. In this phase, Amazons are free to communicate once more. They can take their action in any order or simultaneously; whatever is most effective!

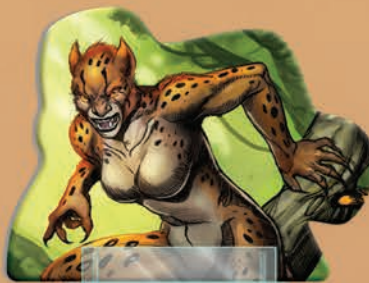
In the fifth phase, the enemy lowers Themyscira's defenses based on the number and location of obstacles remaining on the island.

### ENEMIES OF THE AMAZONS

Each enemy of the Amazons possess unique abilities and presents a unique challenge requiring different strategies to defeat.



**Ares** seeks to muster an army of Amazons by corrupting their hearts. He spreads Servants of War throughout Themyscira and limits the Amazons' mobility with blockades between regions. To defeat Ares, the Amazons will first need to charge the Sword of Hephaestus by collecting blessings from the monuments and temples on the island. While Ares' health can be reduced to one without the sword, the final point of damage must be dealt by the Amazon with the sword to ensure his defeat. The Amazons also need to keep their corrupted sisters out of Themyscira's Palace or risk undermining Themyscira's defenses.



**The Cheetah** needs the Artifacts of the Gods to unlock the power of the Amazons' immortality. Each time The Cheetah's deck is reshuffled, she discovers an Artifact. Her hunting parties roam the island; for each hunting party on Themyscira at the end of the round, one card is discarded from the top of The Cheetah's deck. The Cheetah dispatches lycanthrope minions to wound the Amazons, and Themyscira's defenses are lowered for each wounded Amazon on the island at the end of every round. Each time The Cheetah is wounded by the Amazons, she calls a lycanthrope and runs away. To defeat The Cheetah, the Amazons need to tend to their wounded quickly and remove hunting parties as quickly as possible.



**Circe** seeks to transform the Amazons into Wolf Amazons and Pig Amazons, lowering the island's defenses as the transformed Amazons seek to harm one another. Circe's magic beacons protect her, making it more difficult for the Amazons to defeat her by increasing the number of emblems it takes to deal damage. To defeat Circe, the Amazons need to remove magic beacons as quickly as possible and keep the Wolf Amazons and Pig Amazons separated by moving them to different — and as few as possible — regions around the board.

*Wonder Woman: Challenge of the Amazons* is available now at friendly local game stores! In addition to the three different experiences offered by the different enemies, the game includes five paintable Amazon miniatures, including Diana herself. Designed by Prospero Hall, the game offers an immersive experience true to the spirit of Themyscira and the Amazons!

Learn to play *Wonder Woman: Challenge of the Amazons* with Watch It Played!

<http://bit.ly/WatchItPlayedWonderWoman>



# Succulent



**TEND YOUR GARDEN AND BECOME A MASTER HORTICULTURIST IN SUCCULENT**

## SUCCULENT

RGS 02062 ..... \$45.00 | Available May 2020!

As spring is in full swing we're ready to tend to our gardens, caring for last year's plants and adding plants for the new season. Succulents are a perennial favorite, thanks to their ability to survive with minimal care.

Now Renegade Game Studios offers players a chance to care for their own succulent garden in *Succulent*. You'll take on the role of horticulturist, tending to a community garden filled with succulents. Each turn you'll prune cuttings and gather water droplets as you attempt to complete garden projects to earn victory points. Will you complete the projects that lead you to victory? Or will one of your opponents have a greener thumb that gives them the win?

### HOW TO PLAY SUCCULENT

After randomly setting up the game board, each player receives two starting flower beds and a greenhouse. On your turn you'll take one of two actions: either place a flower bed into the garden or place your token on a project card. After either action, you may complete a garden project card by turning in the required cuttings.

If you place a flower bed you'll receive the cuttings you've covered up and if your flower bed is adjacent to a flower then that flower's owner (yourself included) will receive water droplets as well.

If you place your token on a project card, then you'll receive the listed flower beds.

Finally, you may complete one of the project cards if you have the required cuttings. Play continues until one player has placed all of their flowers into the garden or completed the predetermined number of projects.

### SIMPLE TURN STRUCTURE YET STRATEGIC DEPTH

What makes *Succulent* so engaging is its simple turn structure and depth of strategy. Each turn you're doing only one action, but that action can result in resource bonuses or completion of a point-scoring garden project card.



For example, the importance of collecting water droplets becomes clear through gameplay. As you collect water droplets you'll place them into your greenhouse. When one colored section is complete, such as red, you may turn in all of the water droplets in the red section and use it as a way to help complete a project card.

## TILE-LAYING, RESOURCE MANAGEMENT, AND SET COLLECTION

Fans of the tile-laying mechanism made popular by games like *Lanterns*:

*The Harvest Festival* and others will enjoy *Succulent*. Flower bed tiles offer immediate resources in cuttings and sometimes immediate water droplet bonuses as well (to you and other players), but it's later in the game where strategically placed flower beds may yield even more bonus resources for their owners.

Likewise, resource management and set collection are important mechanisms in the game. And although it's not a cooperative game, there is some element of semi-cooperative play involved in *Succulent*. As players place their flower beds in the garden, flowers will yield water droplets. These droplets are crucial to completing projects before your opponents.

For example, perhaps you placed a flower bed next to one of your flowers as well as one next to an opponent's flower. Yes, they'll earn a droplet, but so will you. You place the droplet immediately into your greenhouse and if it completes any color then you may use it to complete a project. You may have given your opponent a

droplet, but since you're first to act, you may be able to use your own droplet to complete a project before anyone else.

It's one of the more clever aspects of *Succulent* that propels play: while a competitive game, there are times when you'll end up to helping your opponents while helping yourself.

If you complete a project that has a player's token (including your own), then they receive a large water droplet. These large droplets never leave your greenhouse and make it easier to use for its color. Put them on the right spot and they'll also score any victory points shown on the space.

### ANOTHER SOLID TITLE FROM AN ESTABLISHED DESIGNER

Like J. Alex Kevern's previous Renegade release, *World's Fair 1893*, *Succulent* features a quick and easy turn structure without sacrificing strategic gameplay. While *World's Fair 1893* relied on an area control mechanism to drive its action, *Succulent* is a tile-laying game at its heart, with set collection used to score victory points.

*Succulent* can be played by 2-4 players in about 30-45 minutes, making it a perfect title for a multi-session game night. The clear and concise rulebook ensures a quick teach and learn and with its streamlined play, *Succulent* will hit the tabletop early and often.

...

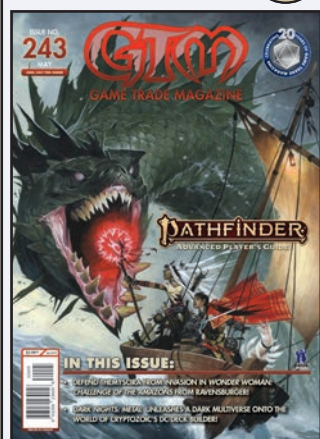
Ruel Gaviola is a writer, podcaster, and content creator based in Southern California. A regular contributor to *Geek & Sundry*, *The Five By*, *iSlaytheDragon*, *That Hashtag Show*, and other websites, he's also on the Board of Directors for the Tabletop Writers Guild and on the American Tabletop Awards committee. When he's not playing board games, he's writing, traveling, or enjoying a date night with his wife. Connect with him on Twitter @RuelGaviola and find links to his work at [ruelgaviola.com](http://ruelgaviola.com).





## ALLIANCE GAME DISTRIBUTORS

### SPOTLIGHT ON



ART FROM PREVIOUS ISSUE

#### GAME TRADE MAGAZINE #245

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 245 ..... \$3.99

## 25TH CENTURY GAMES



#### JURASSIC PARTS

*Jurassic Parts* is a small box area enclosure and set collection tile game featuring dinosaur fossils! Over a dozen dinosaur fossils lie buried in a huge slab of rock. Time and the relentless forces of geology have mixed up the bodies, but that's a small problem your team. For the good of science (and your own reputation) be sure to claim the biggest and best fossils for yourself! All players have access to the same slab of rock. The goal is to split it apart and claim complete dinosaur skeletons. The bigger the better!

CGG G10 ..... \$29.99

## ASMODEE EDITIONS

### FEATURED ITEM



#### CASUAL ALBUM: 18-POCKET SIDE-LOADING

The 18-Pocket Casual Album is a classic and affordable way to collect and organize collectible cards of standard or Japanese size.

BLACK ASM GG3201 .....	\$14.99
BLUE ASM GG3204 .....	\$14.99
GREEN ASM GG3203 .....	\$14.99
ORANGE ASM GG3207 .....	\$14.99
PINK ASM GG3209 .....	\$14.99
PURPLE ASM GG3206 .....	\$14.99
RED ASM GG3202 .....	\$14.99
WHITE ASM GG3205 .....	\$14.99
YELLOW ASM GG3208 .....	\$14.99

### FEATURED ITEM



#### CASUAL ALBUM: 24-POCKET SIDE-LOADING

The 24-Pocket Casual Album is a classic and affordable way to collect and organize collectible cards of standard or Japanese size.

BLACK ASM GG3219 .....	\$19.99
BLUE ASM GG3222 .....	\$19.99
GREEN ASM GG3221 .....	\$19.99
RED ASM GG3220 .....	\$19.99
WHITE ASM GG3223 .....	\$19.99

### FEATURED ITEM



#### CASUAL ALBUM: 8-POCKET SIDE-LOADING

The 8-Pocket Casual Album is a classic and affordable way to collect and organize collectible cards of standard or Japanese size.

BLACK ASM GG3210 .....	\$9.99
BLUE ASM GG3213 .....	\$9.99
GREEN ASM GG3212 .....	\$9.99
ORANGE ASM GG3216 .....	\$9.99
PINK ASM GG3218 .....	\$9.99
PURPLE ASM GG3215 .....	\$9.99
RED ASM GG3211 .....	\$9.99
WHITE ASM GG3214 .....	\$9.99
YELLOW ASM GG3217 .....	\$9.99

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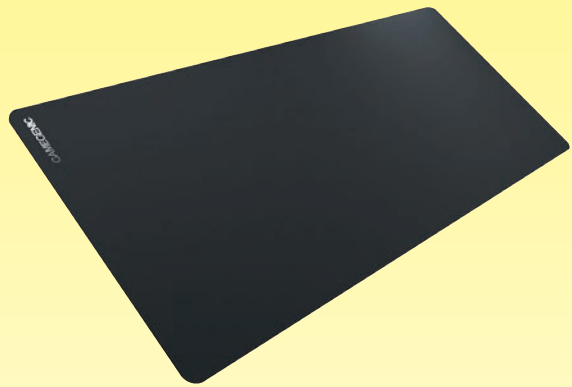








## FEATURED ITEM

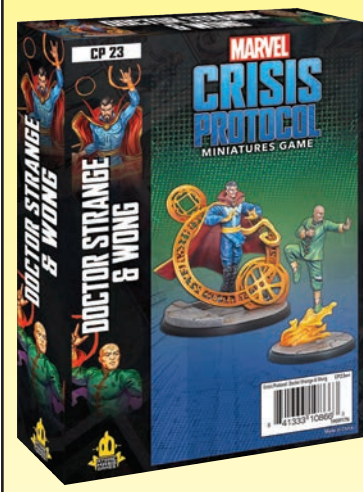


### PRIME PLAYMAT: XL 80CM X 35CM

The Prime Playmat XL is a premium, softly cushioned playmat with extended width of 80 cm.  
ASM GG4012 ..... \$14.99



## FEATURED ITEM



### MARVEL: CRISIS PROTOCOL - DR. STRANGE AND WONG CHARACTER PACK

As Earth's Sorcerer Supreme, Doctor Strange wields arcane spells and mystical artifacts such as the Eye of Agamotto and Cloak of Levitation to defend the planet against inter dimensional threats. Descended from a line of ancient warrior-monks, Wong is a potent sorcerer in his own right. Scheduled to ship in June 2020.  
ASM CP23EN ..... \$39.95



## FEATURED ITEM

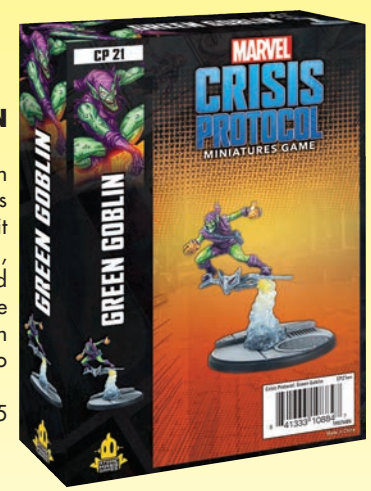


### STANDARD CARD GAME VALUE PACK 66MM X 91MM (200)

The Standard Card Game Value Pack contains 200 standard-sized sleeves to protect a large number of gaming cards.  
ASM GG1071 ..... \$9.99



## FEATURED ITEM



### MARVEL: CRISIS PROTOCOL - GREEN GOBLIN CHARACTER PACK

When industrialist Norman Osborn injected himself with his experimental Goblin Formula, it granted him incredible strength, speed, and resilience but fractured his mind, turning him into the cackling, psychotic terror known as the Green Goblin. Scheduled to ship in June 2020.  
ASM CP21EN ..... \$24.95



## FEATURED ITEM

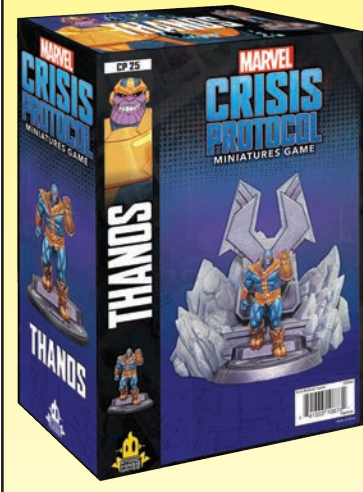


### MARVEL: CRISIS PROTOCOL - COSMIC TERRAIN PACK

This pack includes a host of highly detailed miniatures terrain so that you can create the perfect cosmic landscape for your superpowered showdowns across the galactic worlds of the Marvel Universe. Scheduled to ship in June 2020.  
ASM CP22EN ..... \$69.95



## FEATURED ITEM



### MARVEL: CRISIS PROTOCOL - THANOS EXPANSION PACK

This expansion pack provides players everything they need to add Thanos, the Mad Titan to their games of Marvel: Crisis Protocol. Scheduled to ship in June 2020.  
ASM CP25EN ..... \$64.95





## FEATURED ITEM



### MATCH UP! FOOD

Match Up! is a cooperative trivia game that tests players' knowledge. Scheduled to ship in June 2020.

ASM RAN01 ..... \$14.99



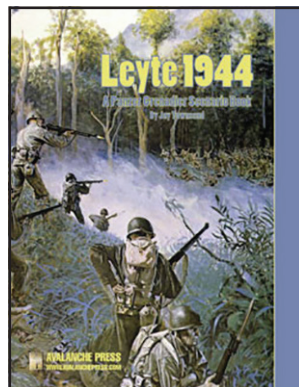
## FEATURED ITEM

**MATCH UP! TRAVEL**  
Match Up! is a cooperative trivia game that tests players' knowledge. Scheduled to ship in June 2020.

ASM RAN02 ..... \$14.99



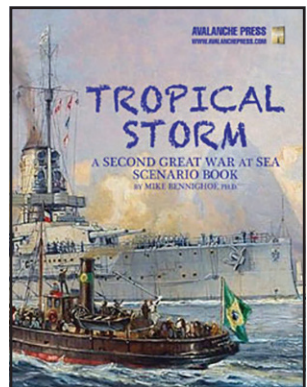
## AVALANCHE PRESS



### PANZER GRENADIER: LEYTE 1944

Leyte 1944 is an expansion book for Saipan 1944, studying the battle for Leyte in 45 (!) new scenarios. Everything you need to play all 45 scenarios is included with this book and the boxed game Saipan 1944 and the book Marianas 1944 - no other games or supplements are needed to play any of the 45 scenarios. Scheduled to ship in May 2020.

APL 8801 ..... \$29.99



### SECOND WORLD WAR AT SEA: TROPICAL STORM

Second Great War at Sea: Tropic of Capricorn told the story of a war that never happened: a naval conflict between Argentina, Chile and Brazil breaking out in 1940 as part of the world-wide Second Great War. Tropical Storm picks up the story, as a German squadron arrives to aid the Brazilians and the naval war continues. Like all the other Second Great War at Sea games and books, Tropical Storm uses the rules from Second World War at Sea and is fully compatible with that series historical games. Scheduled to ship in May 2020.

APL 0896 ..... \$34.99

## BLAM!



### MONTMARTRE

At the beginning of the 20th century, and while the construction of the controversial Sacre-Coeur Basilica is ongoing, a much more modest building will witness the birth of incredible talents: Le Bateau-Lavoir. You will be one of these painters and artists who are seeking fame and you will look for inspiration in Montmartre. Scheduled to ship in June 2020.

LKY BLMON01KPL619 ..... \$19.99

## BOOM ENTERTAINMENT

### BUFFY THE VAMPIRE SLAYER VOL. 01 TPB

This is the Buffy Summers you know, who wants what every average teenager wants: friends at her new school, decent grades, and to escape her imposed destiny as the next in a long line of vampire slayers tasked with defeating the forces of evil. But her world looks a lot more like the one outside your window, as Jordie Bellaire (Redlands) and Russ Manning Award-winner Dan Mora (Saban's Go Go Power Rangers) bring Buffy into a new era with new challenges, new friends... and a few enemies you might already recognize. Scheduled to ship in June 2020.

DIA STL113444 ..... \$14.99



### MIGHTY MORPHIN POWER RANGERS SHATTER EDITION GRID TPB

Lord Drakkon-a twisted alternate-reality version of Tommy Oliver (AKA the Mighty Morphin Green Ranger)-and his newly reformed army are crossing dimensions in order to execute an all-out attack that threatens the very existence of every Power Ranger ever! Scheduled to ship in June 2020.

DIA STL113464 ..... \$29.99

## BURNT ISLAND GAMES

### ENDEAVOR - AGE OF SAIL: AGE OF EXPANSION

Endeavor: Age of Expansion retains the smooth gameplay you love from Age of Sail, while providing a brand new strategic experience. A set of 49 replacement Buildings, 7 new decks of Asset cards, and the innovative Prominence aspect, create unique pathways to interaction and success and can be learned in a flash. Prepare to set sail on a whole new adventure! You need Endeavor: Age of Sail (BTI 1001) to play.

BTI 3001 ..... \$30.00





# SPOTLIGHT ON

## STATION MASTER

*Station Master* is played over a series of turns until all locomotives have left the station. Each turn, players choose to either attach a railcar to a train or assign a Passenger pawn to a railcar. The railcars determine the value of the train positive or negative! When a Locomotive railcar limit is reached, the train pulls away from the station, and players reveal the values of the Passenger pawns. Your efficiency in assigning the appropriate railcars to locomotives, boarding the trains with passengers, and making sure the trains depart on time will allow you to win the game! Scheduled to ship in June 2020.



CLP 139 ..... PI

## CAPSTONE GAMES

# SPOTLIGHT ON



## RIDE THE RAILS

In *Ride the Rails*, you will invest in railroad companies, build railway track across America, and deliver passengers to as many cities as possible. Each round, a new Railroad company is introduced to the game, and each Railroad company has its own special placement rules! Deliver passengers to as many cities as possible to earn the most points. Be cautious in your travels, as shareholders of Railroads that you use will also earn points! Scheduled to ship in July 2020.

