

ISSUE NO.

251

JANUARY

FEB/MAR PRE-ORDER

GTM

GAME TRADE MAGAZINE



WIKTOA

DARRINGTON
PRESS

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IN THIS ISSUE:

- WIZKIDS TAKES US BEHIND-THE-SCENES AT THE BAXTER BUILDING FOR AN EXCLUSIVE LOOK AT *MARVEL HEROCLIX: FANTASTIC FOUR - FUTURE FOUNDATION!*
- CHANNEL YOUR INNER WWI FLYING ACE AND TAKE TO THE SKIES IN *WINGS OF GLORY* FROM ARES GAMES!

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30 min.



10+



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Waddle

Downtown



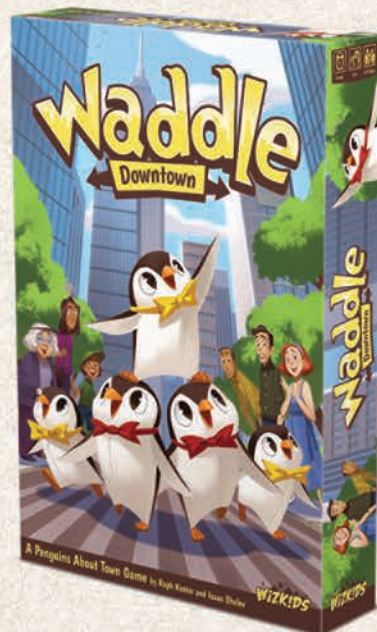
Decide how you want to score the penguins!



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Score!



Waddle
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www.renegadegames.com

"I will happily give this game the prestigious Shut Up & Sit Down Recommends Seal...
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- Quinns, *Shut Up & Sit Down*

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TO FIND PLANET X?

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Ages 13+

1-4 Players

60-75 min



COVER STORY



Go Into The Deep With Uk'otoa

Dive into *Uk'otoa*, the flagship tabletop release from Critical Role's Darrington Press! Will you be the last sailor standing in this tactical semi co-op card game, or will the seas claim you instead?

by Darcy Ross

12

FEATURES



Enter Captain, Sidekick, And Ally!

Some of the greatest minds of the Marvel Universe assemble in this latest expansion for *Marvel HeroClix!* *Fantastic Four - Future Foundation* spotlights Marvel's First Family, their allies, and most frightful foes!

by WizKids/NECA

14



Wings of Glory Is Back!

Take command of one of the earliest fighter planes to shoot down your enemies, complete vital missions, and become an ace in *Wings of Glory!*

by Ares Games

64

GAMES

23



EXCLUSIVES

BATTLETECH



Battletech Fiction: Point of View Part Three

by Jason Schmetzer

60

Painting Happy Lil Minis Episode 31: Winter Basing

by Dave Taylor

72

FOR LAUGHS



by John Kovalic

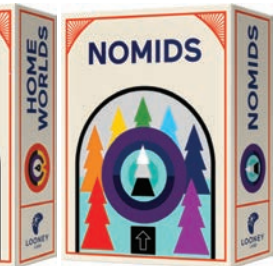
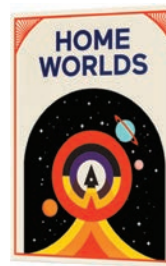
08

UNSTABLE UNICORNS

by Unstable Unicorns

08

REVIEWS



Flamme Rouge from Stronghold Games

Reviewed by Eric Steiger

74

Homeworlds and Nomids from Looney Labs

Reviewed by John Kaufeld

76

Godzilla: Tokyo Clash Strategy Game from Funko

Reviewed by Brian Herman

77

Dungeon Fantasy RPG: Boxed Set, 2nd Printing from Steve Jackson Games

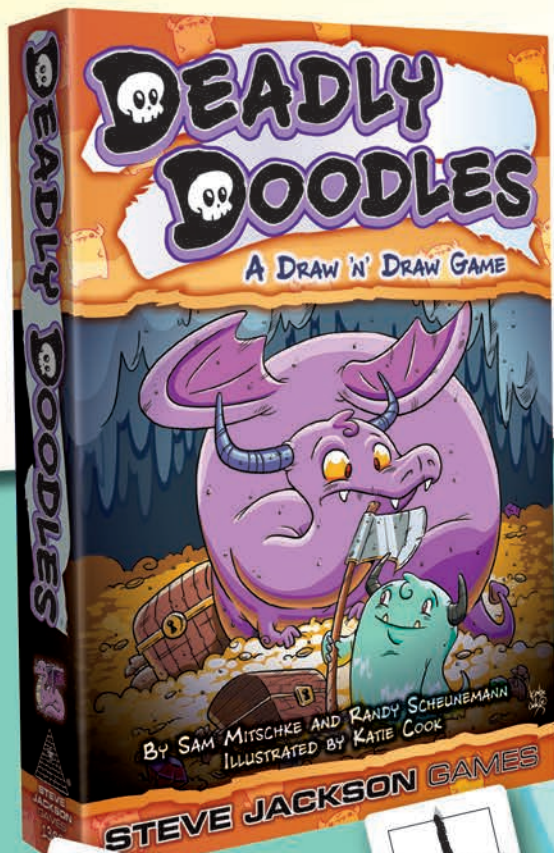
Reviewed by Thomas Riccardi

78



The Great GTM Giveaway: Genotype Edition!

80

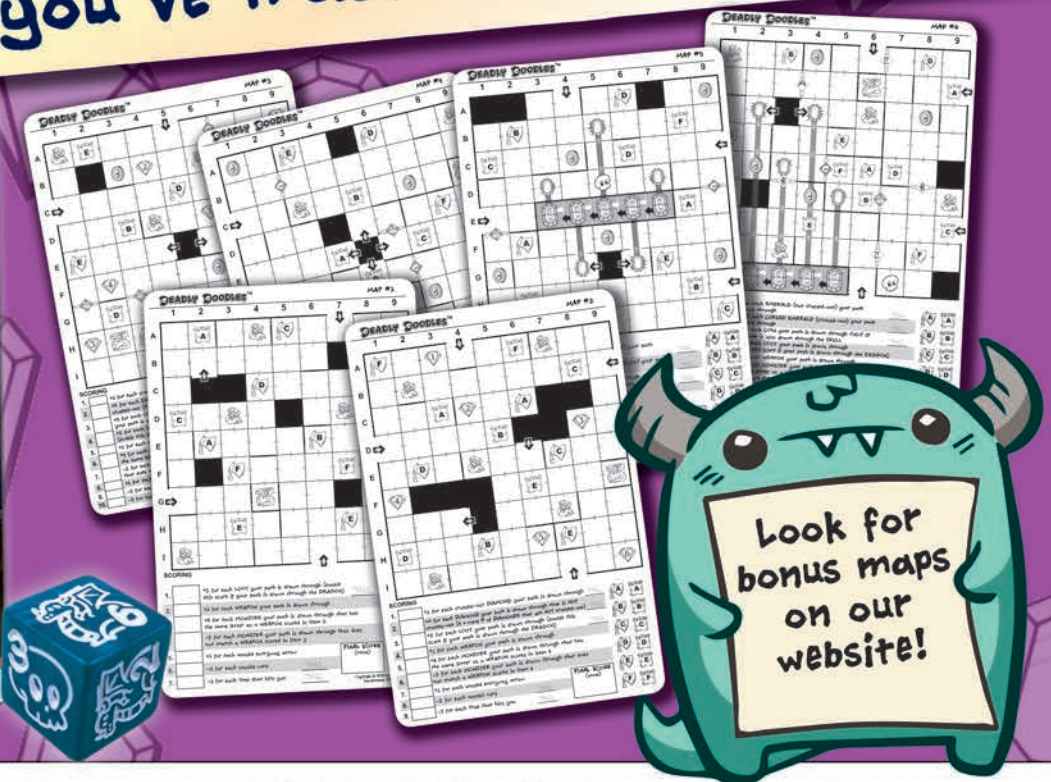
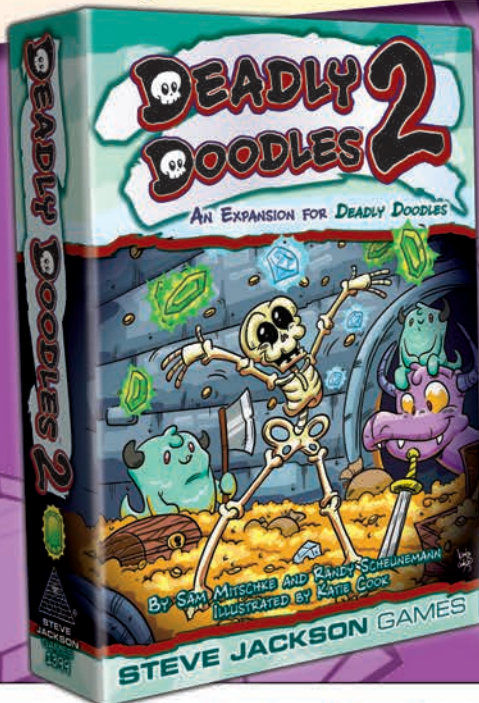


Draw cards.
Then draw a path
through your dungeon.

For 1-4 doodlers.



You think you've mastered the maze?



Deadly Doodles 2 requires a copy of the Deadly Doodles base game to play.



STEVE JACKSON GAMES
deadlydoodles.sjgames.com

SPOTLIGHTS



Bang!: The Duel
by DV Giochi

18



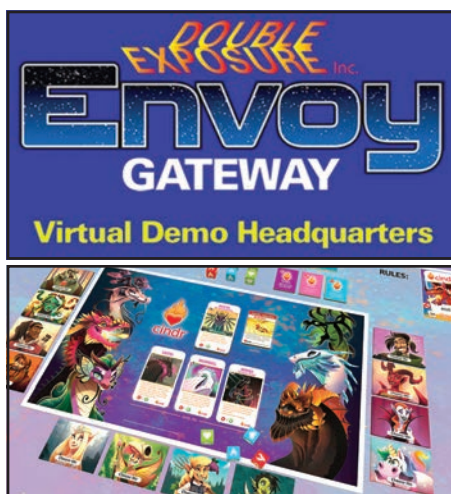
Beyond The Sun
by Rio Grande Games

22



My Trip to Become Station Master
by Ken Franklin

62



Demoing At A Distance
by Curt Covert

66



Renature
by Jillian Ross

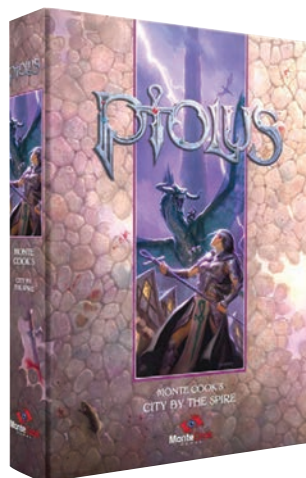
70

PREVIEWS



How Long Will Your Light Last?
by Curt Covert

20



The Genesis of Ptolus
by Monte Cook

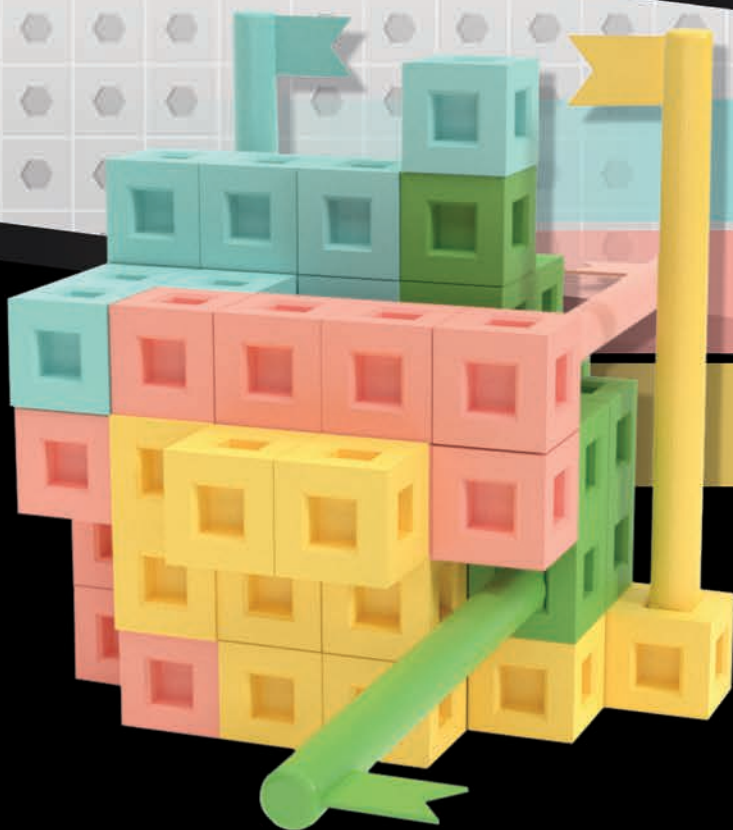
68

DESIGNER DIARIES



The Art of BattleTech: Clan Invasion
by Brent Evans

16



RACE TO CONTROL EVERY ANGLE!

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!



PANDA SAURUS GAMES



\$25



20



2-4

Happy New Year, Dear Readers!

A year ago, as we looked ahead to 2020, we were **very** excited to begin a 12-issue celebration of the magazine's 20th anniversary. Believe you, me, there were *many* plans both modest and ambitious that we bounced off each other as we prepped for this unprecedented milestone in GTM's history.

We considered several different ways to celebrate GTM's 20 years; from publishing a digital archive of every issue to-date, to retrospectives as to how our industry has shifted, evolved, and grown in the last 20 years, and more.

We had *plans*, **oh-so-many plans**. Well, eventually Time makes fools of us all.

As the year progressed into something unrecognizable to many of us, it became clear that — as proud as we were (and still are!) of our 20th anniversary — we needed to focus on our retail and publisher partners; more than ever, the spotlight needed to be on *them*.

After all, we can always celebrate the last 20+ years *any* time, what we really had to do was support our friends and family by doing what we do best: getting you the latest info about new and available again releases.

And in a way, as I look back at how our plans pivoted, I can't think of a better way for us to acknowledge our 20th anniversary than by doubling down on our commitment to bringing our readers the latest product news, previews, and reviews from the gaming industry at-large.

Speaking of which — we are absolutely thrilled to kick off our January 2021 issue with a cover from Critical Role's Darrington Press! The team at Darrington Press have been fantastic collaborators and we know you'll enjoy the closer look at their inaugural release, *Uk'otoa*.

That's not all — our friends at WizKids offer a sneak peek at the next *Marvel HeroClix* release, *Future Foundation*, their latest (and fan-awaited) *Fantastic Four* set!

Smirk & Dagger take us behind-the-scenes of *The Night Cage* and let tell you — this is a game that I expect will be on many gamers' shelves as soon as it releases, so be sure to check out the article from Curt Covert in this issue.