CSG IR201 ..... \$39.99

## STICK 'EM

From your hand of cards, you will choose a Pain Color, representing cards you don't want to win. If you do win cards matching your Pain Color, they will be negative points equal to the number on the card! However, all other colors you win are worth one point each. Watch out for the other players as they will deceitfully stick you with cards matching your Pain Color! The player with the most points at the end of the game wins! Gameplay so sharp and to the point that you'll be coming back for more! Scheduled to ship in June 2020.

CSG 5001 ..... \$14.95



## CARDBOARD CONSOLE GAMES



## DANCE CARD! (DELUXE)

*Dance Card!* is the only tabletop game of dance floor strategy that includes options for solo, competitive and cooperative play! *Dance Card!* appeals to shoppers with its easy to learn rules, its vibrant eye-catching art, and its large, diverse cast of characters that allows players of any race or gender to feel represented. Scheduled to ship in July 2020.

CCW DC10D ..... \$45.00

# Summer Fun!

WITH

# S'MORES WARS

## The Campfire Card Game of Snack Attacks

3-5

8+

15-30



Build high-scoring s'mores in this cute and competitive card-drafting game with a sweet tooth.



CHRONICLEBOOKS.COM/GAMES

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GAMES

GTM

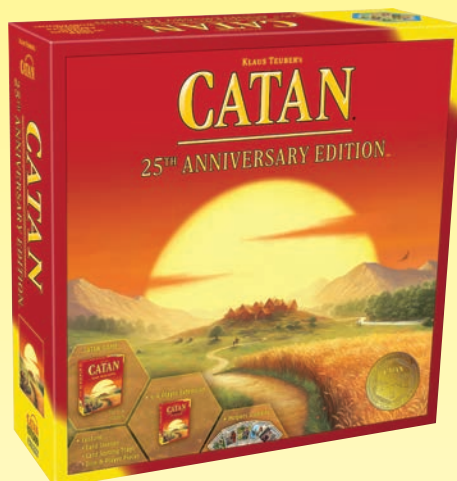
MAY 2020

31





## FEATURED ITEM



### CATAN: 25TH ANNIVERSARY EDITION

The *Catan* 25th anniversary edition contains the classic *Catan* 3-4 player board game, PLUS 5-6 Player Extension, Helpers of *Catan* Scenario, special iridescent anniversary wood pieces and dice. Also includes resource card sorting trays and card sleeves! Scheduled to ship in June 2020.

CSI CN3222.....\$80.00

## CHRONICLE BOOKS



### BOUQUET OF BIRDS SHAPED PUZZLE (750 PIECE)

Scheduled to ship in June 2020.

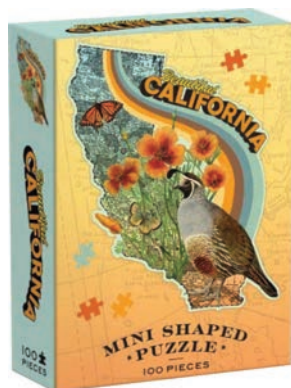
CHR 4806.....\$19.99



### CAT-TASTIC! BOARD GAME

The follow-up to Mudpuppy's Dog-Gonnit Board Game, *Cat-tastic!* uses the same size box, game components, and similar gameplay with fun new cat-themed content. Scheduled to ship in June 2020.

CHR 5377.....\$17.99



### CALIFORNIA MINI SHAPED PUZZLE (150 PIECE)

Scheduled to ship in June 2020.

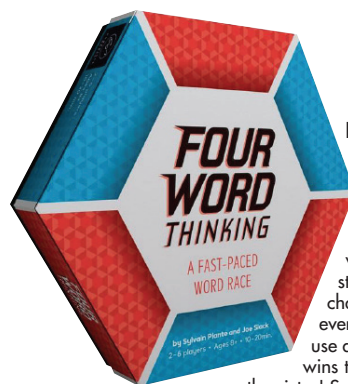
CHR 5988.....\$7.99



### CAT PARTY GREETING CARD PUZZLE (12 PIECE)

Scheduled to ship in June 2020.

CHR 5773.....\$5.99



### FOUR WORD THINKING

*Four Word Thinking* is a fast-paced word game for 2 to 6 players, with each round lasting only a few minutes. In this spelling frenzy, players pair hexagonal tiles to create and claim four-letter words as quickly as possible. The domino style of play means every new tile played changes the available letter combinations for everyone else, so think FA-ST! The first player to use all 12 of their tokens to claim four-letter words wins the round, and the first to win three rounds is the victor! Scheduled to ship in August 2020.

CHR 0922.....\$19.95



### QUEENS - DRAG RACE PLAYING CARDS

Scheduled to ship in August 2020.

CHR 7053.....\$10.99



### THE WILD BUNCH - A CRAZY EIGHTS CARD GAME

Get crazy with *The Wild Bunch*! This shedding game, based on *Crazy Eights*, will have you up to your ears in lions, monkeys, wombats, and whales as you try to get rid of your cards before anyone else. The deck features animals instead of numbers so kids of any age can understand and play, and there are loads of exciting action cards to change things up: play the crab to reverse direction, or the kangaroo to skip over the next player! Scheduled to ship in July 2020.

CHR 7428.....\$14.99



### USA STATE FLOWERS PUZZLE (1000 PIECE)

Scheduled to ship in June 2020.

CHR 4769.....\$16.99

## CONTENTION GAMES



### IMPERIUM: THE CONTENTION (DELUXE EDITION)

Fast-paced, customizable, and beautifully illustrated, *Imperium: The Contention* delivers epic sci-fi in 20 minutes per player. Choose one of six factions, each with a preconstructed deck, or build your own from a complete collection of over 300 cards. The Void Scepter solo campaign is included. Scheduled to ship in July 2020.

CGM 0001.....\$69.99





DECK-BUILDING GAME

# DARK NIGHTS METAL

**BATMAN HAS DISCOVERED A DARK MULTIVERSE AND UNLEASHED EVIL VERSIONS OF HIMSELF UPON OUR WORLD!**

The **Justice League** must band together to defeat **Barbatos**, **The Batman Who Laughs**, and their **Dark Knights**. One Super Hero won't be enough to overcome these challenges. You'll need to save **Batman** and other **captured Super Heroes** and recruit them to your team to **save the Multiverse!**

- Based on hugely popular *Dark Nights: Metal* comic book series
- The Batman Who Laughs menaces players by Capturing Super Heroes
  - Introduces ability to Recruit Super Heroes
- Super-Villains that offer instant rewards when defeated instead of being added to your deck
  - 20+ Metal cards with shiny foil treatment
- Compatible with other games in DC Deck-Building Game series



MSRP \$40  
Release Date Q3 2020

FOR MORE INFORMATION, VISIT [CRYPTOZOIC.COM](http://CRYPTOZOIC.COM)



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(s20)



## COOLMINIORNOT



# FEATURED ITEM



**A SONG OF ICE & FIRE: UNSULLIED SWORDSMEN UNIT BOX**  
The *Unsullied Swordsman* unit box for the *A Song of Ice and Fire: Tabletop Miniatures Game* gives Targaryen players an effective melee unit on the field. Their melee attacks hit at the weak points in enemy armor, granting numerous bonuses when they strike. The Officer Unit Attachment adds to their strengths, trading wounds with the enemy when being attacked, making this unit able to dish out wounds both when attacking and on the defensive.  
COL SIF607 ..... \$34.99

## CRYPTOZOIC ENTERTAINMENT

# SPOTLIGHT ON



**DC COMICS DBG: DARK NIGHTS - METAL**  
Batman has discovered a Dark Multiverse and unleashed evil versions of himself upon our world! The Justice League must band together to defeat Barbatos, The Batman Who Laughs, and their Dark Knights. One Super Hero won't be enough to overcome these challenges. In this latest installment in the smash-hit DC Deck-Building Game series, you'll need to save Batman and other captured Super Heroes and recruit them to your team to save the Multiverse! Scheduled to ship in September 2020.  
CZE 25647 ..... \$40.00

## DAILY MAGIC GAMES



**MARGRAVES OF VALERIA**  
You are a Margrave, a military commander, charged with leading knights and citizens to slay monsters and build Ward Towers throughout the cities of Valeria. Leaders of the four Guilds see a unique opportunity to ensure the safety of their cities and their coffers. This is your chance to demonstrate your skills, gain influence over the Guilds, and earn the prestige you need to gain entry into the higher echelon of nobility in Valeria. *Margraves of Valeria* is a card and resource management game with elements of worker placement.  
DMG MAR001 ..... \$60.00

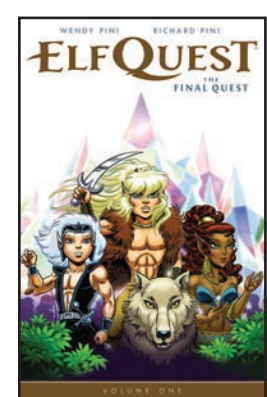
## DARK HORSE COMICS



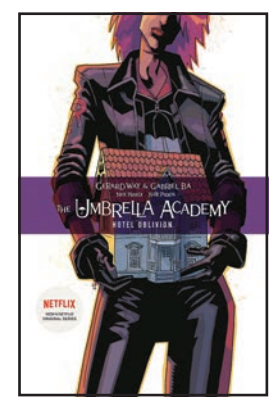
**CRITICAL ROLE VOL. 01 VOX MACHINA ORIGINS TPB**  
The band of adventurers known as Vox Machina will save the world. Eventually. But even they have to start somewhere. Six would-be heroes on seemingly different jobs find their paths intertwined as they investigate shady business in the swamp town of Stilben. They'll need to put their heads-and weapons-together to figure out what's going on... and keep from being killed in the process. Scheduled to ship in June 2020.  
DIA STL126323 ..... \$19.99



**STRANGER THINGS VOL. 02 SIX TPB**  
Francine, a teenage girl with precognition, has struggled through a lifetime of exploitation: first by her parents, then by Dr. Brenner of Hawkins Laboratory. Dr. Brenner wants to harness her powers as well as those of the other gifted children that they hold captive at the lab. Wracked by increasingly disturbing visions, she sees an opportunity for her and all the children to escape. But at what cost? Collects the four-issue miniseries. Scheduled to ship in June 2020.  
DIA STL130314 ..... \$17.99



**ELFQUEST VOL. 01 FINAL QUEST TPB**  
The dream that Chief Cutter and his Wolfriders fought and died for, the Palace of the High Ones, may be the very thing destroying them. The skills that helped them survive the harsh world are fading, and there is a growing threat from a tyrant obsessed with exterminating all elves—creating a disastrous brew that must surely boil over. Scheduled to ship in June 2020.  
DIA STK663044 ..... \$17.99



**UMBRELLA ACADEMY VOL. 03 HOTEL OBLIVION TPB**  
Gerard Way (*My Chemical Romance*, *Doom Patrol*) and Gabriel Bá (*Two Brothers*, *Casanova*) have earned accolades on separate projects, and finally return for the latest chapter in the bizarre lives of their former teen superhero team. Faced with an increasing number of lunatics with superpowers eager to fight his wunderkind brood, Sir Reginald Hargreeves developed the ultimate solution... But their past is coming back to hunt them. Scheduled to ship in June 2020.  
DIA STL117580 ..... \$19.99

## DC COMICS



**BATMAN HUSH TPB NEW EDITION**  
In this classic tale, Batman sets out to learn the identity of the mysterious villain known as Hush. But Batman ends up facing the most intense case of his life as secrets from his past flood into the present! Guest-starring the Dark Knight's greatest allies and enemies, this collection presents *BATMAN* #608-619, a six-page story from *Wizard* #0 and a two-page origin story that originally appeared at *dc.comics.com* in a new edition with a new cover by superstar artist Jim Lee! Scheduled to ship in June 2020.  
DIA STL128024 ..... \$29.99





### BATMAN THE LONG HALLOWEEN TPB

From the early days of Batman's crimefighting career, this new edition of the classic mystery involves a killer who strikes only on holidays. Working with Harvey Dent and Lieutenant Gordon, Batman races to discover who Holiday is! Collected from the original 13-issue series! Scheduled to ship in June 2020.

DIA STL136073 .....\$29.99



### BIRDS OF PREY MURDER AND MYSTERY TPB

In a tricky dilemma, the Birds of Prey must show mercy to a would-be white-collar criminal-but their act of compassion brings them to the attention of extortionist Savant, a man who claims he can outthink Oracle and outfight Black Canary! Plus, Black Canary is sent to China on a mission of mercy and runs into Lady Shiva! But Shiva has an agenda of her own, while making Canary an offer that could change the course of her life. Scheduled to ship in June 2020.

DIA STL140058 .....\$29.99



### WATCHMEN TPB NEW EDITION

In a world where the mere presence of American superheroes changed history, the U.S. won the Vietnam War, Richard Nixon is still president and the Cold War is in effect. *Watchmen* begins as a murder mystery, but soon unfolds into a planet-altering conspiracy. As the resolution comes to a head, an unlikely group of reunited heroes-Rorschach, Nite Owl, Silk Spectre, Dr. Manhattan and Ozymandias-must test the limits of their convictions and ask themselves where the true line between good and evil lies. Scheduled to ship in June 2020.

DIA STL126704 .....\$24.99

## DYNAMIC FORCES



### PATHFINDER VOL. 01 DARK WATERS RISING TPB

The warrior Valeros can rely on his sword arm and his friends, the mysterious sorceress Seoni, quick-witted elven rogue Merisiel, powerful wizard Ezren, well-traveled dwarven ranger Harsk, and courageous cleric Kyra. However, nothing can prepare him for the dangers that lurk ahead! Collects the first six issues of the *Pathfinder* comic series; an exclusive ten-page bonus story; 'The Last Mosswood Goblin,' and over 30 pages of encounters, characters, and world detail for the *Pathfinder Roleplaying Game*! Scheduled to ship in June 2020.

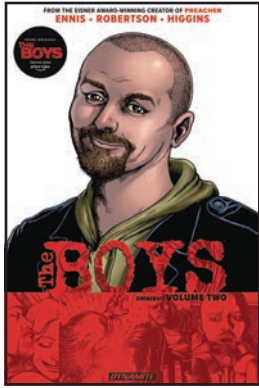
DIA STL048546 .....\$19.99

## DYNAMITE ENTERTAINMENT

### BOYS OMNIBUS VOL. 02 TPB (MR)

An all-new omnibus printing that includes *The Boys* Vol. 3: Good for the Soul & *The Boys* Vol. 4: We Gotta Go Now! Scheduled to ship in June 2020.

DIA STL107450 .....\$29.99



## FANTASY FLIGHT GAMES

## FEATURED ITEM



### ARKHAM HORROR LCG: RETURN TO THE FORGOTTEN AGE EXPANSION

Within the *Return to the Forgotten Age* upgrade expansion for *Arkham Horror: The Card Game*, you'll find new scenario cards and encounter sets that you can add into every scenario of *The Forgotten Age*, mixing up your investigations with new dangers and new objectives. Scheduled to ship in June 2020.

FFG AHC46.....\$29.95

## DECISION GAMES



### STRATEGY & TACTICS #326: MUKDEN 1905

*Mukden 1905* is a two-player simulation (easily adapted for solitaire play) of the climactic struggle of the Russo-Japanese War of 1904-05. Both players have the opportunity to attack and defend, but the main burden of the offensive is on the Japanese player. Scale: Each hex represents three miles (4.9 kilometers). The units of maneuver are regiments, brigades, divisions and one (cavalry) corps. Scheduled to ship in November 2020.

DCG ST-326 .....\$39.99

## DOLPHIN HAT GAMES



### TACO CAT GOAT CHEESE PIZZA

*Taco Cat Goat Cheese Pizza* is flying off the shelves on every store it reaches! Its easy to play and is as unique as its name. Everyone takes turns saying TACO CAT GOAT CHEESE PIZZA as they place a card on the table. Once the card played matches the word spoken, players race against each other to SLAP the pile in the middle! The last one to slap gets the stack.

DHG TCGCP.....\$10.00





## FEATURED ITEM



### FALLOUT: THE BOARD GAME - ATOMIC BONDS COOPERATIVE UPGRADE PACK

This upgrade pack has everything you need to play every competitive scenario from *Fallout: The Board Game* and the *New California* expansion as a cooperative scenario. Scheduled to ship in June 2020.  
FFG ZX05 ..... \$14.95



## FEATURED ITEM



### LEGEND OF THE FIVE RINGS LCG: CAMPAIGNS OF CONQUEST DYNASTY PACK

In the aftermath of the Emperors death, the Great Clans of Rokugan scramble for power. Scheduled to ship in June 2020.  
FFG L5C32 ..... \$14.95



## FEATURED ITEM

### GENESYS RPG: ROLEPLAYING SUPPLEMENT PACK - SECRETS OF THE CRUCIBLE: MUTANT INVASION!

Within this pack, you'll find 40 oversized cards stuffed with information for players and Game Masters alike. Scheduled to ship in June 2020.  
FFG UGNS13 ..... PI



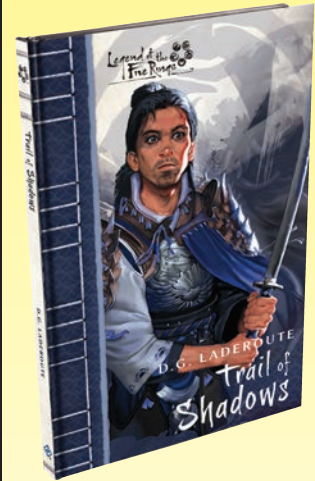
## FEATURED ITEM

### LEGEND OF THE FIVE RINGS RPG: CELESTIAL REALMS HARDCOVER

With new player options and adventure seeds sprinkled throughout, from the introduction of the Centipede Clan to the ancestral swords belonging to each of the Great Clans, this 144- page full-color sourcebook is an indispensable resource for Game Masters. Scheduled to ship in June 2020.  
FFG L5R12 ..... \$39.95



## FEATURED ITEM



### LEGEND OF THE FIVE RINGS: TRAIL OF SHADOWS HARDCOVER

*Trail of Shadows* is a new *Legend of the Five Rings* novella by D.G. Laderoute, centered on the Crab Clan. Scheduled to ship in June 2020.  
FFG L5N05 ..... \$14.95



## FEATURED ITEM



### LEGEND OF THE FIVE RINGS RPG: WHEEL OF JUDGMENT

Armed with the knowledge of the Spirit Realms, you'll be ready to embark on the *Wheel of Judgment* adventure for *Legend of the Five Rings* Roleplaying an adventure designed specifically for deceased PCs. Scheduled to ship in June 2020.  
FFG L5R13 ..... \$19.95



# ARKHAM HORROR<sup>®</sup>

## THE CARD GAME

### Call of the Jungle



## RETURN TO THE FORGOTTEN AGE

Venture back into the shattered timestreams of *The Forgotten Age* with the latest upgrade expansion for *Arkham Horror: The Card Game*! *Return to the Forgotten Age* brings new replayability to the entire campaign, with encounter cards added to every scenario, upgraded versions of player cards first introduced in *The Forgotten Age*, and a sturdy storage box that makes it easy to keep your entire campaign organized and ready to play.