In parting, don't worry — we're not discarding *any* of our plans we'd originally had for GTM's 20th anniversary, but rather we'll find ways to extend our celebration into the months and years to come. We're glad you're here with us.

Game on!
-JG



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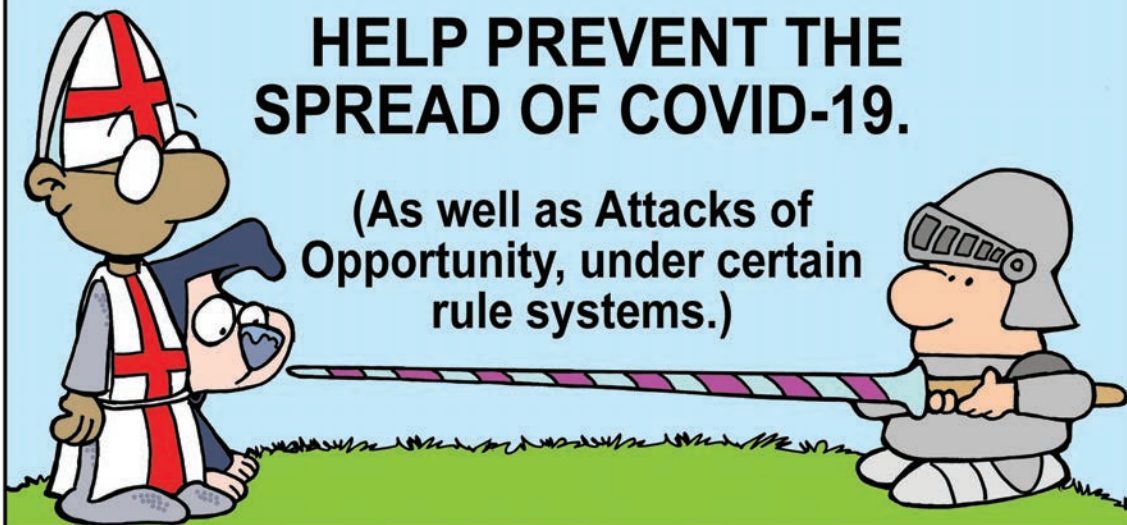
Retailers: For wholesale inquiries, please contact **Marc Aquino at 410.415.9238**, or email mla2@alliance-games.com

FOR YOUR SAFETY

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

HELP PREVENT THE SPREAD OF COVID-19.

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



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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!

SPOTLIGHT ON

MY CITY

My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 16 different episodes, beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players' choices and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for regular play. Scheduled to ship in October 2020.

TAG 691486 \$24.95

ULTRA PRO

AMY BROWN

Scheduled to ship in July 2020.

AUTUMN STROLL PLAYMAT

UPI 15550

BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)

UPI 15525

MORGAN LE FET PLAYMAT

UPI 15528

MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)

UPI 15549

PASSAGE TO AUTUMN PLAYMAT

UPI 15530

QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)

UPI 15527

SISTERS STANDARD DECK PROTECTOR SLEEVES (100)

UPI 15526

WHERE THE WIND TAKES YOU PLAYMAT

UPI 15529

USAOPOLY

SPOTLIGHT ON

CODIC CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL

In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.

USO E8010720

DRAGON BALL Z: COLLECTOR'S CHESS SET

The Dragon Ball Z Chess Set is a must-have collector item for fans and strategy gamers alike. Featuring 18 custom-crafted, full-color both of characters from the popular anime franchise. Scheduled to ship in September 2020.

USO CH13449

MONOPOLY: ELF

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

USO MH010595

RISING: THE BATMAN WHO LAUGHS

Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to rescue key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.

USO DC010105

SPOT IT!: SPONGEBOB

Get ready for an underwater adventure with SpongeBob Spot It! Scheduled to ship in September 2020.

USO 5090712

SPOT IT!: RUDOLPH

Get ready for a magical winter-wonderland with Rudolph Spot It! Scheduled to ship in September 2020.

USO 5030369

WIZARDS OF THE COAST

FEATURED ITEM

MAGIC THE GATHERING

MAGIC THE GATHERING CCG: ARENA STATER KIT

WOC C751 20000

MAGIC THE GATHERING CCG: CORE 2021

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

BOOSTER DISPLAY (36) WOC C75030000

COLLECTOR BOOSTER DISPLAY (12) WOC C75100000

PLANESWALKER DECK DISPLAY (18) WOC C75060000

JAPANESE CORE 2021 BOOSTER DISPLAY (36) WOC C75031400

WIZKIDS/NECA

SPOTLIGHT ON

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE

Over 160mm tall, this miniature is based on the all-new set for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.

WZK 96019 \$49.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK

The Fantastic Four return to HeroClix for an unforgettable 5-figure booster release! The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Enigmo-Four, and the shape-shifting Skrulls. The wide selection of characters and keywords will build with will provide something for every HeroClix player and collector.

Scheduled to ship in July 2020.

WZK 84752 \$129.90

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK

This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix: Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience!

Scheduled to ship in July 2020.

WZK 84755 \$9.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES

Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.

WZK 84753 \$16.99

SUPER-SKILL PINBALL: 4-CODE

Super-Skill Pinball: 4-Code brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from acclaimed designer Geoff Englestein. Choose one of the four unique tables and matching backdrops for your tabletop, then roll a shared pair of dice and get the pinball rolling! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.

WZK 87500 \$24.99

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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Have a question or feedback for us? Contact us at Editor@GameTradeMagazine.com

GTM JANUARY 2021

9



YOU COULD HAVE ALSO SCORED ON "DO YOU ACCEPT TARGET RETURNS," "WILL YOU PRICE-MATCH AMAZON," AND "IS YOUR COMPETITOR RUNNING EVENTS?"



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UNSTABLE UNICORNS.COM

Wenatchee

a game by legendary design duo Kramer & Kiesling



2-4
players

45-60
minutes

Help restore the polluted valley in this **beautifully** designed game! All components are made with renewable resources. **Zero plastic** inside the game box!



MSRP: \$49.95
SKU: SC2150



www.capstone-games.com

GO INTO THE DEEP WITH

UK'OTOA

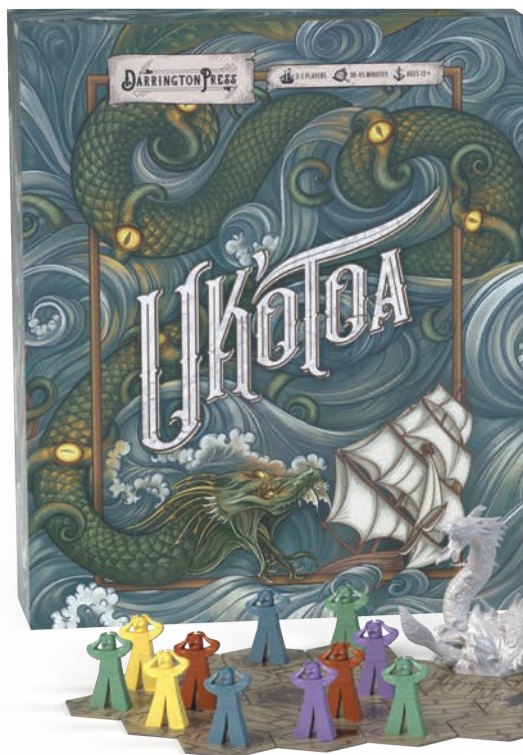
UK'OTOA

DRP UKO-001 \$29.99 |

Available Late Q1 2021!

A hoy from Darrington Press, Critical Role's new tabletop publishing company! We're behind that tentacular horror on this issue's cover, revealing secrets behind our flagship title Uk'otoa. You won't want to miss this fast-paced tactical card game of thrilling nautical adventure.

UK'OTOA: BE THE LAST CONSUMED BY THE GREAT LEVIATHAN!



All sailors fear the tales of Uk'otoa, the All-seeing Great Leviathan beneath the sea. The nightmare scenario has come to pass—the beast has you in its serpentine clutches. As the toothy maw of Uk'otoa ravages your ship, you'll have to run, push, and sacrifice others to win! This flagship title from Darrington Press is a tactical game of semi-cooperative card play where factions of sailors vie to be the last claimed on a quickly disappearing board by the raging sea leviathan, Uk'otoa — represented by a detailed 52mm mini of the writhing monstrosity! Players familiar with Critical Role might recognize the eerie Uk'otoa as patron of warlock Fjord, played by Travis Willingham.

Hex tiles are placed on the board to represent the wreckage of a destroyed ship, and are progressively removed as they are consumed by the dauntless Uk'otoa. Players take on the roles of two factions

which they share with their neighboring players, and use cards to best position their two teams to survive. Will you play an 'Unleash!' card to snatch sailors off the board? Perhaps you'll use 'Advance' to push Uk'otoa through the board, claiming enemy faction sailors in its wake. Will you instead bide your time to get a perfect combo ready for the winning blow? Each card in a player's hand carries immersive, gorgeous art and easy-to-understand icons depicting the movement it provides.

MEET THE DREAM TEAM

Uk'otoa is a serendipitous marriage of a concept cooked up by designer Jeb Havens (*Burrows*, *Mother Sheep*, *You Don't Know My Life!*), who originally started talking about this game over four years ago with Ivan Van Norman, our Head of Darrington Press. Jeb is pleased that his creation is finally coming to life, saying "The core concept for this game has been rolling around in my head for years, so I'm absolutely thrilled that it's finally found the perfect home in the incredibly rich world of Critical Role, and its larger-than-life sea leviathan."

Joining Jeb for additional game design, Gabriel Hicks (*Roll20*, *Paizo*, *Mythic Grove*) contributed such goodness as an optional rule that plays off a fan-favorite running gag from the Critical Role show: *Uk'otoa's* whispers. Whenever the Great Leviathan's name is uttered in the show, the cast (and fans) erupt in whispers of "Uk'otoa..." Dive in on the fun with this rule variant, which requires you to whisper "Uk'otoa" when moving the mini onto the same space as a sailor! Fail to speak the beast's name and you must discard a card from your hand.



Gabriel says, "This is the party game that I wish I'd had to play whenever I had game nights with a few of my friends. This is the game where you can have friendly competition and co-op in the same session and I love that."

Uk'otoa is made all the more immersive by the excellent artists on the project, the game's mini being a wonderful example. The Great Leviathan's 'look' was not at all canonized before the production of the game, but after a creative discussion around the morphology of Uk'otoa, we were able to get this spectacular sculpt from Niklas Norman (*Runewars*, *Imperial Assault*, *Fallout: The Board Game*). Uk'otoa's mini is ready to pull those terrified meeples into the murky depths!

The game's beautiful and clear layout is thanks to Vee Hendro, known for making visual delights such as *Good Society* and *Visigoths vs Mall Goths*: "Uk'otoa has been uniquely wonderful to work on as it combines both my passion for board games and RPGs."



Finally, we owe the vision of *Uk'otoa*, the 'Pirate' themed card art, and that tattoo-ready box art to artist Hanna Friederichs, who first connected with us as a fan creator, saying "It's every fan artist's dream to get an email from someone like Ivan to work on a Critical Role project. I loved every moment of it, and I gained a new and profound respect for game designers."

Uk'otoa is a fiendishly fun labor of love from an incredible team, and we're so honored to bring their creative works to a table near you this year.

ON THE HORIZON FOR DARRINGTON PRESS

Much lies beyond the murky domain of the Great Leviathan! Behold our upcoming slate:

Critical Role Adventures

A cooperative legacy-lite campaign game

Syndicutt

A new RPG of modern magic roleplaying designed by Matthew Mercer

Guardians of Matrimonia

A cooperative card game in which you guard a wedding from a deck of party-crashing monsters, originally designed as a gift for Matthew Mercer and Marisha Ray's wedding!

Join our newsletter at darringtonpress.com and follow us on Twitter and Facebook @DarringtonPress. Please direct inquiries to: info@darringtonpress.com

...

Darcy Ross is the Marketing Manager for Darrington Press. Her favorite should-be-mythical sea creature is the scaly-foot snail Chrysomallon squamiferum. So metal.

ENTER CAPTAIN, SIDEKICK, AND ALLY!

© 2021 MARVEL **WIZKIDS**

MARVEL HEROCLIX: FANTASTIC FOUR FUTURE FOUNDATION BOOSTER BRICK

WZK 84780 \$149.90 | Available February 2021!

MARVEL HEROCLIX: FANTASTIC FOUR FUTURE FOUNDATION PLAY AT HOME KIT

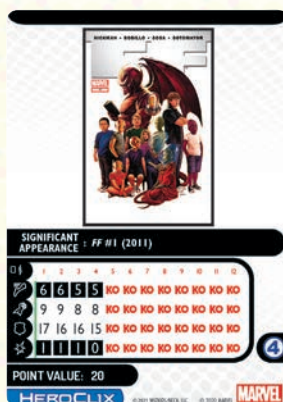
WZK 84783 \$9.99 | Available February 2021!

The *Fantastic Four Future Foundation* set is a brand-new five figure booster release coming in early 2021! This set explores new mechanics to *HeroClix* along with some beloved mechanics like equipment-objects, many of which are Fantastic Four themed.

Reed Richards founded the Future Foundation in order to create a group of individuals that would be able to solve the earth's future problems on their own. He starts with a capable group of students as well as some established heroes (and villains) who serve as teachers.

But how does that translate to *HeroClix*? Starting with the Future Foundation set, some figures will have Role Tags on their character cards representing relationships between characters such as student-teacher relationships or other alliances between characters. Role Tags will be referred to in special powers and traits, and characters may be granted bonuses for working with other characters having certain Role Tags.

First up, let's take a look at one of the student "Sidekicks" to see what they are all about.



Leech comes in at 20 points, and you may notice he only has two standard powers. His dial is focused on those two things, but he also has the special "Sidekick" Role Tag next to his collector number on top of his card. The sidekicks in this set look very similar to Leech - they have a few standard powers (and a special power here or there), but with that "Sidekick" Role Tag, they can also be granted additional powers and effects from characters having the Captain or Ally Role Tag. With that in mind, you can build teams of lots of different Sidekicks whose powers can be amplified further with Captains and Allies to create strong, synergistic strategies.

To get a better idea of how Sidekicks and Captains interact, let's look at our first Captain preview - Awesome Andy! Awesome Andy serves as a teacher in the Future Foundation. In *HeroClix*, this is represented by the Captain Role Tag. Awesome Andy comes in at 70 or 35 points and has the "Captain" Role Tag at the top of his card (effects will call out Captains) in the same spot as the Sidekick Role Tag on Leech's card.