Return to the Forgotten Age | AHC46 | \$29.95

FANTASYFLIGHTGAMES.COM



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## FEATURED ITEM



**THE LORD OF THE RINGS LCG:  
THE LAND OF SORROW  
ADVENTURE PACK**  
After braving the treacherous Tunnels of  
Torech Gorgor, you have reached Mordor  
at last. Scheduled to ship in June 2020.  
FFG MEC82 ..... \$14.95



## FEATURED ITEM



**MARVEL CHAMPIONS LCG: HULK GAME MAT**  
This 24 x 12 slip-resistant game mat gives you plenty of space for your  
hero's deck, identity card, upgrades, supports, and more, while showing  
off art drawn straight from the comics! Scheduled to ship in June 2020.  
FFG MS15EN .....PI



## FEATURED ITEM



**MARVEL CHAMPIONS LCG:  
HULK HERO PACK**  
Saturated by deadly gamma rays while  
saving his best friend from the detonation  
of an experimental bomb, the genius Dr.  
Bruce Banner has transformed into the  
towering, muscle-bound Hulk. Scheduled  
to ship in June 2020.  
FFG MC09EN ..... \$14.95



## FEATURED ITEM



**STAR WARS: LEGION  
- ARC TROOPERS UNIT  
EXPANSION**  
As the Galactic Republics  
first special forces unit, ARC  
Troopers take on the most  
arduous missions, pushing their  
physical, tactical, and strategic  
skills to the limit. Scheduled to  
ship in June 2020.  
FFG SWL70 ..... \$34.95

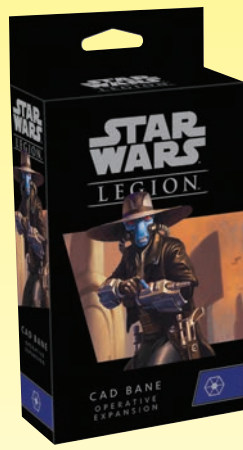


## FEATURED ITEM

**STAR WARS: LEGION -  
BX-SERIES DROID  
COMMANDOS UNIT  
EXPANSION**  
The Separatist Alliances first  
special forces unit, BX-series  
represent a major step forward  
from their B1 battle droid  
cousins. Scheduled to ship in  
June 2020.  
FFG SWL72 ..... \$34.95



## FEATURED ITEM



**STAR WARS: LEGION -  
CAD BANE OPERATIVE  
EXPANSION**  
The Separatist Alliances first operative, Cad  
Bane needs no introduction as he calls upon  
all of his bounty hunting skills to track down  
targets on the battlefield. Scheduled to ship in  
June 2020.  
FFG SWL67 ..... \$14.95



## FEATURED ITEM

**STAR WARS: LEGION  
- CLAN WREN UNIT  
EXPANSION**  
An ancient Mandalorian clan  
with ties to House Vizsla, Clan  
Wrens storied warriors are  
legendary for their battlefield  
prowess. Scheduled to ship in  
June 2020.  
FFG SWL68 ..... \$34.95







## FEATURED ITEM

### STAR WARS: LEGION - INFERNO SQUAD UNIT EXPANSION

Led by the brilliant commander Iden Versio, Inferno Squad has proven itself to be one of the Empire's most effective special forces units and now you can bring this crack team - along with another Imperial Special Forces unit - to your armies. Scheduled to ship in June 2020. FFG SWL69.....\$34.95



## FEATURED ITEM



### STAR WARS: LEGION - PADME AMIDALA OPERATIVE EXPANSION

The Galactic Republic's first operative, Padme Amidala brings all of the skills she's honed in the Senate to the battlefield, embarking on diplomatic missions that could alter the fate of the galaxy. Scheduled to ship in June 2020. FFG SWL66.....\$14.95

## GAMES WORKSHOP

### WARHAMMER 40K

Scheduled to ship in March 2020.



#### CRAFTWORLDS HOWLING BANSHEES

GAW 46-45.....\$55.00

#### CRAFTWORLDS JAIN ZAR

GAW 46-49.....\$40.00

#### DRUKHARI DRAZHAR

GAW 45-41.....\$40.00

#### DRUKHARI INCUBI

GAW 45-40.....\$55.00

## GOOD GAMES PUBLISHING



### FAIRY SEASON

Fairy Season is a trick-taking card game in which players take turns playing Fairies, Traps, Goblins and Royal Fairies in an attempt to capture the pile (called the swarm) and add it to their private stash. This is achieved when the next player in turn order cannot play a card to beat yours. At the end of the game, players count the Fairies and Royal Fairies in their stashes, with the highest score winning. There is an alternate victory condition also - any player who can capture all four Fairy Royals wins immediately! A tricky card game with stunning art for light gamers and families. Scheduled to ship in May 2020. GOP 011.....\$17.99



### FLUTTERING SOULS

Fluttering Souls is a 2 player game, made up of 3 - 5 rounds. In each round players take turns collecting butterflies from a partially open layout of butterflies, attempting to limit their rivals next choice as they go. They earn victory points for sets of butterflies. The player that collects the most victory points at the end of a round is awarded a White Butterfly Token; a visit from a lost loved one. The first player to collect 3 White Butterfly Tokens is the winner. Scheduled to ship in May 2020. GOP 012.....\$12.99



### UNFAIR

Build the city's greatest theme park - by whatever means necessary! Mix your favorite themes, from Pirate, Robot, Vampire, Jungle, Ninja, and Gangster. Build attractions and upgrade them to match blueprints, stack up towering rides, or simply make the most cash. But, watch out - your competitors may pay off the safety inspectors to close your rides or hire hooligans to vandalize your park! How will you get revenge? Whatever happens, it's bound to be Unfair! Scheduled to ship in March 2020.

GOP 004.....\$49.99



### UNFAIR: ALIEN, B-MOVIE, DINOSAUR, WESTERN EXPANSION

Build the city's greatest theme park, whatever it takes. Mix in 4 new expansion theme packs Alien, B-movie, Dinosaur and Western with Unfair's 6 original theme packs. Mid weight strategy gamers looking for flexible and strategic gameplay and even greater replayability. Great for couples and regular game groups looking to expand their Unfair experience. GOP 005.....\$34.99

## GOODMAN GAMES



### ORIGINAL ADVENTURES REINCARNATED #4 - THE LOST CITY

An adventure inspired by the classic pulp stories such as Robert E. Howard's famous Conan story Red Nails. This tome is an homage to the original dungeon crawl and sandbox setting first explored decades ago as B4: The Lost City. Herein, you will find high-quality scans of the original Basic edition adventure module, plus commentary by a variety of gaming luminaries. Also, herein is a full fifth edition conversion of the original of the adventure as well as brand new additional dungeons, such as the fully developed lower pyramid, additional details on the Lost City itself, and the dreaded Lower Catacombs. Scheduled to ship in July 2020. GMG 50004.....\$49.99

## GREATER THAN GAMES



### SPIRIT ISLAND: JAGGED EARTH

Peril racks Spirit Island. The invaders are more numerous and more capable than ever before. As hope begins to fade, defense of the island falls to those spirits more in tune with the danger and chaos of the natural world. Will you be able to harness their power to protect the island or will it fall to the persistence of the invaders? Whatever the outcome, Spirit Island will never be the same after the time of Jagged Earth! Scheduled to ship in September 2020.

GTG SISL-JETH.....\$59.95



## GAMES

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**BEST!  
SELLER!**

## THE TOWERS OF ARKHANOS

Become wizards and help build the mystical *Towers of Arkhanos*! Roll and draft dice that become part of the towers themselves, learn and cast powerful spells to alter the dice, and rise above the competition with strategic moves in this family game of 3D tower building!

- Draft dice and place them carefully to build up the Towers of Arkhanos and increase your score.
- Learn and use powerful magic spells that allow you to manipulate the dice.
- An easy-to-learn and quick-to-play game where your choices are limited but their repercussions are meaningful.



IDW 01694.....\$39.99

DESIGNER: DANIEL ALVES AND EURICO CUNHA  
ARTIST & COVER: MARCELO BASTOS AND RODRIGO RAMOS

**AVAILABLE NOW!**



**BEST!  
SELLER!**

## THE TOWERS OF ARKHANOS: SILVER LOTUS ORDER - 5TH PLAYER EXPANSION

BUILD TALLER TOWERS IN THE NEW 5 PLAYER MODE!  
A new magic school, the Silver Lotus Order, has arrived at the mystical ruins, allowing a 5th player to join the game and create even taller 3D towers. With them comes a new set of diverse Floor tiles, adding more variety to the game at all player counts!

- 5th player expansion to the best-selling dice drafting game, *The Towers of Arkhanos*.
- Includes all-new Floor tiles adding more game play variety.
- *The Towers of Arkhanos* base game is required to enjoy this expansion.



IDW 01835.....\$24.99

DESIGNER: DANIEL ALVES AND EURICO CUNHA  
ARTIST & COVER: MARCELO BASTOS AND RODRIGO RAMOS

**AVAILABLE NOW!**



**FAN  
FAVORITE!**

## THE LEGEND OF KORRA: PRO-BENDING ARENA

Few diversions in Republic City offer as much excitement as attending a pro-bending game! This is doubly true when the teams facing off in the hexagonal ring are the reigning champs the White Falls Wolfbats and their fierce challengers the Future Industry Fire Ferrets!

- A card drafting strategy game based on the popular animated series!
- Game design from Sen-Foong Lim (*Junk Art*) and Jessey Wright (*Pocket Adventure*)!
- Features 6 highly detailed miniatures.



IDW 01327.....\$49.99

**AVAILABLE NOW!**

DESIGNER: SEN-FOONG LIM & JESSEY WRIGHT  
ARTIST: TONY VARGAS





## BATMAN THE ANIMATED SERIES— GOTHAM CITY UNDER SIEGE

*Batman: The Animated Series—Gotham City Under Siege* has you and up to 4 of your friends playing as Batman and his trusted allies. In each round you'll face off against a set of story cards all inspired by the first season of *Batman: The Animated Series* and roll a pool of dice to complete actions. You'll need to balance between cleaning up the streets of Gotham City and completing story missions in order to protect the city. Let too many civilians fall or buildings be destroyed, and there will be nothing left for Batman to protect!

- Patrol the city streets or prepare to attack from the rooftops of the 3D city.
- Play cards and spend dice to use heroic combat abilities or solve mysteries.
- Defeat deadly story cards, clear the streets of henchmen, and defeat the villainous bosses!
- Features 5 highly detailed miniatures.

IDW 01537.....\$49.99

DESIGNER: RICHARD LAUNIUS & MICHAEL GUIGLIANO  
ARTIST: MATT FERGUSON & TABLETAFFY

**AVAILABLE NOW!**



## DRAGON BALL Z: THE BOARD GAME SAGA

Whether it's the perfected fighting methods of Cell, or the pure chaos of Buu, *Dragon Ball Z* has some of the most iconic villains, and their respective sagas, in anime history. With *Dragon Ball Z: The Board Game Saga*, 1-4 players will assume the role of one of the Z Fighters to play as while they fight through *Dragon Ball Z*'s 4 legendary sagas. With dozens of special abilities to learn, players can directly recreate their favorite scenes from the show, or changes things up with exciting "what if" scenarios.

- Play through the 4 *Dragon Ball Z* sagas
- Pick from a dozen classic *Dragon Ball Z* heroes to play
- Create wild "what if" face-offs, Yamcha vs. Frieza?!



IDW 01810.....\$49.99

**AUGUST RELEASE!**

DESIGNER: TEAM LYNNVANDER  
ARTIST & COVER: TOEI ANIMATION



## BATMAN THE ANIMATED SERIES: GOTHAM CITY UNDER SIEGE—MASTERMINDS & MAYHEM

Batman's enemies were thwarted in *Gotham City Under Siege*, but they've returned with a vengeance in the *Masterminds and Mayhem* expansion! In their latest attack, the Masterminds have brought deadlier weapons, like armored cars and massive explosives, and have taken to the streets to fight alongside their hired goons. The villains' tactics have also improved, with new Rooftop Villains and Act Leader Target mechanics. Don the cape once more and help protect *Gotham City* from these deadly new threats!

- The first expansion to the award-winning game featuring custom artwork.
- All-new Mastermind cards, including *The Joker*, *Two-Face*, and *The Riddler*.
- Additional ability cards plus new villains on the rooftops and Act Leader mechanics.

IDW 01808.....\$14.99

DESIGNER: RICHARD LAUNIUS & MICHAEL GUIGLIANO  
ARTIST: JACK LAWRENCE & TABLETAFFY

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**GAMES**

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# IDW PUBLISHING



## DUNGEONS & DRAGONS A DARKENED WISH TPB

An all-new adventure of epic scope and flair that combines the elements of storytelling and action that make every campaign so fun! When war threatens the Moonshae Isles, legendary heroes return to defeat the forces of an unthinkable foe. The Forgotten Realms are changed forever as young wizard Helene and her friends grow from raw recruits on the streets of Mintarn into powerful warriors. Scheduled to ship in June 2020.

DIA STL116424 .....\$17.99



## DUNGEONS & DRAGONS FORGOTTEN REALMS VOL. 01 DRIZZT OMNIBUS TPB

Adapted from the famous books by R.A. Salvatore, *Dungeons & Dragons: Forgotten Realms-Legend of Drizzt Omnibus*, Vol. 1 delivers the first three graphic novels in the Dark Elf Trilogy-Homeland, Exile and Sojourn-into one great book! This story takes you from the moments before the birth of Drizzt to the point where he leaves his home world and ventures to the unknown. Scheduled to ship in June 2020.

DIA STK442314.....\$24.99

## RICK AND MORTY VERSUS DUNGEONS & DRAGONS VOL. 01 TPB

You've got to (be)llch! roll for initiative, Morty! Two pop culture juggernauts are teaming up and neither multiverse is prepared for what comes next! When Morty sees a cute girl at school playing *Dungeons & Dragons*, he asks Rick to show him the ropes, only to discover that his grandfather is a veteran gamer. Next thing he knows, the entire family has been pulled into a campaign that escalates from virtual D&D simulations to alternate universes governed by the rules of the game. And as it turns out, Rick isn't the only one who knows his way around a d20. Scheduled to ship in June 2020.

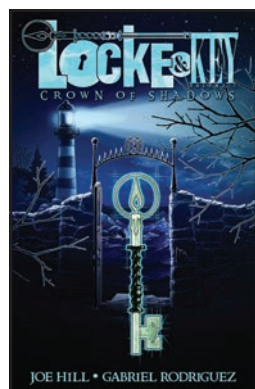
DIA STL107831 .....\$19.99



## LOCKE & KEY VOL. 02 HEAD GAMES TPB

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 June 2020.

DIA STK418773.....\$19.99



## LOCKE & KEY VOL. 03 CROWN OF SHADOWS TPB

The dead plot against the living, the darkness closes in on Keyhouse, and a woman is shattered beyond repair, in the third storyline of the acclaimed series. Dodge continues his relentless quest to find the key to the black door, and raises an army of shadows to wipe out anyone who might get in his way. Surrounded and outnumbered, the Locke children find themselves fighting a desperate battle, all alone, in a world where the night itself has become their enemy. Scheduled to ship in June 2020.

DIA STK438068.....\$19.99



## TEENAGE MUTANT NINJA TURTLES VOL. 02 ENEMIES OLD, ENEMIES NEW TPB

The Turtles learn the amazing story of their previous lives, and begin their journey as a true team of brothers! Meanwhile, Baxter Stockman unveils a deadly new strategy for capturing them, just as General Krang arrives in New York demanding results! Scheduled to ship in June 2020.

DIA STK455360.....\$17.99

## IMAGE COMICS



## BIRTHRIGHT VOL. 02 TPB

Fugitives from the law, Brennan will need all the survival skills Mikey learned in Terrenos to stay alive. But something has followed Mikey back, that's strong enough to tear the brothers apart. Scheduled to ship in June 2020.

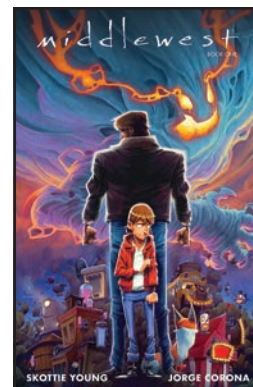
DIA STK683247.....\$12.99



## I KILL GIANTS FIFTH ANNIVERSARY EDITION TPB

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 June 2020.

DIA STK639858.....\$19.99



## MIDDLEWEST BOOK 01 TPB (MR)

The lands between the coasts are vast, slow to change, and full of hidden magics. The town of Farmington has been destroyed, sending an unwitting adventurer and his vulpine companion in search of answers-and to quell a coming storm that speaks his name. The perfect read for fans of dark fantasy like *Return to Oz*, classic Don Bluth animation, and/or Miyazaki animation. Scheduled to ship in June 2020.

DIA STL107314 .....\$9.99



## MONSTRESS VOL. 02 TPB

The Eisner-nominated *Monstress* is back! Maika, Kippa, and Ren journey to Thyria in search of answers to her past...and discover a terrible new threat. Scheduled to ship in June 2020.

DIA STL038312 .....\$16.99



## PAPER GIRLS VOL. 02 TPB

The smash-hit series from Brian K. Vaughan and Cliff Chiang continues with a bold new direction, as intrepid young newspaper deliverers Erin, Mac, and Tiffany find themselves launched from 1988 to a distant and terrifying future... the year 2016. Scheduled to ship in June 2020.

DIA STL021790 .....\$12.99





### RAT QUEENS VOL. 02 FAR REACHING TENTACLES OF N'RYGOTH TPB

Featuring cut-out *Rat Queens* Valentine's Day Cards! This booze-soaked second Vol. of *Rat Queens* reveals a growing menace within the very walls of Palisade. And while Dee may have run from her past, the bloated, blood-feasting sky god N'rygoth never really lets his children stray too far. Scheduled to ship in June 2020. DIA STK655808.....\$14.99



### SAGA VOL. 03 TPB

The Eisner, Harvey, and Hugo Award-winning phenomenon continues, as new parents Marko and Alana travel to an alien world to visit their hero, while the family's pursuers finally close in on their targets. Scheduled to ship in June 2020. DIA STK634310.....\$14.99



### SAGA VOL. 04 TPB

Visit new planets, meet new adversaries and explore a very new direction, as Hazel becomes a toddler while her family struggles to stay on their feet. Scheduled to ship in June 2020. DIA STK656972.....\$14.99



### THE WALKING DEAD VOL. 02 MILES BEHIND US TPB

This Vol. follows our band of survivors on their tragic journey in search of shelter. Characters live and die as they brave a treacherous landscape littered with packs of the walking dead. Scheduled to ship in June 2020. DIA STK386727.....\$14.99

### INDIE BOARDS & CARD

#### SPOTLIGHT ON



#### MAGIC MONEY

Merlin the Magnificent has passed away and left behind a marvelous menagerie of magical monsters to be put up for adoption. Bid against your fellow wizards to take home adorable critters of all shapes and sizes. As a magician, money is no object, you can create as much of it as you need to win the auctions, but whoever has spent the most money by the end of the game is out! IBC MMY01.....\$20.00

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**RENEGADE GAME STUDIOS**

# Cat Tower

**Stack for Snacks!**

**August Release**

6+ 2-6 15-20

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**Number of Players: 2-6**  
**Playing Time: 15-20 min**  
**Ages: 6+ MSRP: \$20**

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## JAPANESE GAMES

# SPOTLIGHT ON



### COWBOY BEBOP SPACE SERENADE

Humanity has spread across the solar system and governments must rely on bounty hunters to enforce a semblance of law in the vastness of space. Play as one of the infamous crew of the spaceship Bebop and hunt criminals in this action-packed and jazzy deck-building game. Lots of variety with characters options, upgrades, and board layout.  
GGD JPG250 ..... PI

## KONAMI DIGITAL ENTERTAINMENT

### YU-GI-OH! TCG



#### LEGENDARY DUELISTS SEASON 1 BOX DISPLAY (8)

More than a simple collection, *Legendary Duelists: Season 1* remasters the first two *Legendary Duelists* sets to give Duelists more of what they loved about both. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
KON 84896 ..... \$119.92



#### SACRED BEASTS STRUCTURE DECK DISPLAY (8)

After years of needing their own individual Decks to survive, the three Sacred Beasts have been united under a single banner in *Structure Deck: Sacred Beasts!* **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
KON 85009 ..... \$79.92

# SPOTLIGHT ON



## TOON CHAOS

#### TOON CHAOS BOOSTER DISPLAY (24)

Inspired by the first animated series' *Duelist Kingdom* storyline, *Toon Chaos* introduces brand-new world premiere cards for the themes played by Yugi and Pegasus during their final rounds! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
KON 84927 ..... \$95.76

## LETIMAN GAMES



### ADVENTURE TACTICS: DOMIANNES TOWER

*Adventure Tactics: Domianne's Tower* is an encounter-based, campaign-driven, cooperative tactical combat game. Begin your journey as one of 5 Basic Classes and battle your way through a branching campaign where you choose your own path in an attempt to overthrow the evil Queen Domianne. With each encounter, you will level up and unlock over 15 Elite Classes, adding new actions, equipment, and abilities. Will your team find the right combination of Classes and powers in time to stop Queen Domianne?