Awesome Andy's first trait, "You Can Be Whatever You Want" allows Friendly Sidekicks to use Shape Change. His special defense power "Hello!" gives Awesome Andy Invulnerability and, when Awesome Andy or an adjacent friendly character succeeds using Shape Change or is missed by an attack, you can remove an action token from that character. Since Awesome Andy grants Shape Change to his Sidekicks, they have a chance of activating his defense power as well.

His other powers include Sidestep, Plasticity, Super Strength, and Perplex. His token removal effect allows him to act many turns in a row without clearing action tokens as long as he succeeds on his Shape Change rolls or is missed by attacks. With his solid damage values along with Super Strength and Giant Reach: 2, Awesome Andy can pump out a lot of damage as the game progresses.

Finally, we have Allies. In the *Future Foundation* set, the figures we have chosen to have the Ally Role Tag represent villain recruits of the Future Foundation team that form an alliance with Reed Richards to assist him against the Interdimensional Council of Reeds. It is a bit odd seeing longtime Fantastic Four villains like Dr. Doom, the Mad



WIZARD™
Fantastic Four, Scientist

ALLY 031a

REAL NAME: BENTLEY WITTMAN

★ **THE COUNCIL OF DOOM'S ADVANCED TECH EXPERT SIDELINE ACTIVE, UNIQUE MODIFIER**
— Friendly Captains and Sidekicks modify attack +1 when attacking 1+ characters with the Scientist keyword.

★ **ANTI-GRAV DISCS FREE:**
Choose an opposing character within range and line of fire and roll a d6. Knock that character back a number of squares equal to half the result in a direction of your choosing.

✎ **JOIN ME ON THIS JOURNEY (Sidestep)**

🌀 **BEGONE! (Quake)**

🔊 **STUN PROJECTOR (Incapacitate)**

🛡️ **SECURITY PROTOCOLS (Energy Shield/Deflection)**

🔥 **YOU WILL NOT DEFEAT ME AGAIN (Toughness)**

🧠 **HOW VERY... FAMILIAR (Outwit)**

📦 **THE RESOURCES OF A.I.M. AT MY DISPOSAL (Perplex)**

4 **TEAM ABILITY: FANTASTIC FOUR** When this character is KO'd, after resolutions each other friendly character using this team ability heals 1 click.

❓ **TEAM ABILITY: TEAM PLAYER** Wild Card. Uncopyable.

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HEROCLIX

SIGNIFICANT APPEARANCE: FANTASTIC FOUR #15 (1963)

6	1	2	3	4	5	6	7	8	9	10	11	12
10	10	9	8	8	8	8	8	8	8	8	8	8
11	11	11	11	10	10	9	9	9	9	9	9	9
17	17	17	17	17	17	16	16	16	16	16	16	16
3	3	3	3	2	2	2	2	2	2	2	2	2

POINT VALUE: 60/30

HEROCLIX © 2021 WOODENNET, LLC. © 2020 MARVEL

Thinker, the Wizard, Diablo, and High Evolutionary join the Future Foundation, but they work in the background and on the battlefield to help despite their disdain for their former (and future) enemy. The next preview we have is for Wizard!

Wizard comes in at either 60 or 30 points and has the Ally Role Tag on top of his card. His first trait, "The Council of Doom's Advanced Tech Expert" is sideline active as well as a Unique Modifier which gives Friendly Captains and Sidekicks +1 attack when attacking 1+ characters with the Scientist keyword. As this trait is sideline active, you don't even have to have him on your starting force to get this effect, you just have to have some Sidekicks and Captains that can take advantage. If you do want to play him on your force though, you will still get that effect as well.

His next trait, "Anti-Grav Discs", allows him to knock back an opposing character within range and line of fire in any direction as

a free action equal to half the result of a d6 roll. This is a great way to push characters away from your team or bring them in a bit closer to try to pull off an attack with another one of your characters. The rest of Wizard's dial has great options like Sidestep for maneuvering, Quake for attacking, and Outwit and Perplex for support. He also has the Fantastic Four team ability (and keyword) so you can play him on a theme team with other Fantastic Four characters. He also has the Team Player team ability to wildcard any other team abilities you may have (perhaps Minions of Doom)! Allies are extremely helpful both on or off the sideline of teams focused around Captains and Sidekicks, and you will see quite a few more of them in this set.

Be on the lookout for more previews with other awesome stuff in this set like special equipment objects, new Mission Points alternate win condition effects, and the many faces of Doom!

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BATTLETECH: CLAN INVASION

CAT 35030 \$49.99 | Available Now!

I am so glad for this chance to reveal some of the secrets behind our efforts creating art for *BattleTech*. The *Clan Invasion* set is the culmination of a decade's worth of effort—and from the very start we knew full well that this would form the basis for the *next* decade's images and beyond. The reason this was so groundbreaking is because of the way we integrated the art-design and the model-design processes. In my 35 years as a professional artist, I have never seen anything like it.

BattleTech as a property has always been on the cutting edge in one way or another, but aside from periodic dabbles in plastic figures (which always struggled with the realities of mass production), that edge never really extended to the creation of miniatures. But with *Clan Invasion*, everything changed. In so many ways, the task of creating all the artwork for this project was the result of thinking *backward*.



I know it sounds crazy, but follow along because I'll explain how the magic happens, and you'll see why the way we're doing things now was so groundbreaking.

Until recently, the process of creating a new 'Mech design went in this order: sketch, line-art, orthographics (which means drawing the design from all angles), and then some modeler (usually someone overseas unfamiliar with *BattleTech*) would re-create the design in 3D.

I'm guessing you can spot the weak link in the process.

The story behind the art for *Clan Invasion* really started as a diabolical scheme (as all good stories do), between myself, Managing Developer Randall Bills, *BattleTech* Line Developer Ray Arrastia, and artists and graphic designers Alexander Immerzeel and Anthony Scoggins. Alex and Anthony were the magical "lightning in a bottle"—they realized that by turning the design process around, they could deliver *way* better results. If I recall correctly, Anthony would roughly sketch the basic shapes of the design and then hand those to Alex. Alex would model those core shapes, proportions and dimensions, and pass the model back to Anthony. Anthony would adjust rough shapes and proportions, and then draw in the details from various angles to let Alex know what the sculpt should look like.

Alex would then bring all of Anthony's details to life in 3D and pass it back.

This allowed all of us to review the pre-final design from every angle, with different lightings, and really see what the design would look like from the POV of both a gamer at the tabletop battlefield, or as an infantryman on the ground looking up at the 3-story tall walking engine of death. It also allowed Randall, Ray, Anthony, and I to fine-tune every element and ensure the designs looked as cool as possible. Once the design was complete in 3D, we could then generate both the orthographics and line art from the final 3D model. The whole process was upside-down, but the results were amazing.

"But wait," you may be thinking, "this article is about creating artwork, not creating 3D models?!?"

Ah, but therein lies the magic. I don't know if the fans noticed or not, but across 2018-2019 there was an explosion of new images coming out for *BattleTech*. Images showing formerly Unseen designs and 'Mechs from *A Game of Armored Combat* were coming out at breakneck speed. Many of those images were incredibly complex, with lots of 'Mechs in complicated compositions. These images were made entirely possible by this new generation of redesigned 3D models that Alex, Anthony, and an amazing team of additional modelers created for the game.



I'm regularly asked, "What's the secret to creating art for *BattleTech*?" or "What's the hardest part about drawing BattleMechs?" The answer to both questions is one word: *measuring*.

In order to craft images that capture the titanic scale of a BattleMech, an artist must use vanishing points and perspective to convey their sheer size, so there is a huge amount of measuring that goes into establishing every image. Then the artist must tackle things like proportions, volumetrics, and exacting details (which



then leads to shadows and lighting and paint schemes and decals). For scenes containing more than one 'Mech, all those steps must be duplicated and then compared to each other for relative proportion and composition. That's why there have been very few exceptional artists with the artistic chops to illustrate for *BattleTech*.



Having these 3D models changes everything, because it allows the artist to quickly construct the scene, spin the camera point of view around until they find the very best composition, then set the light source to get all the highlights and details — all in a fraction of the time those steps used to take. This allowed for several groundbreaking changes to creating artwork in *BattleTech*:

First, it cut the time needed to create the artwork roughly in *half*.

Second, it ensured that the 'Mechs shown in our artwork actually matched those found in gameplay.

Third, it allowed great artists with skills, but who were new to the *BattleTech* universe, to produce artwork that showed the 'Mechs correctly without the usual learning curves or growing pains.

In a nutshell, it let us bring in artwork that was done faster, cheaper, and better, and bringing in rookie artists who could smoothly perform alongside our veterans was huge. We've built an all-star art team here for *BattleTech*, with guys like Alex Iglesias, Anthony Scroggins and Marco Mazzoni setting new high bars bringing the visuals to life. Thankfully, we've also got a new generation of artists like Florian "SpOoKy" Mellies, Tan Ho Sim, and Ken Coleman turning in amazing imagery, and several other artists like Brent Chumley, Juan Barea, and Marc Pennington transitioning over from other games because they want in on the excitement.



With this new generation of models fueling new heights of awesomeness — we prepared to unleash whole new levels of brilliant. From "bucket-list" items like Alex's reimagining the *Blood of Kerensky* covers...



...to an homage interpretation of a *Mad Cat* poster with a nod to the classic Japanese cover...

...the new images for *Clan Invasion* are really just the flashpoint starting a whole new wave of imagery across the line. Bigger, better, and faster than ever before.

Just like the Clan juggernaut storming through the Inner Sphere. Seyla!

If you're interested in more details, check out bg.battletech.com.

...

Brent Evans has been the lead Art Director for Catalyst Game Labs for over eleven years, crafting the visuals for hundreds of products on such legendary games as BattleTech, Shadowrun, and D&D's Dragonfire. Having first established himself as an illustrator, his tenure included serving as BattleTech's Line Developer and overseeing the current revitalization of the product line. He still plays every other week with a diehard group of fellow BattleTech fans who've been playing for 20 years.



BANG!: THE DUEL

DVG 9110..... \$22.90 |

Available Now!

As the Coronavirus numbers continue to grow and 2020 remains one of our least favorite years, meeting gamers in person is a difficult endeavor. Around the country gaming nights are being postponed, cancelled, or moved online. This not only affects millions of gamers, it also affects the types of games we play. Big causal party games like *BANG!* that can have 7 or 8 players are seeing limited play this year due to social distancing and general health and safety. Luckily there's another game that gives the classic feel of *BANG!* and it's for two players. *BANG!: The Duel* is not only one of my favorite games but it's a great two player alternative during this year of social distancing.

In *BANG!: The Duel* you play more than just one character unlike *BANG!*.

You are trying to win as an entire faction of cowpokes. You control a gang of four characters representing law and justice or crime and chaos. Your job is to eliminate the other player's faction through good old fashion shootin' and skeddaddlin'. Along the way you'll pick up equipment and action cards that help you accomplish your goals. Each faction has their own deck of cards to augment their characters.



just yourself. Action cards like 'return fire' give an unpleasant surprise to your opponent when they attempt to shoot you and equipment cards like 'gunbelt' let you fire as many times and you want on your turn mowing down your opponent's cowpokes.

Playing the game is simple, each turn a player draws, then plays cards and may switch their active character, then they discard, keeping the game quick and engaging. Every piece of equipment and playable locations have printed abilities that impact game play. The game features famous personalities from the old west and their special abilities tie into their personality nicely.

This is a game I often break out with the wife, particularly in 2020. It's difficult to find two player games we both like. The western theme appeals to both of us. She prefers the black hats of crime and chaos and I enjoy putting the smack down on those shenanigans with law and order. The game is well balanced and we've each experienced almost equal wins and losses.

BANG!: The Duel takes us, on average, about 45 minutes to play and whenever we get to shootin' we normally play a couple games in a row. The learning curve is easy, made even easier if you've played *BANG!* before. We enjoy the random draw of characters and how the

interactions and strategies change depending on what two cowpokes are in play. My two favorites are 'The Stranger' that lets me play an additional *BANG!* card on my turn and 'Annie Oakley' who lets me play star cards as misses. With this combination I get more shots in a while causing more misses when my opponent fires at my cowpokes.



The Renegades expansion adds an entirely new faction for both 2 and 3 player game modes. Since the Renegades are part law / part outlaw you can take characters from this expansion and add them to the original factions when playing two players. The expansion also adds more equipment cards and a brand new type of card called 'resources' which are equipment cards that can be used on future turns in the game.

In this pandemic age we may not be able to get back to big player games anytime soon. And while I miss big player games, that's ok, I enjoy *BANG!: The Duel*. My wife and I can engage our love for the old west with our penchant for violence and it makes for a great time for just the two of us. *BANG!: The Duel* is a fun two player game with a retail price of \$22.90 which makes it a great game to give during the holidays.



When a character is eliminated, a player pulls another cowpoke into the action. Each side has 12 character cards in the box but only four are used for each duel, meaning there are multiple combinations and special abilities to consider from game to game. When the 4th cowpoke kicks the bucket the other team wins. Characters not only have different special abilities, their life totals are different as well, forcing hard choices about who you want on the firing line.

Equipment cards and action cards are the driving mechanic of the game. Each gives you an advantage to help eliminate rivals or protect your hide. It's reminiscent of *BANG!* featuring *BANG!* and 'missed' cards but different enough since you are now protecting more than

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OAK & IRON



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HOW LONG WILL YOUR LIGHT LAST?

THE
NIGHT
CAGE

THE NIGHT CAGE

SND 1007 \$39.99 | Available April 2021!

You pull yourself along a stone passage, inching your way in complete darkness, with nothing but your fear and the dim glow of candle to guide you. You freeze, panic rising inside you, as you sense something else moving in the suffocating darkness, just beyond the flickers of your candle – and it despises the light.

Such are the things of nightmares, and of games that were dreamt up within them. *The Night Cage*, from Smirk & Dagger Games, is a cooperative, horror-themed, tile-placement game that traps 1-5 lost souls within an otherworldly labyrinth of eternal darkness. And it delivers the goods. The hallmark of any great horror game is its ability to drive tension and immerse players in its world, creating a continual state of unease. Well, Smirk & Dagger is known for deeply thematic games and pride themselves on weaving emotionally evocative experiences into game play. So, you will be gripped by dread. Your palms may sweat in anticipation of revealing what is around every corner. And you'll love every moment of it!



In the game, you awake in the dark with nothing but your fear and a candle. Your mind is blank. You don't even remember who you are. Paired with the gaunt, featureless depictions that represent you and the other prisoners, one gets the sense that you are in a purgatory-like void... and you desperately want to escape before the darkness overwhelms you and your lights go out forever. To do so, each prisoner must first collect a Key. That accomplished, the group must find and make their way to a single Gate. Only when assembled there, together, can the Gate be unlocked by turning the Keys in unison, escaping *The Night Cage*.