LTM 013 ..... \$80.00



### ADVENTURE TACTICS: DOMIANNES TOWER - HERO PACK

The *Hero Pack 1* adds three new playable classes - Magic Blade, Time Mage, and Engineer - for *Adventure Tactics: Domianne's Tower*. Within each class there are 5 levels available to level up through, unlocking all new abilities and actions unique to these new classes! The Magic Blade has the power to enchant weapons, the Time Mage to sift through decks, and the Engineer to wield the power of technology using their Tesla Coil powered Turret. This Hero Pack also includes a beautifully sculpted Queen Domianne Miniature to enhance the final battle through her tower!

LTM 014 ..... \$15.00

## MANTIC ENTERTAINMENT

### DEADZONE

Scheduled to ship in July 2020.



#### ASTERIAN SPECTRA

MGE MGDZA401 ..... \$44.99



#### MATSUDAN SABURI CONCLAVE FACTION STARTER SET (18)

MGE MGDZA112 ..... \$44.99

### KINGS OF WAR

Scheduled to ship in July 2020.

#### GAME TOKEN SET ARC TEMPLATE

MGE MGKWM108 ..... \$29.99



#### GOBLIN ARMY SET (50)

MGE MGKWG108 ..... \$89.99



#### GOBLIN MEGA ARMY SET (114)

MGE MGKWG109 ..... \$149.99

#### MEASURING STICKS

MGE MGKWM107 ..... \$29.99





**HALPI'S RIFT CAMPAIGN BOOK**  
MGE MGKWM109 ..... \$29.99

**KINGS OF WAR VANGUARD**  
Scheduled to ship in July 2020.



**GOBLIN WARBAND SET 2020 (14)**  
MGE MGVAG102 ..... \$44.95

**TERRAINCRATE**  
Scheduled to ship in July 2020.



**BATTLE DAMAGED HOUSE (11)**  
MGE MGTC149 ..... \$29.99



**BATTLEFIELD DEBRIS (10)**  
MGE MGTC148 ..... \$29.99



**BATTLEFIELD RUINS (48)**  
MGE MGTC147 ..... \$79.99



**CHECKPOINT TANGO (11)**  
MGE MGTC150 ..... \$29.99



**VILLAGE CHURCH (14)**  
MGE MGTC151 ..... \$29.99

## MARVEL COMICS

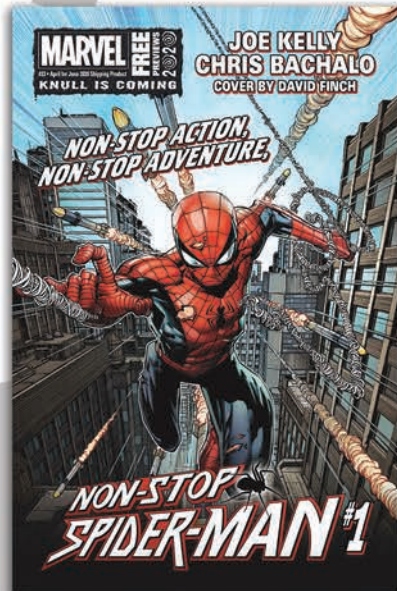


**BLACK PANTHER BOOK 01 NATION UNDER OUR FEET TPB**  
MacArthur Genius and National Book Award-winning writer Ta-Nehisi Coates (*Between the World and Me*) takes the helm, confronting T'Challa with a dramatic upheaval in Wakanda that will make leading the African nation tougher than ever before. When a superhuman terrorist group calling itself The People sparks a violent uprising, the land famed for its incredible technology and proud warrior traditions will be thrown into turmoil. Scheduled to ship in June 2020.  
DIA STL013816 ..... \$16.99



**IMMORTAL HULK VOL. 01 OR IS HE BOTH TPB**  
Horror has a name. You'd never notice the man. He doesn't like to be noticed. He's quiet. Calm. If someone were to shoot him in the head... all he'd do is die. Until night falls - and someone else gets up again. The man's name is Banner. The horror is the Immortal Hulk! And trouble has a way of following them both. As reporter Jackie McGee tries to put together the pieces, Banner treads a lonely path from town to town, finding murder, mystery and tragedy as he goes. And what Banner finds, the Hulk smashes! Scheduled to ship in June 2020.  
DIA STL097819 ..... \$15.99

**DON'T MISS THIS MONTH'S MARVEL PREVIEWS CATALOG**  
FOR A COMPLETE LISTING OF JUNE MARVEL COMICS AND TRADES!



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**PREVIEWSWORLD.COM/MARVELPREVIEWS**

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**GAMES**

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GTM

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**MILES MORALES VOL. 01  
STRAIGHT OUT OF BROOKLYN TPB**

Miles Morales swings back into the spotlight! When the rampaging Rhino and a cadre of mysterious criminals start plaguing Brooklyn, things take a dark turn for the young Spider-Man! What mystery lurks under the surface of this newest villainous uprising? Scheduled to ship in June 2020.

DIA STL120200 .....\$17.99



**SAVAGE SWORD OF CONAN VOL.  
01 CULT OF KOGA THUN TPB**

The ancient cult of Koga Thun. A mystical treasure. And the only man who can save the Hyborian Age! But Conan is adrift at sea with no food and no weapons. Death surely awaits him. But by Crom, the lionhearted barbarian is not so easily subdued! When Conan is captured, he unleashes his might on an unsuspecting pirate crew - one whose dark secrets will set him on the trail of an ancient fortune that may prove to be his undoing! Scheduled to ship in June 2020.

DIA STL120253 .....\$17.99



**STAR WARS DARTH VADER VOL. 02  
SHADOWS AND SECRETS TPB**

The tale of Darth Vader's transformation continues! Bounty Hunters are on the attack, and Vader has been given a new mission for the Empire. Unfortunately, it's completely at odds with his own personal mission. What's a Dark Lord to do? Scheduled to ship in June 2020.

DIA STK691385.....\$19.99



**STAR WARS VOL. 02  
SHOWDOWN ON THE  
SMUGGLERS MOON TPB**

Luke continues his quest to learn about the Jedi by heading for the Jedi Temple on Coruscant. But when his lightsaber is stolen, he soon finds himself entrapped and imprisoned! Will his friends come to his aid before he's forced to enter the Arena of Death? Meanwhile, Han and Leia are confronted by an unexpected foe. The Imperials are closing in on them, and they were set on the rebels' trail by a mysterious woman from Han's past - one with a very personal grudge! Scheduled to ship in June 2020.

DIA STK691366.....\$19.99



**THOR COMPLETE COLLECTION  
VOL. 01 BY JASON AARON TPB**

A trail of blood consumes Thor's past, present and future! Throughout the ages, gods are vanishing - and Thor must unravel the gruesome mystery of Gorr the God Butcher! In the distant past, Thor discovers a cave that echoes with the cries of tortured gods. In the present, Thor follows the bloody wake of murdered gods across the depths of space. And millennia from now, the last god-king of Asgard makes his final stand. Scheduled to ship in June 2020.

DIA STK464869.....\$39.99

**NAUVOO GAMES**

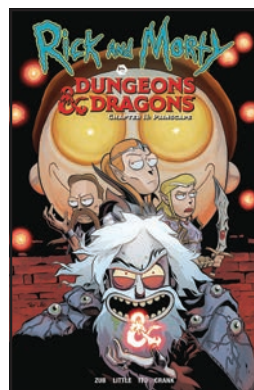


**STOCKPILE: ILLICIT  
INVESTMENTS EXPANSION**

*Stockpile: Illicit Investments* creates more interesting decisions each turn with a new advanced module - Investment Strategies. This module can be integrated alone with Stockpile or combined with any/all of the modules offered in the first expansion, *Stockpile: Continuing Corruption*.

NVG 003 .....\$14.99

**ONI PRESS**



**RICK AND MORTY VERSUS  
DUNGEONS & DRAGONS  
VOL. 02 PAINSCAPE TPB**

Once upon a gam, Rick and Morty and the Smith family went on magical D&D adventures...Now, magical D&D adventures are coming to Earth, and no one will survive the Painscape! The pop culture juggernaut and bestselling role-playing game team up once again in an all new companion story! Scheduled to ship in June 2020.

DIA STL138665 .....\$19.99



**SCOTT PILGRIM VOL. 03  
COLOR COLLECTION TPB**

Laugh as slacker Scott Pilgrim tries and sometimes fails to get his life together and win the heart of the literal girl of his dreams, Ramona Flowers! Cry when things look bleak for our heroes! Make a confused face at the countless Canadian references! Scheduled to ship in June 2020.

DIA STL104582 .....\$29.99



**SCOTT PILGRIM VOL. 02  
COLOR COLLECTION TPB**

Laugh as slacker Scott Pilgrim tries and sometimes fails to get his life together and win the heart of the literal girl of his dreams, Ramona Flowers! Cry when things look bleak for our heroes! Make a confused face at the countless Canadian references! Scheduled to ship in June 2020.

DIA STL104613 .....\$29.99



**SPACE BATTLE LUNCHTIME VOL. 02  
A RECIPE FOR DISASTER TPB**

It's almost time for the season finale of *Space Battle Lunchtime*, and finalist Peony (the only Earth contestant) is nowhere to be found! That's because she's been kidnapped and taken to the set of Space Battle Lunchtime's biggest rival, Cannibal Coliseum, where chefs compete to cook... each other. Up against some of the most dangerous aliens in the galaxy, will Peony even make it to the end of the show? Stay tuned! Scheduled to ship in June 2020.

DIA STL038349 .....\$12.99





### 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 Hesekei, 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 June 2020.

DIA STL123837 ..... \$21.99

### OSPREY GAMES



### THE KING IS DEAD: SECOND EDITION

The King is dead. The kingdom is divided. Three factions – the Scottish, the Welsh, and the English – vie for control and, across the sea, foreign invaders prepare to take advantage of the chaos. Players must marshal their limited resources to influence this power struggle, while ensuring that the faction that rises to dominate the realm favors them above all other claimants to the throne. *The King is Dead: Second Edition* refreshes the accessible yet strikingly deep game with updated graphic design, gorgeous new artwork, and a brand-new asymmetric game mode for advanced play.

OSP OSG2 ..... \$35.00

### PAIZO PUBLISHING

### SPOTLIGHT ON



### PATHFINDER RPG: ADVANCED PLAYER'S GUIDE HARDCOVER (P2)

This 272-page *Pathfinder Second Edition* rulebook contains exciting new rules options for player characters, adding even more depth of choice to your Pathfinder game! Inside you will find brand new ancestries, heritages, and four new classes: the shrewd investigator, the mysterious oracle, the daring swashbuckler, and the hex-slinging witch! The must-have *Advanced Player's Guide* also includes exciting new options for all your favorite Core Rulebook classes and tons of new backgrounds, general feats, spells, items, and 40 flexible archetypes to customize your play experience even further! Scheduled to ship in July 2020.

PZO 2105 ..... \$49.99

### SPOTLIGHT ON



### PATHFINDER RPG: ADVANCED PLAYER'S GUIDE HARDCOVER (SPECIAL EDITION) (P2)

This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. The *Pathfinder Second Edition* rulebook contains exciting new rules options for player characters, adding even more depth of choice to your Pathfinder game! Inside you will find brand new ancestries, heritages, and four new classes: the shrewd investigator, the mysterious oracle, the daring swashbuckler, and the hex-slinging witch! Scheduled to ship in July 2020.

PZO 2105-SE ..... \$69.99



### PATHFINDER RPG: ADVENTURE PATH - AGENTS OF EDGEWATCH PART 1 - DEVIL AT THE DREAMING PALACE (P2)

In this thrilling new *Pathfinder* campaign, players assume the role of fresh recruits of the Edgewatch, the newest division of Absalom city watch. Scheduled to ship in July 2020.

PZO 90157 ..... \$24.99



### PATHFINDER RPG: FLIP-TILES - URBAN SLUMS EXPANSION

With 24 full-color 6 x 6-inch double-sided tiles, each stunningly crafted by cartographer Jason A. Engle, you can dodge pickpockets, evade the law among ramshackle buildings, tumble with dangerous ruffians hiding in dark alleyways, or infiltrate a clandestine thieves den. Scheduled to ship in July 2020.

PZO 4086 ..... \$19.99



### PATHFINDER RPG: LOST OMENS - LEGENDS HARDCOVER (P2)

*Lost Omens Legends* provides details on 42 of the Inner Sea regions' biggest personalities, from queens and kings that rule the present to distant figures from Golarion's past. Scheduled to ship in July 2020.

PZO 9306 ..... \$34.99



### STARFINDER RPG: ADVENTURE PATH - THE THREEFOLD CONSPIRACY 6 - PUPPETS WITHOUT STRINGS

With bounties on their heads and evidence of a conspiracy that goes all the way to the top of the Pact Worlds' government, the heroes travel to Absalom Station to clear their names and root out the duplicitous agents. Scheduled to ship in July 2020.

PZO 7230 ..... \$22.99



### STARFINDER RPG: CORE RULEBOOK (POCKET EDITION)

A low-cost, smaller-dimensions edition of the fan-favorite *Starfinder* RPG Core Rulebook hardcover! Scheduled to ship in July 2020.

PZO 7101-PE ..... \$19.99



### STARFINDER RPG: FLIP-MAT - DESERT WORLD

This double-sided map features a sunbaked sea of sandy dunes on one side and a landscape of barren rock badlands on the other. Scheduled to ship in July 2020.

PZO 7320 ..... \$14.99



## GAMES

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# SPOTLIGHT ON



## STARFINDER RPG: STARSHIP OPERATIONS MANUAL HARDCOVER

Outfit your beloved starship with more than 100 new starship weapons, expansion bays, alternate armors, and systems like drop pods, ramming prows, mines, ablative armor, virtual intelligences, and more. Scheduled to ship in July 2020.

PZO 7114.....\$39.99

## PANDASAURUS GAMES

### CTRL

Place your colored cubes to control every angle in this head-scratching strategy game! *Ctrl* takes minutes to learn but has enough depth to engage the whole family. Once you've taken *Ctrl*, you can't stop coming back for more! Scheduled to ship in August 2020.

PAN 202007.....\$24.95



# SPOTLIGHT ON



## GODSPEED

Look, it's not that the moon landing was faked. The lie is that we ever wanted to go to the moon. We needed a spectacle to show the people. Really? We were colonizing a planet that no one knew about. *Godspeed* is a mid-weight worker placement game with unique bidding elements for 2-5 players in a 90 minute playtime.

PAN 201906.....\$59.95

## OFFERED AGAIN

### O/A DINOSAUR ISLAND

The theme park biz is a totally different world since scientists discovered dinosaur DNA and patented the process of creating Dinosaurs in labs. Remember when a new coaster could bring in a crowd? Ha! Try the latest, petrifying carnivore from the Cretaceous period and you've got yourself an audience! So, you think your little company can make it in this world? Hopefully you've ironed out the logistics. Competing in *Dinosaur Island* takes more than just creating the rarest dinos in your fancy private lab, especially when owners go rogue and the dinos get ever bigger without accounting for the security those bad boys take. You want your guests eating dinner at the park - not becoming it!

PAN 201703.....\$59.95



## POKÉMON USA

### POKÉMON TCG



## POLTEAGEIST V BOX

Sometimes, a Pokémon is just a bit more refined and ghostly than you expect - such as Polteageist V, shaped like a teapot and filled with a strong brew indeed! In this box, you'll find that sophisticated Black Tea Pokémon in two sizes, together with treasures from a handful of *Pokémon TCG* booster packs.

PUI 80708.....PI



## SWORD & SHIELD FIGURE COLLECTION

Expand your collection with a beautifully sculpted showpiece figure for your desk or home - plus a full-art foil card featuring Pikachu to add to your collection. Whether you're a veteran explorer of the Galar region or just getting started, celebrate the Pokémon who've been at your side from the very beginning with the *Sword & Shield Figure Collection*!

PUI 80706.....PI

# SPOTLIGHT ON



## SWORD & SHIELD - REBEL CLASH BOOSTER DISPLAY (36)

Rock out with new Pokémon! Crank it loud and blast the beat - you'll find rebellion, chaos, and punk attitude galore in the *Pokémon TCG: Sword & Shield - Rebel Clash* expansion, loaded with Pokémon V including Toxtricity V, Dubwool V, Boltund V, Sandaconda V, and more! You'll also find a handful of Pokémon VMAX, including the final Evolutions of all three first partners, plus Copperajah VMAX and Dragapult VMAX. Take to the stage and the streets with the *Sword & Shield - Rebel Clash* expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 80681-D.....PI

## SWORD & SHIELD - REBEL CLASH BUILD AND BATTLE BOX

Each *Pokémon TCG: Sword & Shield - Rebel Clash Build and Battle Box* includes: A 23-card Evolution pack featuring key cards from current and prior sets, including 1 of 4 alternate-art promo cards, 4x *Pokémon TCG: Sword & Shield - Rebel Clash* booster packs and 1x Deck Building tip sheet.

PUI 80703.....PI



# SPOTLIGHT ON



## SWORD & SHIELD - REBEL CLASH ELITE TRAINER BOX

Rock out with new Pokémon! Crank it loud and blast the beat - you'll find rebellion, chaos, and punk attitude galore in the *Pokémon TCG: Sword & Shield - Rebel Clash* expansion, loaded with Pokémon V including Toxtricity V, Dubwool V, Boltund V, Sandaconda V, and more! You'll also find a handful of Pokémon VMAX, including the final Evolutions of all three first partners, plus Copperajah VMAX and Dragapult VMAX. Take to the stage and the streets with the *Sword & Shield - Rebel Clash* expansion!

PUI 80700.....PI





### SWORD & SHIELD - REBEL CLASH MINI PORTFOLIO

Store up to 60 of your latest and greatest Pokémon cards in this mini portfolio. Each portfolio comes with a booster pack from the new Pokémon TCG: Sword & Shield - Rebel Clash expansion, so you can start filling it up right away!

PUI 80699.....PI



### SWORD & SHIELD - REBEL CLASH THREE-BOOSTER BLISTER

Rock out with new Pokémon! Crank it loud and blast the beat - you'll find rebellion, chaos, and punk attitude galore in the Pokémon TCG: Sword & Shield - Rebel Clash expansion, loaded with Pokémon V including Toxtricity V, Dubwool V, Boltund V, Sandaconda V, and more! You'll also find a handful of Pokémon VMAX, including the final Evolutions of all three first partners, plus Copperajah VMAX and Dragapult VMAX. Take to the stage and the streets with the Sword & Shield - Rebel Clash expansion!

PUI 80685.....PI



### BUILDING MEDIA COMPANY (RESIN)

PIP 51099.....\$18.99



### BUILDING ROCKET GANTRY (RESIN)

PIP 51098.....\$14.99

### RIOT QUEST

Scheduled to ship in June 2020.



### GENERAL THUNDERSTONE BRUG SPECIALIST

PIP 63030.....\$12.99



### LORD AZAZELLO FIGHTER/ROGUE (WHITE METAL)

PIP 63031.....\$12.99



### MALVIN & MAYHEM BOSS FIGHT EXPANSION (MIXED)

PIP 63032.....\$39.99

## PUBLISHERS GROUP WEST



### WORLD OF WARCRAFT ASHBRINGER GRAPHIC NOVEL HARDCOVER

This rollicking adventure follows as the Lich King's plague of undeath ravages the human kingdom of Lordaeron. Hidden away, a mighty blade is forged from a dark orb! In the hands of Highlord Alexandros Mograine, the blade will become legend. In time, both blade and man will become Ashbringer. Scheduled to ship in June 2020.

DIA STL132511.....\$14.95

## Q-WORKSHOP



### CYBERPUNK RPG RED ESSENTIAL DICE SET

QWS SCPE06.....\$17.00



### MOOMIN DICE SET (9)

QWS SMOM99.....\$23.00



### RUNIC DICE SET GREEN/GOLD (7)

QWS SRUN98.....\$15.00

## SPOTLIGHT ON



### SWORD & SHIELD - REBEL CLASH THEME DECK DISPLAY (8)

Rock out with new Pokémon! Crank it loud and blast the beat - you'll find rebellion, chaos, and punk attitude galore in the Pokémon TCG: Sword & Shield - Rebel Clash expansion, loaded with Pokémon V including Toxtricity V, Dubwool V, Boltund V, Sandaconda V, and more! You'll also find a handful of Pokémon VMAX, including the final Evolutions of all three first partners, plus Copperajah VMAX and Dragapult VMAX. Take to the stage and the streets with the Sword & Shield - Rebel Clash expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

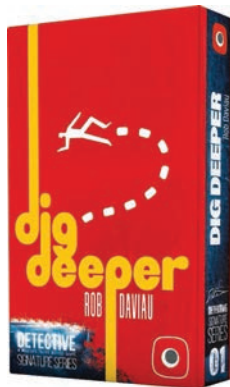
PUI 80689-D.....PI

## PORTAL

### DETECTIVE: DIG DEEPER (STAND ALONE)

The case is full of surprises and is dripping with theme. Just like the base game, it is for 1-5 players, and uses modern tools to enhance the investigation, which now includes an all new interactive interrogation mechanism!

PLG 1933.....\$15.00



## PRIVATEER PRESS

### MONSTERPOCALYPSE

Scheduled to ship in June 2020.

### BUILDING CATHEDRAL (RESIN)

PIP 51100.....\$15.99







## CAT TOWER (RGS02117)

- Stack your papercraft cats to defeat your opponents!
- Roll the die to see how you need to stack your cats!
- If your cats fall, they must be returned to your hand!

MSRP: \$20    Ages: 6+    2-6 Players    15-20 Min

August Release



## STELLAR (RGS02050)

- Calibrate your Telescopes to view Celestial Objects!
- Create a beautiful display of planets, moons, asteroids, and more in the night sky
- Carefully choose and arrange your cards in this 2 player stargazing competition

MSRP: \$20    Ages: 8+    2 Players    30 Min

Available Now!



## ARCHITECTS OF THE WEST KINGDOM (RGS00819)

- West Kingdom adventure with stunning artwork and quality components.
- Become an ambitious royal architect to impress the king by building notable landmarks in the kingdom
- First stand-alone game in the West Kingdom Trilogy

MSRP: \$50    Ages: 12+    1-5 Players    60-80 Min

Available Now!



## CLANK! A DECK-BUILDING ADVENTURE (RGS00552)

- Sneak into an angry dragon's mountain lair to steal precious artifacts!
- Delve deeper to find more valuable loot!
- Acquire cards for your deck and watch your thievish abilities grow!

MSRP: \$60    Ages: 13+    1-4 Players    60 Min

Available Now!





## KIDS ON BIKES (RGS07119)

- 80 pages of full color rules, illustrated with the exceptional style of Heather Vaughan.
- Everything you need to play in ONE BOOK!
- Introduce a Powered Character into your game, that every player has a hand in controlling.

**MSRP:** \$25 **Designers:** Jonathan Gilmour and Doug Levandowski

**Cover Artist:** Heather Vaughan

**Available Now!**



## OVERLIGHT RPG (RGS00813)

- Play as a Skyborn within this unique kaleidoscopic fantasy world
- Manipulate the Overlight to harness the incredible power of Chroma
- 300 full-color pages fill this hardcover edition

**MSRP:** \$50 **Designers:** Paul Alexander Butler and George Holland

**Cover Artist:** Kwanchai Moriya

**Available Now!**



## SCOTT PILGRIM MINIATURES THE WORLD (RGS02053)

- Scott Pilgrim and his band must battle Matthew Patel, the first of the Seven Evil Exes!
- Play as either the Good Guys or the Bad Guys!
- Includes 9 detailed pre-painted miniatures, a pop-up board, and 3D objects!

**MSRP:** \$100 **Ages:** 10+ **2-3 Players** **45-60 Min**

**July Release!**

**NEW!**  
**RELEASE!**



## SCOTT PILGRIM COLLECTOR'S EDITION FIGURE SET (RGS02057)

- Contains 24 large pre-painted figures from the Scott Pilgrim Universe!
- Includes Scott Pilgrim with his band, his friends, and of course Ramona Flowers in three different outfits!
- Displayed in a beautiful hinged windowed display box!

**MSRP:** \$99

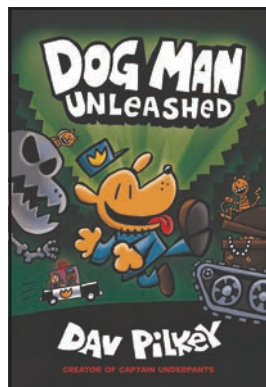
**July Release!**

**NEW!**  
**RELEASE!**





## SCHOLASTIC



### DOG MAN VOL. 02 UNLEASHED EDITION GRAPHIC NOVEL

Dog Man is back and he's got a bone to pick with the world's fiercest feline felon! Dog Man, the newest hero from the creator of *Captain Underpants*, is still learning a few tricks of the trade. If only the Chief would throw him a bone every once in a while. Petey the cat is out of the bag, and his criminal curiosity is taking the city by storm. Can the canine crime biter unleash justice on this ruffian in time to save the city, or will Petey get away with the purrfect crime? Scheduled to ship in June 2020.

DIA STL025571 .....\$9.99

## STEVE JACKSON GAMES



### MUNCHKIN: MUNCHKIN WARHAMMER 40K - CULTS AND COGS

The universe of *Munchkin Warhammer 40,000* continues expanding with the newest supplement, *Cults and Cogs*. The weird Genestealer Cults infiltrate worlds by manipulating DNA... by the time you realize they're among you, it's already too late. The metal-and-machine clad Adeptus Mechanicus are more direct, sending in warriors wearing mechanized armor to lay waste to the world.

SJG 4487 .....\$19.95

## THUNDERGRYPH



### IWARI

*Iwari* is an abstract-like euro game where players represent different tribes who endeavor to define their identity by traveling and expanding settlements into five different types of regions in a strategy game of majorities. *Iwari* reimagines the award-winning game *Web of Power* to become a timeless classic by Michael Schacht.

LKY IWBASE-EN01 .....\$60.00

## THAMES & KOSMOS



### EXIT: THEFT ON THE MISSISSIPPI

You're a team of investigators traveling the Mississippi on a paddle-wheel steamboat in 1872. Last night there was a robbery. A successful businessman was carrying documents of inestimable value, and now they have disappeared! The captain has asked for your help in finding out who did it, but time is running out. Can you find the culprit before the riverboat docks in New Orleans and the thief escapes into the night? Scheduled to ship in April 2020.

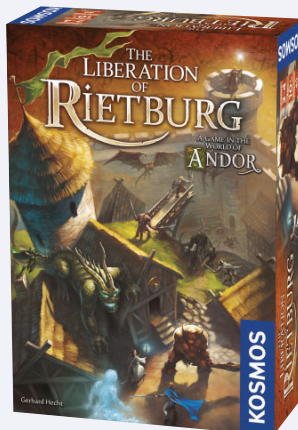
TAK 692873 .....\$14.95

## SPOTLIGHT ON

### LEGENDS OF ANDOR: THE LIBERATION OF RIETBURG

Without delay, you, the Heroes of Andor, take on the task of rescuing old King Brandur's fortress and protecting it's remaining inhabitants. But time is of the essence as the dragon Tarok has already set out to destroy the stronghold once and for all. The prophecy foretells that you can only prevent its destruction if you are able to accomplish the four tasks. But which tasks are those? You are going to have to play to find out. Scheduled to ship in May 2020.

TAK 691746 .....\$29.95



## SPOTLIGHT ON



### TANG GARDEN

*Tang Garden* is a Zen-like game that will take you to the first golden age of China, where players will build progressively build a garden by creating the landscape, placing the scenery and projecting their visions through vertical panoramas. During the construction, noblemen will visit the garden to admire the surroundings and the way the natural elements coexist in the most breathtaking scenery humankind has ever laid their eyes upon.

LKY TGBASE-EN01 .....\$65.00

## UPPER DECK



### ALIENS BUG HUNT

Play as your favorite characters from the popular movie *Aliens*! Each character has its own unique ability, enhancing their fighting characteristics. Players must work together with other players to fight the terrifying Xenomorphs! Battle the Xenomorphs in the infested complex which is made up of 30 different location tiles. 30 custom dice are included. Custom trays within the box for easy set up and tear down! The rules are covered by 4 full color player dossiers making the game easy to learn and getting the players into the action quickly! Scheduled to ship in July 2020.

UDC 93965 .....PI

### MARVEL CARD PLAYMATS

Scheduled to ship in April 2020.



### SPIDER-MAN

UDC 93488 .....PI

### MARVEL CARD PLAYMATS

Scheduled to ship in May 2020.



### THANOS

UDC 93486 .....PI





# GODTEAR

**COLLECT, COMMAND, CONQUER**

**TAKE CONTROL OF MIGHTY CHAMPIONS  
IN A BID TO BATTLE AND CLAIM THE  
POWERFUL TEARS OF PERISHED GODS  
IN THIS TABLETOP SKIRMISH BOARD GAME**



2 players



Age 14+



45-60 mins

**AVAILABLE NOW!**

**STEAMFORGED.COM**





## MARVEL CARD PLAYMATS

Scheduled to ship in June 2020.



### MARVEL CARD PLAYMATS:

#### WOLVERINE

Scheduled to ship in June 2020.

UDC 93490..... PI

## MARVEL CARD SLEEVES

Scheduled to ship in April 2020.



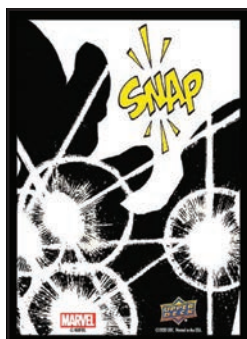
### SPIDER-MAN - STANDARD

66MM X 91MM (65)

UDC 93482..... PI

## MARVEL CARD SLEEVES

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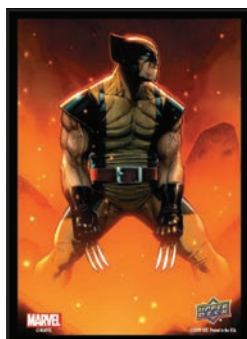
### THANOS - STANDARD

66MM X 91MM (65)

UDC 93480..... PI

## MARVEL CARD SLEEVES

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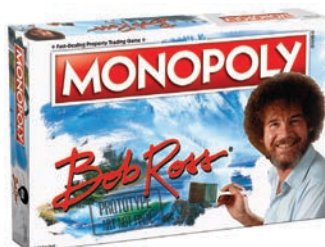


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UDC 93484..... PI

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USO MN140580..... PI



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USO TP091709..... PI



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USO QZ010716..... PI



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USO PZ010716..... PI



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USO SL010400..... PI



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USO HB010719..... PI

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USO RU096712..... PI



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USO TP000594..... PI



### RUBIK'S CUBE: BOB ROSS

Twist your favorite images from the most famous paintings and to bring them back to their original state of the RUBIK'S: Bob Ross. Scheduled to ship in July 2020.

USO RU140580..... PI

### RUBIK'S CUBE: NIGHTMARE BEFORE CHRISTMAS

Twist your favorite characters from this fan-favorite classic including Jack Skellington and Oogie Boogie and to bring them back to their original frightful state of the RUBIK'S: Disney's The Nightmare Before Christmas. Scheduled to ship in July 2020.

USO RU004261..... PI





## WARLORD GAMES

### BLACK POWDER

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## BLACK POWDER SECOND EDITION

### ACW CONFEDERATE INFANTRY ADVANCING

WL 302414005..... PI

### ACW CONFEDERATE INFANTRY FIRING

WL 302414006..... PI

### ACW UNION INFANTRY CHARGING

WL 302414001..... PI

### ACW UNION INFANTRY FIRING

WL 302414002..... PI

### BLACK SEAS

Scheduled to ship in May 2020.

## BLACK SEAS The Age of Sail Battle Game

### TERRORS OF THE DEEP

WL 792411005..... PI

### BOLT ACTION

Scheduled to ship in April 2020.



### GRILLE AUSF K - TRENCHWORX

WL TW-20415..... PI

### SOVIET T-28 TANK - TRENCHWORX

WL TW-20306..... PI

### SOVIET T-35 TANK - TRENCHWORX

WL TW-20307..... PI

### SOVIET T-38 TANKETTE - TRENCHWORX

WL TW-20302..... PI

### BOLT ACTION

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### BATTLEFIELD DEBRIS

WL 402010002..... PI

### CARRO ARMATO & SEMOVENTE

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WL 401010014..... PI



### US ARMY WINTER SUPPORT GROUP

WL 402213005..... PI

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## VICTORY AT SEA

### F4-U CORSAIR FLIGHTS

WL 742412014..... PI

### FAIREY SWORDFISH FLIGHTS

WL 742412005..... PI

### JUNKERS JU-87

WL 742411005..... PI

### STUKA FLIGHTS

WL 742411005..... PI

### KIRISHIMA

WL 742411052..... PI

### MITSUBISHI A6M2

WL 742411019..... PI

### ZERO FLIGHTS

WL 742411019..... PI

### USS MISSOURI

WL 742412050..... PI

### WARGAMES ILLUSTRATED:

WI391 MAY EDITION

WL WI391..... PI

WI392 JUNE EDITION

WL WI392..... PI

### WARLORDS OF EREHWON

Scheduled to ship in May 2020.



### DAIMYO & RETINUE

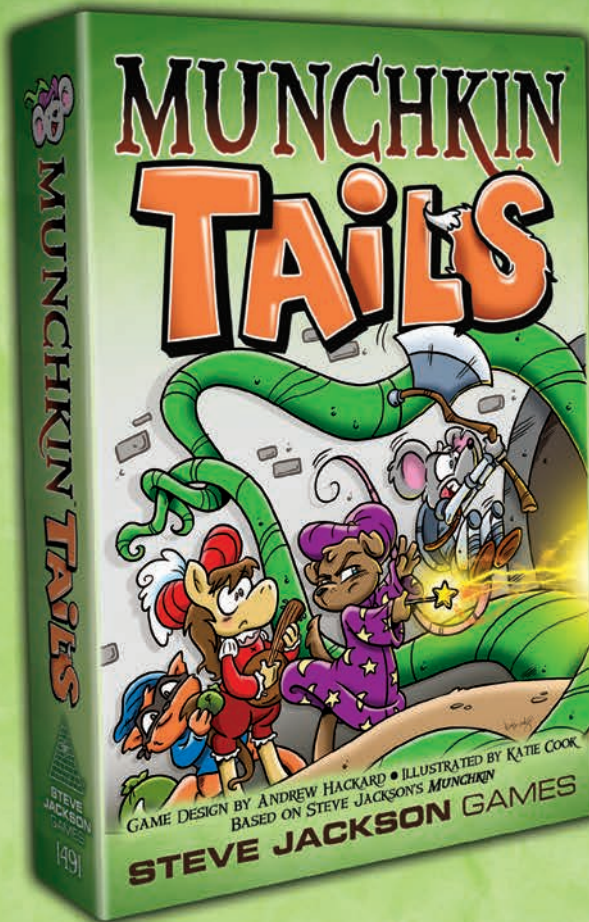
WL 692015001..... PI

### ONI OGRES

WL 692215003..... PI



# MUNCHKIN HAS GONE TO THE DOGS...



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## GAMES

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55



## WETA WORKSHOP



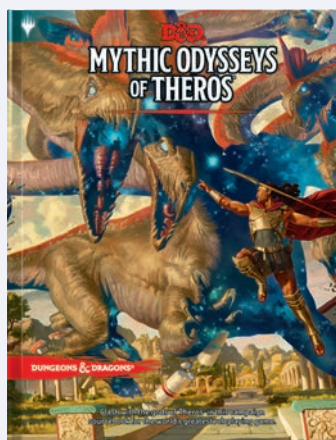
### THE HOBBIT AN UNEXPECTED PARTY BOARDGAME

*An Unexpected Party* is a fast, fun, action-based tabletop game for 2-4 players, set in the opening scenes of *The Hobbit: An Unexpected Journey* when the thirteen Dwarves arrive unannounced at Bag End, much to Bilbo's dismay! Step into the Dwarves shoes and earn points by performing lines of the song, 'The Things Bilbo Hates.' As you move around Bag End you will sing loudly, gather items and generally make a mess of the place. The player with the most points, who did the best job arousing Bilbo's curiosity and shaking up his sheltered life, will win! Scheduled to ship in July 2020.

DIA STL150323 .....PI

## WIZARDS OF THE COAST

### SPOTLIGHT ON



#### DUNGEONS & DRAGONS RPG: MYTHIC ODYSSEYS OF THEROS HARD COVER

Play Dungeons & Dragons in the Magic: The Gathering world of Therosa realm shaped by the wrath of gods and the deeds of heroes, where champions vie for immortal favor and a place among legends. Rise above the common throng with supernatural gifts, abilities that give you remarkable powers that set you on the path to legend. *Mythic Odysseys of Theros* introduces these races to fifth edition D&D for the first time. Master new powers with Magic: The Gathering-inspired subclasses like the Bards College of Eloquence and the Paladins Oath of Heroism.