This tile laying game distinguishes itself with its unique candlelight mechanic. A prisoner's candle can only illuminate the passages directly adjacent to them, leaving much of the board shrouded in darkness. As players move, new pathways are revealed while old ones disappear, consumed in the darkness forever. That's right, any tile that is more than one space away from a player's token is removed from the board, for good. So if one was to retrace their steps, new tiles would be drawn and the passages would all be different. This simple mechanic gives players the feeling that they are hopelessly lost in a labyrinth. And, of course, there are only so many tiles.

Nothing brings this more sharply into focus than the game's most prominent element, a dimensional tile holder in the shape of a candle. Cleverly, as each tile is removed from the stack, the candle appears to burn down slightly, keeping everyone painfully aware that when the candle burns out, so has your hope of escaping. It is not just a perfect way to organize and hold the tiles, it is a brilliant bit of theater and a perfect way to signal the end game. For when the last tile is drawn, *Final Flickers* begins. No more tiles can be added to the board, so Prisoners only have the tiles on the board to navigate and their number dwindles by one every turn as the candles slowly fade. Should the Prisoners lose their last Gate or be unable to each collect a Key, they will lose. Or, as the light fades and the Prisoners become cut off and unable to arrive at the same Gate before the darkness isolates them, all will be consumed by blackness and lose. You will win or lose together.

It will take a collective strategy to win through thoughtful consideration. The tiles come off the stack at random, but how you place them is critical. One at a time you will examine and connect them to the passages leading from your current tile, trying to minimize risk and plan for the sudden appearance of Keys, Gates... and monsters. While the darkness itself is your main foe, Wax Eaters seek to extinguish your candle. These monsters are motion sensitive when placed on the board and strike in all directions as far as they can reach, even wrapping around the board. To be hit by one causes you to go "Lights



Out,” leaving you stumbling blindly onto new tiles, and forcing a discard of three tiles from your communal stack, hoping that precious Keys and Gates are not discarded that could lose you the game.

This is by no means an easy game to win (no cooperative game should be), but as you become better at working together, the game is packed with more surprises. An Advanced Game is included, with two more monster types, including Pit Fiends and Keepers who replace the Key tiles on the board. Instead, Prisoners must now gather Keys from within the ethereal body of these creatures and can only

approach them safely from behind. In addition, there are two Boss Monsters, which can be added to both the core game or the Advanced mode for even more of a challenge. One such Boss, The Dirge, has its arrival foretold by Omen tiles which countdown its arrival. When it finally appears, the monster is 9 times bigger than any other tile, consuming a good quarter of the board with dramatic flair!

The Night Cage, by designers Chris McMahon, Chris Chan and Rossell Saunders, won several design competitions over the course of its development, including the ION Award, and it is easy to see why. The feeling one gets during play and the puzzle-like strategy it takes as a team to win is compelling and fresh each time. The illustrations, also by Chris Chan, are evocative, minimalist and stunning to look at. The key tokens are custom metal sculpts both beautiful and haunting. Everywhere you turn, there is another reason to own this game!

And it scales wonderfully. The second side of the board allows for a five-player game on a slightly bigger grid. But importantly, because a 1-4 player game always features 4 Prisoners, the game is uniformly good at all player counts. Making it a great solo game or game for two, which is especially important during a time when having access to your play group may be limited. Plus, *The Night Cage* can be learned as you play through the free DIZED app. It's as close as you can get to having one of Smirk & Dagger's demo people at the table with you, walking you through set up and game play, learning as you go.

So, don't be left in the dark! Ask your local store to reserve you a copy today.

...

Curt Covert is the owner of Smirk & Dagger Games. A seventeen-year veteran in the industry and the inventor of Cutthroat Caverns, Hex Hex, and Nevermore, just to name a few. The Smirk & Dagger line has expanded their reach to a broader audience than ever with games intended to connect with players on an emotional level.



BEYOND THE SUN

BEYOND THE SUN

RGG 580 \$74.95 | Available Now!

Rio Grande Games is proud to announce the upcoming release of *Beyond The Sun*. *Beyond the Sun* is a game from designer Dennis Chan, with art and graphic design by Franz Vohwinkel. *Beyond the Sun* takes you to new worlds as you try to lead your faction off Earth in the 23rd century to new homes in unexplored star systems beyond our solar system.

HOW IT WORKS

Each player represents one faction from 23rd century Earth. From the peaceful to aggressive, each faction has a unique style. In the basic game, the faction powers are similar and their boards are symmetrical. In the advanced game, the faction powers are more diverse.

A game turn is quite simple: Players select an action available on the technology board, then produce resources, and possibly claim an achievement. There are 4 achievements that are available at the beginning of the game. There are a variety of these available. The available goals will have a great influence on how the game is played.

The heart of the game is the technology tree. The players start with the same 4 technologies available to them at the start of each game. Once each of these basic items have been researched, new actions become available to the player.

There are numerous different technology specializations, but what is researched during the game is up to the players. Some technologies are focus on improving production while others will help with military strength and exploration. As new technologies are researched during the game, it is up to the players to pick the paths they want to follow.

Players use their resource pools to create star ships which explore the nearby solar systems. Once these systems are discovered, outposts can be established on planets to produce either food or ore. Ore is needed to make more ships while food is needed to maintain and increase the population.



stronger player takes over the outpost. No ships are destroyed and the conflict is resolved by a simple comparison of strength.

A certain level of military strength is required to establish a colony. Once reached, a player takes the system card and puts it in their player area. This will score points at the end of the game and will return the military strength to their resource pool. The military strength used to establish the colony settles on the planet and begins providing additional resources to further expand the colony. This unique, cyclical economic mechanism is a key feature in the game design.

GAME FEATURES

Beyond the Sun features attractive art and clean graphic design that is easy to read and understand. The components include custom-made cubes similar to dice from *Roll for the Galaxy* which are used to track status of the population. All of the resources, population and other items important to each player are tracked and stored on dual-layer player boards. These boards will keep all of the components organized and will keep a casual bump to the table from disturbing the players' pieces.

Two separate game boards are used to play *Beyond the Sun*. The first is the main technology game board featuring a technology tree that expands during play. The second board is the exploration board where the star systems are found, explored and colonized. The exploration board is scaled to the number of players; a 2-player game has a much smaller board so the players will still have plenty of competition for the best systems.

There are dozens of different technology cards so each game will be a unique experience. The goals for each game also vary depending on which achievement cards are used in any particular game. The result is endless re-playability and different challenges.

Beyond the Sun is a game for 2-4 players, ages 14+ with a play time of 30 minutes per player.

For more information on these or other Rio Grande Games titles, please visit our website: www.riograndegames.com.

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Players compete to grab the most lucrative planets, hoping to eventually terraform and settle new colonies. If the power of a competing player is stronger in a system than the current player who controls it, the

ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #252

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 252 \$3.99

25TH CENTURY GAMES



CHRISTMAS LIGHTS CARD GAME: 2ND EDITION

Trade, replace and arrange your bulbs as you compete to build the most spectacular light display in town! The box includes additional rules for 12 bonus games suitable for players of all ages. HO HO HO! Scheduled to ship in January 2021.
CGG TFC16000 \$9.99

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Not all battles are fought on the open field. In many cases defenders hide behind the thick walls of mighty castles. Now is the time to prepare for Siege! As castles grew larger and stronger throughout the middle ages, new ways evolved to scale, knock down, and even undermine their walls. In War Chest: Siege you will be confronted with fortified locations. Fear not, you have siege towers and trebuchets at your disposal and hardy sappers to both build your own fortifications and undermine your opponents. Can you successfully return to the battlefield with your war engines in this ingenious and engaging game of tactics and strategy?
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SPOTLIGHT ON



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Now your expanding continent can include iconic landscape features! Add Kilimanjaro, the Sahara, Serengeti, and others to your developing world. And of course, there are more animals to increase the population of your ecosystem - from Nile Crocodiles to herds of Zebra. New Horizon introduces a new type of card mechanic to play these landscape features, and each interacts with the landscape in a unique way that will affect all players choices throughout the game. Can your plans withstand the creeping expansion of the Sahara or benefit from the deep jungle of the Congo Basin?
AEG 7094 \$24.99

ARES GAMES

BATTLESTAR GALACTICA: STARSHIP BATTLES

Scheduled to ship in January 2021.