WOC C78750000 .....\$49.95

### SPOTLIGHT ON

#### DUNGEONS & DRAGONS RPG: MYTHIC ODYSSEYS OF THEROS HARD COVER - ALTERNATE COVER

Play Dungeons & Dragons in the Magic: The Gathering world of Therosa realm shaped by the wrath of gods and the deeds of heroes, where champions vie for immortal favor and a place among legends. Rise above the common throng with supernatural gifts, abilities that give you remarkable powers that set you on the path to legend. *Mythic Odysseys of Theros* introduces these races to fifth edition D&D for the first time. Master new powers with Magic: The Gathering-inspired subclasses like the Bards College of Eloquence and the Paladins Oath of Heroism.

WOC C78930000 .....\$49.95



## SPOTLIGHT ON



#### MAGIC THE GATHERING CCG: JUMPSTART BOOSTER DISPLAY (24)

*Jumpstart* takes the best parts of limited and constructed Magic and fuses them into a dynamic, innovative play experience. Grab two boosters, shuffle them together, and you're ready to go! Each *Jumpstart* booster includes 20 cards. All 20 cards fit a theme, and most themes have multiple variations, enough to make 121 possible 20-card lists inside any given pack. Lands are included, so two packs are all you need to start battling. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C75150000 .....PI

## SPOTLIGHT ON



#### SCOOBY-DOO! BETRAYAL AT MYSTERY MANSION

Based on the award-winning *Betrayal at House on the Hill* board game, *Betrayal at Mystery Mansion* offers 25 brand new haunts based on popular Scooby-Doo episodes and movies. Playing as one of the members of The Mystery Inc. Gang, you explore the mansion and its grounds, finding clues, encountering strange occurrences, and maybe even catching sight of a monster! Will you be able to stop them before they carry out their sinister plan?

WOC C75670000 .....\$34.99

## SPOTLIGHT ON



#### TRANSFORMERS TCG: TITAN MASTERS ATTACK BOOSTER DISPLAY (30)

**NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C83010000 .....\$119.70



MARVEL

## THE DARK PHOENIX SAGA

DICE MASTERS

MARVEL DICE MASTERS: THE DARK PHOENIX SAGA  
COUNTERTOP DISPLAY

Draft Packs contain cards and dice that can be added to your collection as normal but are ALSO optimized for draft! With more than 35 heroes and villains, this set is perfect for veteran players or beginners! Brand new teams will make their Dice Masters debut! Players will get to collect Xavier's students, intergalactic allies, and cosmic enemies in all new ways! Even if they're already in your Dice Masters collection - these heroes will play like you've never seen them before! With over 150 different cards (and their dice!) to collect, this set will help you bring some Uncanny excitement to the tabletop! Scheduled to ship in July 2020. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK 74096 ..... \$79.92

## EL MAESTRO

If you love air guitar, you'll love air drawing! In El Maestro, one player leads the group in drawing their Oeuvre (their fine work of art). The others draw along with the motions, doing their best to recreate the Maestro's shapes and understand their signals. Sign your masterpiece, then guess what you've been creating - and try not to laugh too hard when you share! Scheduled to ship in June 2020.

WZK 87518 ..... \$24.99



## FEATURED ITEM

MARVEL HEROCLIX: BATTLEGROUNDS -  
AVENGERS VS MASTERS OF EVIL

Each figure in HeroClix Battlegrounds comes with 2 cards to match their HeroClix dial; one is specifically geared toward learning to play, while the other is good for players who have already played a few games. Featuring fan-favorite heroes and villains recognizable from comics or the MCU, it will appeal to casual fans and Marvel veterans alike! The Avengers feature Captain America, Black Widow, Iron Man, Hulk, and Captain Marvel. The Masters of Evil include Mach-X, Baron Zemo, Red Skull, Winter Soldier, and Ultron! Scheduled to ship in June 2020.

WZK 84750 ..... \$34.99

ALDR  
THE HIGH SAGE

ALDR is a strategic card game set in the popular Element universe.

Tactically place drafted cards to build four Elemental Patterns before your opponents can. Place your Sages and move ALDR to obstruct the options of other players, gaining the advantage in this unique card game of area control fans old and new to Element will enjoy!



Although a standalone game, ALDR can also be used as an expansion to the award winning game Element!



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By Russell Zimmerman



## EXTRACTION ACTION/REACTION Part Four: The Storm

# SHADOWRUN



**SHADOWRUN RPG: SIXTH WORLD  
CORE RULEBOOK**

**CAT 28000..... \$49.99**

**Available Now**

Coydog preferred shopping and hand-holding to broad-daylight murder, running down stairwells, and getting shot at by confused-but-angry mall security. Sometimes, though, life puts shadowrunners in uncomfortable positions.

"Nice to meet you," Coydog kept up a friendly facade for the clearly frazzled Dr. Ichika MacDougal as the pair of them trotted away from intermittent gunfire, "I hope someone told you to expect us."

"To expect... something, perhaps, but not..." The currently-Saeder-Krupp, Ares-shortly, researcher gestured broadly to... everything.

"That's fair," Coydog nodded matter-of-factly. "We're kind of an experience."

As Ichika stopped to catch her breath, Coydog cast the most powerful defensive spell she could. A rippling barrier poured into existence, cutting them off from the pursuing security guards and their sporadic fire.

Coydog almost opened her mouth to say, "see, you're safe now," but then, on cue, two orks fell out of the sky to almost land on them.

"Oof!" Sledge oofed.

"Aah!" MacDougal yelped.

"Hon?" Coydog gawked.

"Did Sledge just — " Myth's voice cracked over comms.

"Gottacallyoubacksorrybye," Coydog had disconnected for worse reasons before. Sledge was hurt.

He wasn't dead, but neither was the other ork; one of MacDougal's close protection watchdogs. As the last one standing against her Sledgeypoo, he was probably their best. He'd been twisting as they fell, and landed feet-first where Sledge had impacted bodily. No. Not feet-first. On his feet, rolling with the impact, at least partially.

"Nuts."

Coydog waved Dr. MacDougal away behind her and summoned a cupped palm of pure energy. Clearly this ork had skills, but she had more. She had Coyote laughing over her, powerful totemic focus items to help her channel and harness mana, and years of shadowrunning experience. Not just elves and orks had returned with the Awakening those many decades ago, but true magic.

Magic she now tapped into with skill and grace in equal measure.

She chanted in her native Salish, black hair whipping around her in a storm nobody else could feel, and turned raw power into refined energy. She threw an eye-searing bolt of lightning at the orkish killer.

Which promptly fizzled out a good meter away from him.

"Nuts!"

Coydog knew a countered spell when she cast one, and with the ork looking as surprised as she was, it meant he hadn't done it. Who, then? Where?

It was only when she cycled over astral vision — the true reality, with rippling auras and skeins of energy all tangled up with living things,

including those most short-lived of things, spells — that she was able to untie the roiling masses of colors and figure it out.

Oh, it was *that* guy.

Two stories up, leaning against a pane of unbroken elevator glass, was the other untainted guard from MacDougal's lockdown detail. Sledge had been worrying about him all day, the human who didn't move like a chipped-up razorboy company man.

They'd all appeared mundane when 'Dog had scanned their auras earlier, but now, disdaining subtlety and suffering from a concussion at the very least from Sledge's headshot, the sorcerer's Masking defenses were down. He was yes, *no duh*, very clearly a combat mage.

And he was one clearly capable of protecting his less-magically-inclined teammates, like the ork. The ork that was really close. The ork with his own aura rippling with unMasked power now, power honed with lethal intent.

Coydog figured his Plan A was to kill her, then secure MacDougal and get a promotion.

If he was hurt badly, though, Plan B would be "secure MacDougal's secrets" with an execution, then possibly die fighting; but die having done his duty to Saeder-Krupp rather than being eaten by Lofwyr, or whatever the punishment was for losing your researcher.

The ork methodically lifted his lethal-weapon hands into a combat stance. He leveled his gaze, meanness of his eyes highlighted by the hemorrhaging in one of them, straight at Ichika MacDougal.

That was clear intent enough for Coydog. The good news was it meant he was probably hurt real bad. The better news was that Coydog never fought alone. You can't counterspell a spirit.

A cyclone encapsulated the lethal ork, plucking at his suit, first, then whirling stronger, then stronger still. Coydog focused *herself* on counterspelling as her storm-friend manifested fully, shielding it from the elevator-mage's harmful spells; between his concussion and her abilities, she blocked two direct attacks before he just glared.

Abandoned to his fate, the ork was handily, if messily, suffocated. Coydog didn't quite have her hastily-summoned Air Spirit turn him inside out, but came close. Hurt as he was, adept or not, he went down, hard.

Coydog flipped off the elevator-mage as she hurried to Sledge's side for some hasty healing magic, then, after helping the big ork unsteadily to his feet, she turned her earbud back on.

"Hardpoint," she summoned the team rigger's attention grimly. "Elevator fight."

...

*Russell Zimmerman is a chromed-up word-merc who quickdraws keyboards for whoever's paying. When he's not slinging fiction around as an RPG freelancer, he's gaming on podcasts and Twitch-streams, doing work with his own tiny company Wordsmith Games, or whipping up a story for his Patreon backers!*



# SPYCON



MSRP \$25

Release Date Q3 2020



4-10



12+



30m

For more information, visit  
[WWW.CRYPTOZOIC.COM](http://WWW.CRYPTOZOIC.COM)

Welcome to **Spycon**, the largest super-spy convention in the world! You are here to get a precious piece of secret information, but there's a problem: Everyone is wearing a costume, and you don't know who your source is. Find your Spy by listening and talking to attendees, but you have to remember that rival agents are there, trying to intercept the information by identifying your Spy before you do!

**Spycon** is an exhilarating detective party game in which players split into 2 teams and take turns being the Spy. The goal of the Spy is to have their own team guess who they're dressed as – a memorable historical or fictional character – before the opposing team. In order to do this, the Spy and their team will use a special Keyword as well as their quick-wittedness, imagination, subtlety, and impressive talent for mingling.

In **Spycon**, the most creative and ingenious team wins, so stay on your toes!

- Standalone spin-off of international smash hit *Spyfall* series
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# MODERN AGE

## ENEMIES & ALLIES

GREEN RONIN PUBLISHING

MODERN AGE RPG: ENEMIES & ALLIES

GRR 6305 ..... \$32.95 | Available Q2 2020!

How do you design friendly non-player characters? How do you design nasty villains and scary monsters? Roleplaying games are unique in that they present a double-sided challenge, where you not only need to provide game systems for what characters and creatures can do but detail their story roles. With the release of *Enemies & Allies*, the book of non-player characters and strange beings for *Modern AGE*, we have an opportunity to see how it was done for its selection of horrific, fantastical, science fiction-based, and more down to earth entries.

### DESIGNING GENRE

What kind of campaign are you running? *Modern AGE* is a multi-genre system designed to support characters from eras ranging from the dawn of industrialization to the near future. That leads to many, many campaign possibilities: every modern-day film, book, or TV show can provide inspiration. *Modern AGE* provides special rules called "Modes" to help game masters select the right rules for the genre they want, ranging from deadly Gritty Mode to the high adventure options of Cinematic Mode, with Pulp as a two-fisted option in between.

*Enemies & Allies* gives game statistics for each Mode for every entry but goes beyond that by dividing the book into chapters covering major modern genres: modern fantasy, technothriller games, horror, police and crime dramas, and edge-of-future Science Fiction. The introduction for each chapter not only discusses its genre's elements but provides additional rules game masters can apply to bind characters and creatures to its motifs. For example, Chapter 3: Horrors and Witnesses, provides rules for psychic impressions that foreshadow the appearance of a supernatural foe, as well as guidelines for how a hero's spiritual corruption might make them more vulnerable to a horror-based enemy. These are both classic aspects of traditional horror fiction. Similarly, other chapters provide rules for places of power which attract fantasy creatures, the special abilities which elite personnel from spy and technothriller fiction might possess, futuristic innovations, and how to measure "heat" from the police or crime groups.

Further genre support goes into the entries themselves. For example, in the entry for the Ghost, a horror staple, the book lists four subtypes inspired by how ghosts manifest in fiction. For the Angry Dead, the classic ghost who writes GET OUT in blood on the walls of a haunted house, we explicitly list this as an ability.

### DESIGNING FUNCTION

Remember: Roleplaying games are *games*, and more than the game master describing a cool plot. This means your allies and foes should have a purpose in interactive encounters. Typically, the easiest thing to assign is a combat function, since the rules there tend to be specific and straightforward — an ally might absorb damage for a player character, while a foe might specialize in moving heroes





around on the battlefield, inflicting heavy damage, and so on. *Modern AGE's* rules for action do support this sort of thing, but the game lists action as just one of three basic encounter types, with the others being exploration-focused, such as when looking through a building or scrutinizing evidence, and social, when characters primarily get things done through nonviolent interactions with other people. Naturally, every encounter includes elements of all types.

*Enemies & Allies'* entries bake these functions into their descriptions and rules, though we hold off telling you to use a specific entry for a specific encounter type — game masters need room to express themselves! However, we made sure each character or creature can do the things you'd expect them to be able to do, or which would be handy in various encounter types. Take the book's *draugr*, an undead creature inspired by Norse mythology and updated into a being animated by greed. This is a formidable enemy, designed to be defeated through a combination of force and cleverness. To that end, the *draugr* can escape by turning into a dark mist — and since this is for modern games, that mist moves as fast as a speeding car, making it suitable for chase scenes. And when we look at the powers of the quantum elemental (which along with its genetic, atomic, and magnetic cousins, provide a modern take on classic fantasy elemental creatures), they include both a tactical power in its ability to probabilistically “smear” itself across multiple locations, and a power with a powerful story effect: the ability to redo events, which is one reason modern sorcerers summon this elemental. This makes the being an interesting object of research and a trigger for social conflict — who doesn't want to undo a tragedy, and what price are they willing to pay?

### DESIGNING STORY HOOKS

The quantum elemental's “redo” power brings up the last requirement we're going to discuss here: non-player characters and creatures need stories — that's what roleplaying games are about, after all. Naturally, devising story arcs, seeing how players reshape them into new stories through their characters' choices, and responding with new dramatic moments, is what game mastering is all about, but it isn't always easy to come up with inspiration on demand. This is why a non-player character or creature needs story hooks: mini-scenarios and situations where they play an important part. This is one element where there's a marked difference between a game master's work and published game design. The average game master designs creatures when the need arises, but a game designer must create options for multiple scenarios. Therefore, it's only fair that we provide story hooks as well.

That's why each entry in *Enemies & Allies* comes with multiple story hooks. Game masters can use these as written or (more likely) adapt them for an ongoing campaign. Here are two examples from the book:



### CACODEMON HOOK: GRAFFITI ARTIST

*The cacodemon is an evil spirit that eats human hearts, found in the **Horrors and Witnesses** chapter of Enemies & Allies.*

Someone has been tagging the inner city with intricate graffiti: geometric designs requiring a stencil or a supremely steady hand. Recently, witnesses spotted a bald man, tall and stoic, delicately spraying the glyph with artistic flair. Seized by the police, he introduced himself as an aspiring Banksy and paid his fine. Occultists believe these are Cacodemon glyphs. His fans have identified 16 symbols — a lot of Cacodemons.

### CERISE ANYERIS HOOK: NOW YOU SEE ME, NOW YOU DON'T

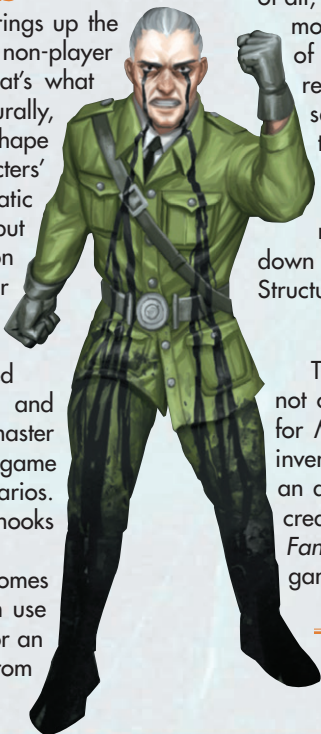
*Cerise Anyeris is a unique NPC: an escapee from a human enhancement program who now dwells “off the grid,” found in the **Science's Edge** chapter of Enemies & Allies.*

Heroes need to get off the grid. Cerise Anyeris provides unmatched assistance in this regard, but it doesn't come easy. First of all, the characters need to hide out beyond any form of electronic monitoring until Anyeris finishes the job. This isn't just a matter of ditching cell phones but avoiding everything from purchases recorded in point-of-sale systems to being photographed by satellites. According to Anyeris, anything less risks rebuilding their digital footprints. Player Characters will have to rough it for a few days. Anyeris doesn't do this kind of work for free. The characters have joined her “army of ghosts.” While they remain invisible, she wants them to perform tasks tracking down operatives from her former captors from the secret Project Structure initiative.

### THE WHOLE PACKAGE

These ideas and more went into *Enemies & Allies*, so that it not only serves as a source of readymade people and creatures for *Modern AGE* but provides guidance on customizing them or inventing new ones. The book provides specific guidance with an appendix on how to make your own entries, and even adapt creatures from other Adventure Game Engine offerings such as *Fantasy AGE* and *Blue Rose*. Give it a look and enhance your game's cast of characters.

...





# HARD CITY



**AN 80s ACTION MOVIE TURNED INTO A TACTICAL ADVENTURE BOARD GAME**

## HARD CITY

AGS HEXY101..... \$74.90 | Available May 2020!

Somewhere on the coast of California, Hard City was a peaceful and prosperous place before the doom came. The city was the headquarters of the mighty Zero Corp, a multi-sector company dealing in food, medicine, robotics, and genetics. And, well, radioactive waste disposal... After a corruption scandal involving the city mayor, local criminals, and Zero Corp. was exposed, the owner and lead scientist, Peter Zerovich, went bankrupt overnight. At that moment Peter "died", and Doctor Zero was born - to get his revenge! By spilling the mysterious Mutagen into the sewers, he turned some of Hard City's innocent citizens into bloodthirsty monsters! The Hard City Police Department sent their best people to tackle the problem and bring order back to the streets.

This is the setting of the tactical adventure board game *Hard City*, designed by Marek Raczynski and Adam Kwapinski (designer of *Nemesis* and *Lords of Hellas*), published by Hexy Studio and distributed by Ares Games. The game is heavily inspired by B-class action movies and the atmosphere of the 1980s era, featuring coffee and donuts, neon lights, cutscenes, episodes, and a plethora of Easter eggs



and references to the classics of the genre, from *Miami Vice* to *The Toxic Avenger*.

*Hard City* is a game for 1 to 5 players: one takes the role of Doctor Zero - an evil mastermind sending mutants to the streets and trying to take control of the metropolis, while the others play as the brave Hard City Police Officers fighting to stop him. The Hard City Police Department officers collectively plan their actions, use equipment, and rescue terrified civilians. The "one vs all" is the main gameplay mode, but the solo and cooperative mode allows one to four players to play against an automated version of Doctor Zero, called the AutoDoc.

The characters represent a whole array of pop culture archetypes, known to every movie geek. Doctor Zero is a vengeful and cynical mad scientist, whose only aim is to get even with the world that was (in his mind) unfair to him. The police squad is led by Captain Miranda Casey, the Commissioner's daughter and a skilled sharpshooter with







a love for big guns. Her team consists of Jenny Takabura, a young but promising medic, whose parents died in a mysterious crash, raised by a Kung Fu master grandfather; Marcellus Hammer, an ex-wrestler and self-defense instructor with a shadowy past; and Donathan Johnson, a veteran officer, maybe a bit too old, maybe a bit too overweight, but definitely one lucky bastard. The team also has its loyal buddy, Blast, the police dog.

The police officers use an action point system to perform actions, such as movement, attack, escorting civilians, using equipment, etc. After killing a total of 10 mutants, the whole team levels up and each officer gains an extra skill card. At the officers' disposal is also the unique cutscenes mechanism, spectacular special actions that can only be used once per game, making the game experience even more thrilling and cinematic. The game comes with a selection of cutscenes, visualized on cards drawn each round and joined together to form a movie-like sequence. They represent crucial moments in the plot of the current Episode. The events in each cutscene are triggered once per game after the Officers have met the scene's requirements.

In the core rules, Police Officers spend Action Points to move, shoot, tackle hideous mutants in close combat, and to evacuate hapless civilians. They make use of their equipment, allies, and unique spectacular Cutscenes to achieve Episode objectives. Each turn only one Officer is activated. Then the devious Doctor Zero gets to act, but unlike the Police officers he uses Chaos

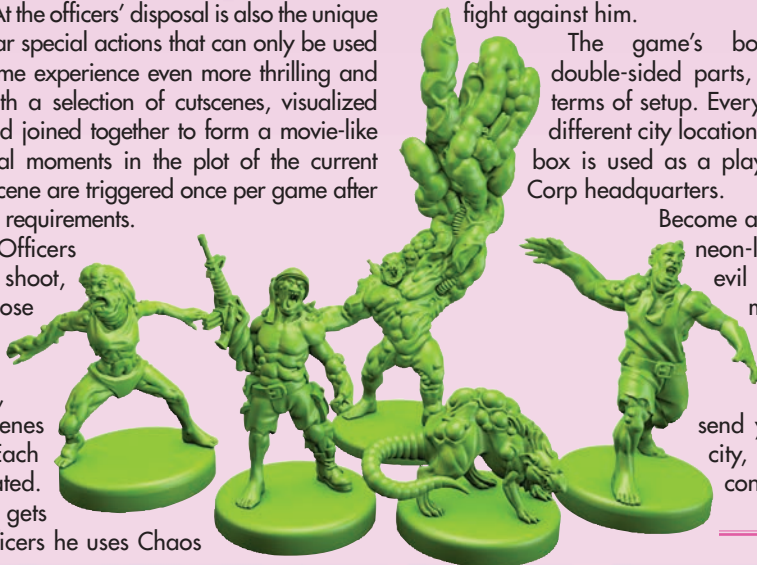
cards, allowing him to spawn new mutants, make moves, attack the Police Officers as well as civilians, and use special actions like Sinister Laughter or Unnatural Strength. While each Officer is represented by a miniature, Doctor Zero, too far out to appear on the board himself, has a card or a mutant for any job.

*Hard City* is divided into five episodes ("Mayhem on the Streets", "Mutagen Heist", "Toxic Revenge", "Bloody Sunrise", and "Zero Hour") like an old police television drama. Each Episode is perfectly playable (and re-playable) on its own, but together they form a complete story of Doctor Zero's rise and fall, and the Officer's epic fight against him.

The game's board is composed by three double-sided parts, making each Episode unique in terms of setup. Every part of the story takes place in a different city location and in the Grand Finale the game box is used as a playable component, being the Zero Corp headquarters.

Become a police officer and enter the rainy, neon-lit streets of *Hard City* to stop the evil mastermind Doctor Zero, shoot mutants, rescue civilians, and blast some cool synth music really loud, while driving your Chevrolet. Or play as Doctor Zero himself, send your minions to the streets of the city, fight the officers, and finally take control of the whole metropolis!

...







# DECK-BUILDING GAME DARK NIGHTS METAL

CRYPTOZOIC  
ENTERTAINMENT

DC COMICS DBG: DARK NIGHTS: METAL

CZE 25647 ..... \$40.00 | Available Q3 2020!

Later this year, *Dark Nights: Metal* will join the DC Deck-Building Game lineup as its next standalone set. Based on the hugely popular comic book series of the same name, *Dark Nights: Metal* introduces the dire denizens of the Dark Multiverse to the domain of the DC DBG. The set offers plenty of shiny new goodies for players, and we'll be taking a look at some of its inner workings here.

To start with, if we're going to talk about *Dark Nights: Metal*, we need to talk about its most important antagonist: The Batman Who Laughs:

The Batman Who Laughs is a cunning and terrifying foe whose presence can be felt throughout the



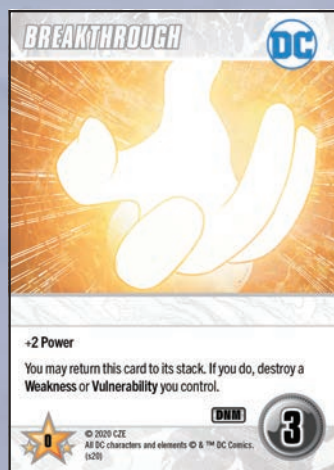
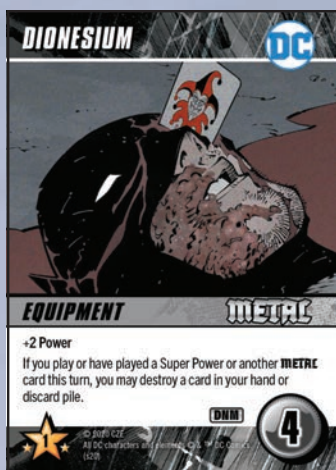
Each time you gain a Super-Villain with cost 13 or less, rescue a Captured Character and gain 2 **Weakness** cards. If at any time there are no Captured Characters, the top card of the Character stack becomes Captured.

All DC characters and elements © and TM DC Comics. (s20)

©2020 CZE DNM







game. Rather than being represented by a simple card, he takes the form of a special rules tile, changing the way the very game is played. There's no escaping the reach of The Batman Who Laughs, as he serves as an omnipresent foe for players to contend with.

It may not be apparent at first what his special rules mean. Rescue? Captured? Let's take a moment to break that all down.

One of the mainstays of the various incarnations of the *DC Deck-Building Game* are the oversized Character cards. These depict the persona the player is portraying, plus an ability the player can take advantage of as they play. In *Dark Nights: Metal*, though, players will have the opportunity to play as not just a single Super Hero, but a full-fledged squad.

Players still start with a single Character card as normal, but each time they defeat a Super-Villain (with one big, high-cost exception), they'll rescue a Character from the clutches of The Batman Who Laughs, adding the chosen Character to their team. You'll need the added firepower your new recruit brings, since The Batman Who Laughs will saddle the rescuer with two Weaknesses, something that brings a little more peril than usual (more on that later).

In order to accommodate the extra members players will add to their teams, *Dark Nights: Metal* comes with more Characters than usual. Whereas past standalone releases normally had seven Characters, this set cranks it up to eleven! Not only does this offer a wider variety of starting Characters to try, it also makes for a plethora of combinations once you start mixing and matching the abilities of Characters you rescue.

Now, that explains how you rescue Characters, but how does a Character become Captured in the first place? There are a few different ways. Firstly, The Batman Who Laughs always starts each game with the "normal" Batman Captured, so you'll have him available as your first rescue. Secondly, if there's ever no one Captured, The Batman Who Laughs will capture an unused Character.

Finally, there's a third way a Character can become captured, but we'll go into detail about that in a bit. Before we do, let's talk about the new crop of Super-Villains: the Dark Knights!

These twisted versions of Bruce Wayne from the Dark Multiverse serve as sinister reflections of the Justice League that players must overcome. Rather than being added to a player's deck when defeated, these Super-Villains have a Reward effect that the player receives immediately. Afterwards, the Super-Villain is set aside in a separate area known as the score pile, to be scored at

the end of the game. These Villains aren't the only thing that can end up in your score pile though!

As we alluded to before, Weaknesses are more threatening in *Dark Nights: Metal*. They still gum up your deck and give you negative Victory Points, but if you end up with two of them in the same hand, disaster strikes! You'll be forced to end your turn, and one of your Characters will be Captured by The Batman Who Laughs. The two Weaknesses will then leave your deck, but one will be moved to your score pile, a lingering reminder of the ally you let fall to darkness.

Remember: Each time you rescue a character, The Batman Who Laughs will gift you with a couple of Weaknesses, so while you triumph in the short term, there's always the fear that he'll come to collect in the future. However, players do have a tool of their own to fight against these Weaknesses: Breakthrough.

In *Dark Nights: Metal*, Breakthrough takes the place normally occupied by Kick: a 3-cost, 2-Power card always available to purchase (unless the stack runs out). Breakthrough has no type and is worth no VPs, but it features an important new ability. Players can cash in a Breakthrough they play to destroy one of their Weaknesses (or Vulnerabilities), hopefully keeping your precious Characters safe and sound. Be careful, though! If you start a turn with two Weaknesses in hand, you'll be Captured before you get a chance to play anything!

While all of that covers most of the significant gameplay elements unique to this set, there is one more exciting new element of *Dark Nights: Metal*. The eagle-eyed among you may have noticed that The Murder Machine mentions "a Metal card" in his attack. What exactly is a Metal card?

Metal is a new subtype some cards have, which can be identified by the "Metal" tag to the right of the card's type ("Equipment" in this case). As you can see with both Dionesium's ability and The Murder Machine's attack, the Metal subtype can be referenced by other cards and abilities, often giving any Metal cards you get your hands on a little extra oomph.

That's not the coolest thing about these new Metal cards, though. Each one has been given a gorgeous foil treatment! It's hard to capture what they actually look like in a picture, but these Metal cards look amazing, and will be sparkling additions to your collection.

*Dark Nights: Metal* promises to excite, whether you're a newcomer to *DC Deck-Building Game* or a seasoned veteran. There are plenty of new cards to explore, and a myriad of Character combinations to experience. Free your comrades, bolster your team, and triumph over darkness!

...

Matt Dunn is the Co-Designer of *DC Deck-Building Game: Dark Nights: Metal*



# MENACING STRATEGEMS



A STRATEGY GUIDE FOR



## THE MENACE AMONG US

SND 0069..... \$39.99 | Available Now!

*There's an intruder on board, hell-bent on your destruction. They've already crippled the ship and if you can't repair it before the air runs out, they will have won. They are the Menace Among Us.*

The *Menace Among Us*, the latest hidden agenda game from Smirk and Dagger Games, has been favorably compared to *Dead of Winter* and *Battlestar Galactica* for its asynchronous player goals and hidden traitor mechanics, yet delivers its richly thematic game play experience in just 40 minutes. It is a meatier social deduction game, in which "How you play" is far more important than "How innocent you appear or behave." For this reason, the game appeals to gamers who tend to not enjoy traditional social deduction games, as well as those who do.

Given the strategic importance of play, here are some things to consider as you sit down with your group.

### CHOOSING A CHARACTER: YOUR STRATEGY STARTS HERE

Before the game even begins, players make a critical decision. They must choose a character they believe will help them win. Players draw an Agenda card at random, complete with a deck of cards unique to that Agenda. This Agenda gives them both their Team goal (save the ship vs destroy the ship) as well as an Individual goal. Both goals are necessary to complete to win the game. Each character has seven new cards to shuffle into your individual deck, as well as two Above Deck abilities, both important tools to achieve your goals.

As a *Menace* player, consider the following... 1. Do the cards from this character push my destructive tendencies – or do I want some 'good' cards to throw them off my scent if I need to? 2. What are my abilities? Can I use them to confuse, slow down or kill the crew? Or, is the ability simply a great cover. Can I appear helpful, while at the same time burning precious air or energy by activating it a few times too many?



If loyal Crew... 1. What cards and abilities are available to help save the ship. Raise Morale cards are the only way to increase the air on board, should I choose a character with better access to them? Which abilities can ferret out the Menace, hinder their plays, or eliminate them?

2. Which cards or abilities will help me achieve my own personal goal, even if it seems a tad counter-purposed? For example, if you need your Agenda revealed to win, do you have tools to cause suspicion enough to be called out?

### STRATEGY TIPS FOR CREW PLAYERS

- Games are won (and lost) by assessing the right time to use your Above Deck actions. Don't be afraid to spend some oxygen for an additional advantage when you're ahead on resources, but use them too much and you risk pushing the crew past the tipping point on your air reserve!
- A good Crew composition is essential to victory. The Engineer class comes equipped with lots of Advanced Repairs, for example, but if you have too many Engineers in one group,







you might find yourself continually hitting the Engine Limit and wasting air unnecessarily. A balanced spread of roles is optimal. Someone with medical training is also a good idea.

- Don't forget about your Agenda's triggered special ability! It's easy to read your card at the start of the game, set it face down, and then stop thinking about it, but missing a trigger that could let you reveal yourself for a free benefit could make all the difference. Make sure you remember the condition for it to trigger and be aware of it all game long. (Look at the card halfway through the game to make sure)



### STRATEGY TIPS FOR MENACE PLAYERS

- Know that the crew is probably going to catch you eventually. Your goal shouldn't be to avoid being discovered, necessarily. It should be to do as much damage as possible before that happens. Don't be afraid to be aggressive, and with proper timing you might be able to spike a game winning play, even if you're dramatically revealing yourself or sacrificing yourself in the process. You win if your mission succeeds.
- Using your Above Deck actions to squander precious resources will go a long way towards advancing your goals. Investigative abilities like Bloodwork, Surveillance, and Commandeer will burn resources and not raise much suspicion, all while adding nothing to the crew's victory - or better yet, setting suspicion upon others.

- You don't have time to afford the luxury of being too subtle. Playing a helpful card to garner goodwill may help direct the crew's eyes away from you, but you are racing the clock just as much as they are. Any help you give risks shifting the momentum in their favor. Be very careful when making plays like this.



- If the crew mistakenly votes to exile a loyal crewmember into the secondary hull, it is a loss of three oxygen, the single biggest swing the oxygen meter can make at one time. While *The Menace Among Us* does not overly rely on role-play the way some other social deduction games do, it doesn't mean sowing a little mistrust and discord can't be a useful tool. Try and get at least one loyal crew exiled per game.
- Use these insights well. Achieve your goals. And you may earn a commendation — and a WIN in *The Menace Among Us*!

Curt Covert is the owner of Smirk & Dagger Games and the inventor of Cutthroat Caverns, Hex Hex, and Nevermore, just to name a few.







# PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR



## EPISODE #23: BATCH PAINTING

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 at 2pm 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.

### WHAT IS BATCH PAINTING?

For many miniatures painters the only way they paint minis is individually — one at a time — and steadily build up a collection. When it comes to building an army, however, the one-by-one method can take a considerable amount of time.

This is where batch painting comes in. Batch painting is all about painting batches of five, ten, or even more, similar minis as a group. In armies where the models are wearing uniforms, or have similar clothing, armor, and weaponry, you can speed up your painting by working on the same color/item across a unit of models at the same time.

In the example on the opposite page I show how I painted the shields on my Chaos Warriors (from Warhammer: Age of Sigmar). I painted the base color first, followed by a highlight, then a wash, followed by a basecoat, a wash, and a highlight. By concentrating on the models in this way, I can build muscle memory for this style of shields, by the time I painted the first highlight on the final shield, I instinctively knew where the paint needed to be, so I didn't have to think about it. Additionally, by the time I applied the wash to the final shield, it had already dried on the first which meant I could continue painting and not have to wait.

Although I've shown five models on the next page, I actually worked on all 10 at the same time!



One major advantage to batch painting is that across a large army you can become very familiar with your color recipes, and be more relaxed as you work on your minis in a sort of production line.







Paint all the shields with Vallejo Game Color Tinny Tin.



Highlight the shields with Vallejo Game Color Brassy Brass.



Used a 1:1 mix of water and P3 Coal Black as a wash, painted into specific areas of the shields.



Paint the Chaos Stars (and any other icons) on the shields with The Army Painter Gun Metal.



Wash the Chaos Stars with Citadel Nuln Oil.



Highlight the Chaos Stars and any scratches and cuts with Vallejo Model Air Aluminium.

## SMALLER BATCHES

Sometimes you'll have an element that only appears on some of your models. I'll typically wait until I've painted the rest of the models before breaking them up into smaller batches, like I did with these three Chaos Warriors and their leather cowl.



*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*





**SPIRIT ISLAND (GTG SISL-CORE)**

From Greater Than Games, reviewed by Eric Steiger



14 &amp; Up



1 -4 Players



2+ Hours for 4 Players



\$79.95

There's no way to sugarcoat this, so I'm getting it out of the way at the beginning: *Spirit Island* has something to say about colonization games and a lot of the assumptions we make when we play them, and it's very, very blunt about it. But it's also an incredibly intense cooperative experience, so once you've taken your 5 minutes to think about why playing as natives fighting back against European colonists feels new and strange, but playing as colonists in traditional Euro-games is unremarkable, you can get to the important business at hand: scaring the *crap* out of these invaders so they'll leave your island.

You play as one of the many, many different spirits worshipped by the native Dahan on a remote tropical island with a surprisingly varied biosphere. You have some powers that you can use, and that will grow and cycle into better powers over the course of the game, and a few presence tokens to show the small area of the island that you can affect with them. In addition to your presence, and that of the Dahan, however, the island is also beginning to swarm with invaders, in the form of cities, towns, and explorers. You need to get rid of them before they pollute the island with too much Blight.

Once you get the rhythm of the gameplay, it is relatively straightforward. A turn begins with each of you choosing a set of actions on your spirit card, which (depending on the spirit) offer some combination of expanding your presence, regaining spent powers, adding new powers, or increasing your pool of energy for using powers. Following that, you will spend a nontrivial amount of time discussing with your fellow spirits how to best handle the encroaching invaders, which will end with you playing power cards out of your hand and spending energy on them. Fast power cards take effect before the invaders act. Slow power cards don't resolve until afterwards. Your powers will often damage invaders' explorers, towns, and cities, or move them or the native Dahan into positions that allow you to better manage the spread. Often, your actions will cause Fear to the invaders, which is your main source of relief from their constant onslaught, as well as your victory condition.

On their action, the Invaders first ravage all areas on the island of a particular type, shown on the card on their track. Ravaging invaders cause damage based on the number and types of them on that space, hurting both the Dahan, and the Island itself. Enough damage to



the Island, and that space receives a blight token. If it already had one, then an adjacent space receives one, too (which can cause an additional cascade if it is already blighted, and so on). In addition to wiping out spirit presence, Blight tokens are strictly limited, and once you run out the first time, the Island becomes Blighted; the second time, you lose. After ravaging in a space, the Invaders build out from their existing settlements onto a particular type of space. Finally, you flip the top card of the invader deck to see where they explore, sending out explorers as a precursor to building. Then, invader cards shift, with the card in the ravage space moving to the discard, the card in the build space moving to ravage, and the card in the explore spot moving to build. This way, invaders will always build in the spaces they explored last turn, and then ravage in those spaces the next turn. Predictable... but also inevitable.

Fear is your ally. As you destroy invader cities and towns, as well as use more impressive powers, you will accumulate Fear. Each time you gain enough, you reset the count and take a Fear card from the deck. The Fear cards will have a beneficial effect for you, but additionally, depleting the deck enough will ease your victory condition — from having to remove every trace of the invaders, to just their cities and towns, to just their cities. Deplete the Fear deck completely before you run out of Blight or the Invaders run out of locations to ravage, and you win outright. Good luck with that.

Like other perfect-knowledge cooperative games, it's theoretically possible for one experienced player to dominate the game at the expense of the other players' participation and fun. In practice...there are a lot of different spirits, each of whom plays very differently, and a ton of available powers, along with multiple different Invader profiles (each with different difficulty levels), and multiple game scenarios, and that's just the base game before we talk about expansions. You would need to play hundreds of games to get familiar enough to bigfoot your other players. And the game is engaging enough for this to be an appealing concept.

...

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







BASED ON THE ONI PRESS GRAPHIC NOVEL SERIES BY BRIAN LEE O'MALLEY  
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## THE TOWERS OF ARKHANOS (IDW 01694)

From IDW Games, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"



 12 & Up	 2 - 4 Players
 30 - 45 Minutes	 \$39.99

Here at *Table for Two Show* we love games that are easy to learn and do not take too long to play. We both have full time jobs, home responsibilities, and produce our YouTube show, so we are busy! When we first opened this game and grabbed the rule book, we were a little worried as it is almost 50 pages long. But then, we realized the rules are in 6 different languages all in one book, so the actual rules are only eight pages long... We were relieved! Once we figured that out, the rules themselves were very clear and concise. We read them and played at the same time, and once we finished reading, we were fine on our own and had a really good time playing!

The premise is pretty cool, too. Each player plays a master magician who has a school. The ruins of Gil-Garoth have been found and they surge with magical powers. Each school is attempting to gather that power. To do that, you *literally* build towers to release the powers, and gain prestige while doing it! At the end of the game, the player with the most prestige wins!

We have never played a game with the mechanic of building towers using dice and floor tiles — and occasionally a meeple — but we thought it was unique and added more fun to this game.

### SETUP

Each player receives 7 meeples of a certain color and a master meeple in that same color. You also receive a spell book which has six different spells you can activate and use on your turn. There are 40 dice in four different colors that you put in a bag and shake up to get ready to play! There are also 94 prestige tokens that are earned during the game, and again, the person with the most at the end wins!

There are 18 round floor tiles, four which are starter tiles for the game. Three are placed on the table in a triangle (outer towers) and one in the middle of the triangle (central tower). On the outer towers, there are dice images to show which type of dice you can play there. The central tower is sort of a wild card where you can place any die. Last there is a *mana pool* board which has spaces for 10 dice. This board tracks the rounds, but also is used in other ways. Setup is quick and easy, and now we are ready to play!



### GAME PLAY

For a two-player game we play eight rounds. In every round we each take two turns. Turns are quick and easy. The first player takes the bag of dice, randomly chooses five for the round, and rolls them. Then, each player will:

1. Choose a die to place on one of the towers. On the outer towers, the die must match the color and number of one of the die images to place it there. On the central tower, any





die can be placed. You place the die in one of three spots and place one of your meeples next to it. Choose carefully because the next step depends on it.

- Take the pillar bonus. Each die spot on the tower has a bonus that you get after you place the die there. Pillar bonuses allow you to gain prestige right away, activate a spell on your card (you place a meeple on a matching number on your card to activate it), or place another one of your meeples on another tower (no die needed, but you also do not get the pillar bonus)



- If any of the towers have three dice and/or meeples on it, you score that tile. To score, whoever has the most mee-

ples represented there receives 6 prestige, and the second place player (if any) will get 4 prestige, in a two player game. Everyone takes their meeples back into their supply, except any that were placed without a die — they remain as *pillars*. A new tile is pulled and placed on top to build up the tower!

After each player has taken two turns (two player game), the last die is put on the mana card, marking the round as over.

At any time during your turn, if you have any active spells you can cast them by taking the meeple off you card and doing whatever the spell allows. Spells are cool because you can change dice to a higher or lower number, flip them over, morph them to a different color, and even exchange them with ones on the mana board or top tier of the central tower!

Once the eighth round is complete, you count how much prestige you gained during the game, add prestige for incomplete towers, plus 1 prestige for each active spell that you did not cast.

So, this game is very easy to learn and play, and really is a whole lot of fun! It took us about 30 minutes to play, and we will be playing this one again and again... It will be in our "go to" pile for sure!

Please check our website and You Tube page for more great game reviews for 2 players!

...

*Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!*





**IMPERIAL SETTLERS: EMPIRES OF THE NORTH (PLG 1231)**

From Portal Games, reviewed by John and Issac Kaufeld

 8 & Up	 1 - 4 Players
 45 - 90 Minutes	 \$60.00

Welcome to the frozen north, where the land is cold, the penguins are friendly, the drink is plentiful, and the islands are up for grabs. In *Imperial Settlers: Empires of the North*, you take your clan on a quest to expand their influence by using their unique skills and abilities (plus a bit of luck and timing).

Empires of the North is a stand-alone game, not an expansion. It takes place in the Imperial Settlers universe, inheriting some of the original game's flavor and flair, but sailing in an entirely different direction. The game introduces new strategies, gameplay elements, and engine building opportunities, along with six new clans who each have their own way of doing things.

Here are the top five things you need to know about *Imperial Settlers: Empires of the North* to help your clan rise to victory instead of shivering on the ice.

**MEETING THE CLANS**

Each player claims a clan at the start of the game. This choice matters immensely, because each clan does things very differently. What you choose determines the strategy you'll play for this particular game.

The clan skills vary wildly. The Glenn clan focuses on working together by copying their cards. The Ulafs love to fight ("they sharpen their axes as a hobby"), while the Panuks build sets and find card synergies. The Nanurjuk clan stays on the move, while the Heidel clan loves to fight and party (not necessarily in that order). Finally, there's the money-loving Mackinnon clan that focuses on gathering and investing.

**CHANGES FROM THE ORIGINAL**

Players who love Imperial Settlers and its myriad expansions will find several changes in Empires of the North. First, cards are built anywhere in front of a player, not along specific rows and sides of the faction board.

The card design is similar but simpler, with details on how to play or build a card still in the upper left corner and an explanation of the card's ability along the bottom. In this version, players draw four new cards at the beginning of each turn, using workers to "buy" specific cards into their hands.

**SIX DECKS WITH NEW CARDS**

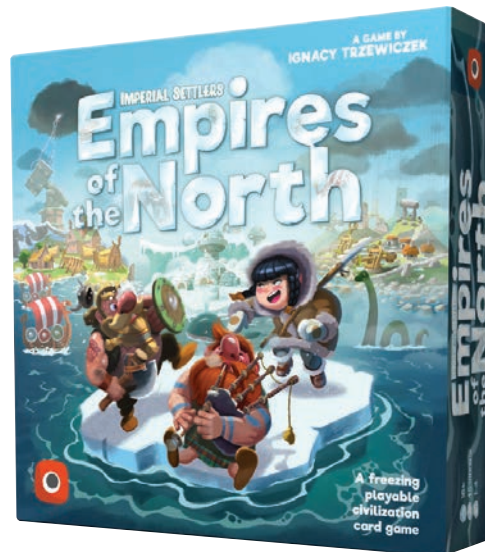
Each of the game's six clans gets a unique deck of cards, just like the original game. Every card in each clan's deck adds some unique strategic value, so you want to consider each of them carefully as you draw.

Boost cards and field locations are new additions to the game. Boost cards and field locations get played for free when you choose a particular action on the action wheel (more about that in a moment).

Because there's only one copy of some cards in each deck, we occasionally ran into issues where a key card didn't show up until late in the game simply because it got shuffled to the bottom of the deck.

**AN EVER-CHANGING ACTION WHEEL**

Empires of the North introduces a completely new way to perform actions by adding a randomly arranged action wheel. During setup, players shuffle



the five tiles that make up the wheel and then lay them out in a doughnut shape. Each tile lets players do a specific action, such as draw a card, add a worker, build something, gather a resource, or set sail to an island.

Players each get two double-sided action pawns to use on the wheel. On your turn, you can place a pawn anywhere on the wheel and take the action, as well as play a related boost card directly from your hand.

Once you've used one of those pieces, you can spend one food on a future turn to use the same piece again on an adjacent space. That makes the order of the wheel pieces a very important part of each game's strategy.

**SAILING TO THE ISLANDS**

While most of the abilities on the wheel are fairly straightforward, sailing is completely new to this game.

During each round, there are four island cards to explore. These islands can be incredibly valuable. To interact with them, you either take the sailing action to put one of your ships out to sea or use a card that lets you skip sailing and simply take claim one for your clan.

Islands also add a new tension to the game because after a round finishes, the current islands go away (probably never to be seen again in that game) and new ones replace them.

**VERDICT**

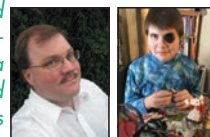
If you enjoy engine building games and are new to the Imperial Settlers universe, then Empires of the North makes a great addition to your shelf. It's easy to learn, highly replayable, and delivers the right mix of strategy and fun.

If you already enjoy the original Imperial Settlers, then you'll find a lot to like in Empires of the North. The designers streamlined some of the mechanics while keeping the game's engaging (and sometimes slightly goofy) flavor. The result is a new twist on the classic Imperial Settlers experience that will keep this game coming back to the table.

With six clans that each have their own unique ways of doing things, an ever-changing action wheel to challenge your planning abilities, and just a touch of "screw your neighbor," Imperial Settlers: Empires of the North earns a solid recommendation worthy of a coveted home on your shelf.

...

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?







## LEGENDS NEVER DIE

Up to 4 players choose from 10 playable fighters and battle through a single saga or the complete series. Learn new techniques, increase your power level and save the universe from all of your favorite villains, including Raditz, Frieza, Cell, and Majin Buu!

Game Design by  
Lynnvander Studios

**ON SALE**  
**AUGUST 2020**

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GAMES



1-4 Players



120 Min.



Age 14+

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## KING OF TOKYO: DARK EDITION (IEL 51678)

From Iello Games, reviewed by Brian Herman

 8 & Up	 2 – 6 Players
 30 Minutes	 \$49.99

Re-releasing a special edition of a beloved game is a risky proposition. If you simply change up the packaging/materials and put a new skin on the engine, you've not done enough. If you change too much, it's no longer being true to the original game and you've missed the point. When I first heard about *King of Tokyo: Dark Edition*, I wondered which of these two camps IELLO would lean toward. I'm happy to say they walked a fine line here, and the end product is nothing short of a masterpiece of a product, both true to the original and truly worthy of the title: special edition.

The box art got me right away on first look at the game: A narrow space between two buildings and the face of a grinning monster peering between them. On opening the box, I was immediately blown away by the production values of every single item in the box. The dice, the cards, the tokens, all top notch and redesigned with the "dark" theme in mind. Things were so attractive; I couldn't wait to open everything and start the first game.

The original *King of Tokyo* is a classic in the boardgame world. There's not a gamer who travels those circles who hasn't heard of or played either the *Tokyo* or *New York* variants. The concept is simple; each player takes on the role of a different monster and each turn rolls and rerolls 6 dice with varying symbols ranging from Energy (resources), to Attack (damage other players), and Hearts (regain life) among other items. Each turn if a no player occupies "Tokyo" the active player can move onto the gameboard, gaining the limelight and notoriety as required, represented by "Stars." When one player gains 20 stars, he wins. If all other players are eliminated by damage, the last monster standing is the victor.

The added component in *Dark* is a "Wickedness" scale which can be triggered by rolling sets of 1's or 2's. In addition to giving the player Stars as per usual rules, sets of 1's and 2's also award these points, which allow the player to choose from extra perks represented as cards which give in-game advantages, such as allowing one extra die roll per turn or gaining 1 energy at the start of each turn. The tweak is small, profound, and doesn't upset the engine of the game at all, but rather adds to the delicate balance that is *King of Tokyo* in



a very real and meaningful way. This is exactly what I look for in a special edition release of a beloved property. I want new art, a whole new look, and small tweaks to the existing mechanics that play out meaningfully without overhauling the existing engine and making it a whole new game.

As mentioned previously, the production qualities are through the roof. IELLO spared no expense on the board, tokens, and cards. Everything has been redesigned with all new art and a "dark" theme across the board, the backdrop for most items black and the art accentuating such. While the game feels darker and more complex, the flow of gameplay has never felt simpler and easier to grasp. My kids, who are my primary beta testers for any new game that enters the house, absolutely love *King of New York*, and they have now gone on record as saying that *King of Tokyo: Dark* is the "best monster game in the house," and I've got to say I agree with them.

*King of Tokyo: Dark Edition* is by far the best experience I've had playing a monster-themed boardgame where I take on the role of a rampaging destructive force running through a city. Whether you're a fan of the series already, or this is your first possible foray into the series, whether you're looking for the next box for family game night or you're a seasoned serious gamer, this box hits on all counts and is not to be missed. To add to this, if I am to understand it correctly, this is a limited-edition version of the game, which means there have only been so many made, and once they are all sold no more will be printed. I'd urge anyone to pick up a copy ASAP and not sleep on this; I don't expect copies of this to stick around long enough to gather dust at all.

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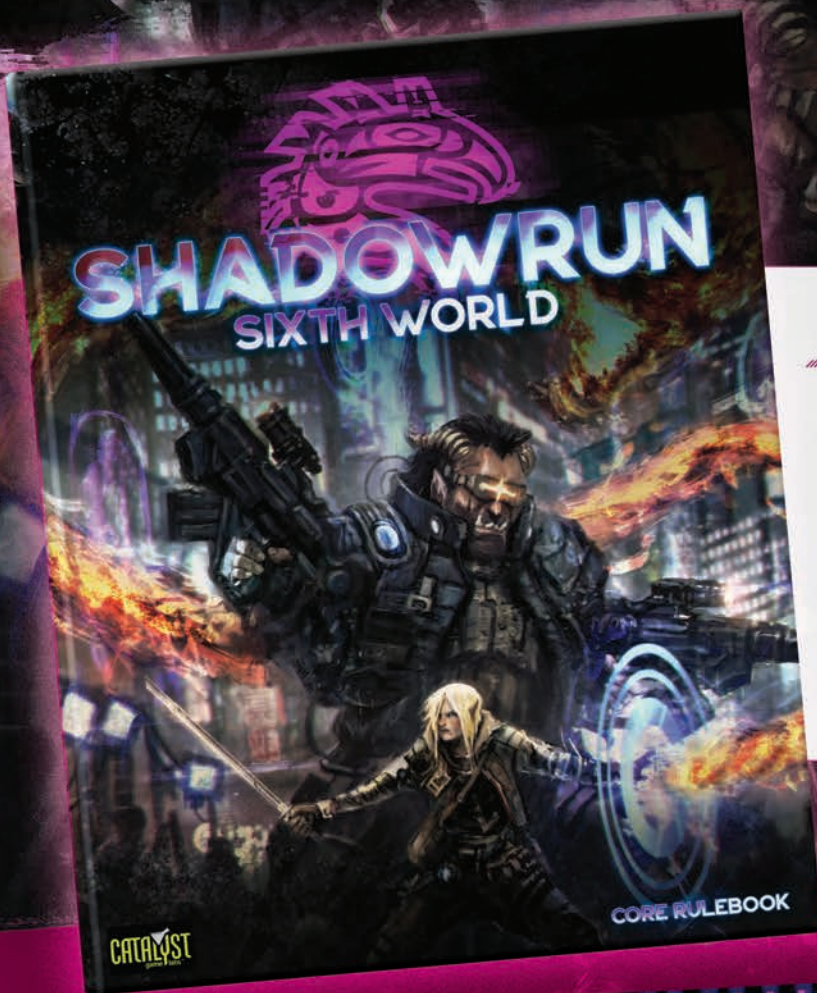
Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's *Smash-Up*, *WizKid's HeroClix* line, as well as classics like *Settlers of Catan* and *Munchkin*.





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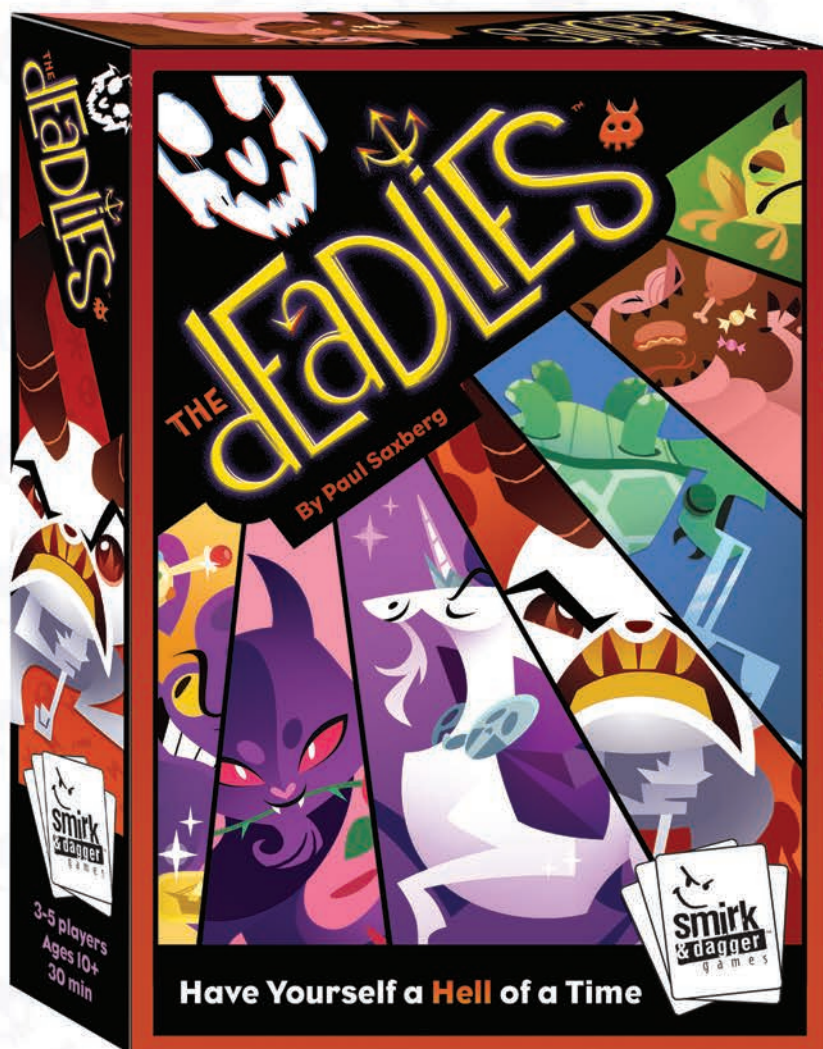
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### Greetings GTM Fans!

For our May issue, *Game Trade Magazine* and *Game Trade Media* are teaming up with Smirk & Dagger Games to bring you an exciting giveaway!

Six lucky winners will receive a copy of *The Deadlies*. To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on April 21st and will close on May 25th so don't wait! Already a fan of *Game Trade Magazine* and *Game Trade Media* on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check out our content again).

**ENTER TO WIN!!!**  
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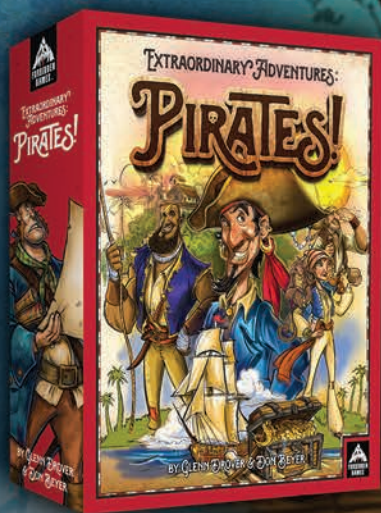
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