SPOTLIGHT ON



ADDITIONAL COUNTER SET EXPANSION PACK

This set includes four punchboards with the full set of damage counters, special counters and markers as FTL markers, special templates as Asteroid fields, Planetoid and Spaceship base templates, and all the cardboard accessories from the Battlestar Galactica Starship Battles Starter Set. Increase the number of spaceships you can play with, and the variety of scenarios you can play, with this Additional Counter Set.
AGS BSG502A \$12.90

SPOTLIGHT ON



FASTER THAN LIGHT EXPANSION PACK

This new additional rules set enlarges the Battlestar Galactica - Starship Battles game, introducing many optional rules allowing the players to broaden their game experiences and possibilities. In this pack you will find additional rules for planetoids and clouds, introducing new kinds of planetoids as the orbiting planetoid; all the rules for spaceships to take off and land; the use of missiles, expanding the firepower of the spaceships you can play with, both old and new ones, increasing the game options guiding your missiles in a search of enemy targets; and finally Advanced FTL movement rules that allow the players to really jump along the game surface, avoiding opponent attacks and execute deadly surprise attacks on enemy spaceships. Scheduled to ship in January 2021.
AGS BSG002A \$19.90



IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

SWORD & SORCERY
Scheduled to ship in February 2021.



ANCIENT CHRONICLES - MINIONS
The *Sword & Sorcery - Ancient Chronicles* Minions add-on is used to replace the cardboard minion figures included in *Ancient Chronicles* and in *Northwind Tales* with 20 high quality plastic figures, in the same 30mm scale as the figures representing Heroes and Enemies.
AGS GRPR212\$14.90



ANCIENT CHRONICLES - SPAWN GATES AND GODS' SHRINES
In every *Sword & Sorcery* quest you can find key places, useful for your adventure or lethal for your characters: *Spawn Gates* and *God's Shrines*. This add-on replaces the cardboard spawn gates and altars included in the normal version of the game with plastic figures properly sized to fit our terrain tiles and designed to optimize the playing area. Also included is a beautiful 3D party token, to mark the position of the Heroes during the Journey phase. This set also includes three exclusive cards inspired by the backers of the *Ancient Chronicles* Kickstarter campaign.
AGS GRPR211\$14.90

WINGS OF GLORY
Scheduled to ship in February 2021.



ALBATROS D.VA VS. SPAD XIII
AGS WGF001B\$29.90



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AVALANCHE PRESS



PANZER GRENADEIER: FIRE & SWORD
Soviet armies began their offensive to isolate the Hungarian capital of Budapest in October 1944. The city would be surrounded in December, but did not fall until February 1945. During that time, as German and Hungarian troops fought to hold the city against the besieging Soviet and Romanian forces, the Axis launched repeated offensives to relieve Budapest even as Soviet armies neared Berlin. Scheduled to ship in March 2021.
APL 0342\$99.99

BANDAI CO.

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UNISON WARRIORS
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SPOTLIGHT ON

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NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BAN 2559755\$127.68

SET 4 SUPREME RIVALRY BOOSTER DISPLAY (24)
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BAN 2559753\$95.76

CATALYST GAME LABS



SHADOWRUN RPG: 6TH EDITION COLLAPSING NOW
Scheduled to ship in December 2020.
CAT 28450.....\$44.99

SHADOWRUN RPG: HIGH ROLLERS DICE PACK
This custom collection of dice bears the markings of some of *Shadowrun*'s most powerful corps. With special corporate logos accompanying the 5s and 6s, a glitch mark on the 1, and an assortment of colors, these dice enhance any *Shadowrun* game - and make it easy to pick out one to use as the wild die!
CAT 28505.....\$19.99



CHESSEX MANUFACTURING

BOREALIS: 12MM D6 LUMINARY DICE
BLOCKS (36 DICE)

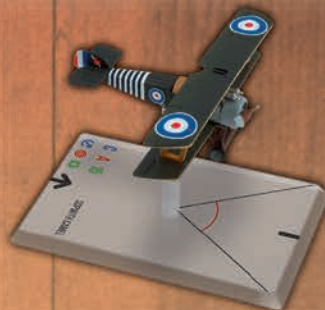
ICE/LIGHT BLUE CHX 27981\$13.98	LIGHT SMOKE/SILVER CHX 27978\$13.98
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ANDREA ANGIOLINO & PIER GIORGIO PAGLIA
WINGS of GLORY
WW1



WGF101
SPAD XIII



WGF102
SOPWITH CAMEL



WGF103
ALBATROS D.VA



WGF104
FOKKER DR.I

FLY THE SKIES IN THE AGE OF THE KNIGHTS OF THE AIR!

The year is 1917. All across Europe, while men face a last-ditch battle in the mud of the trenches, colorful biplanes fly in the foggy sky, gallantly fighting each other as true "knights of the air".

Learn to play **WW1 Wings of Glory** with one or two **Duel Packs**. Expand the game and enjoy the full game system with the **WW1 Rules and Accessories Pack** and two or more **WW1 Airplane Packs** or **Special Packs**, each featuring a new miniature and its maneuver deck.

Find the complete collection of WW1 Airplane Packs, Special Packs and Accessories at www.aresgames.eu/games/ww1-wings-of-glory-line.



WGF002A
WW1 RULES AND ACCESSORIES PACK



FACEBOOK.COM/ARESGAMES
ARESGAMES.EU



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POLYHEDRAL 7-DIE SET SAMPLER**
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CHX 27787\$9.98



PINK/SILVER
CHX 27384\$13.98



ROYAL PURPLE/GOLD
CHX 27587\$9.98

**BOREALIS: 16MM
D6 LUMINARY DICE
BLOCK (12 DICE)**



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CHX 27781\$9.98



SKY BLUE/WHITE
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CHX 27581\$9.98



SKY BLUE/WHITE
CHX 27586\$9.98

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LUMINARY 7-DIE SET**



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TEAL/GOLD
CHX 27785\$9.98



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TEAL/GOLD
CHX 27585\$9.98

BOREALIS: LUMINARY SET OF TEN D10S



PURPLE/WHITE

CHX 27377\$13.98



SKY BLUE/WHITE

CHX 27386\$13.98



ROYAL PURPLE/GOLD

CHX 27387\$13.98

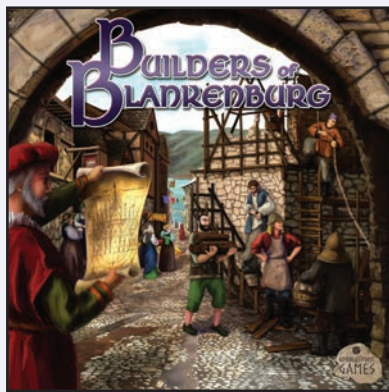


TEAL/GOLD

CHX 27385\$13.98

COBBLESTONE GAMES

SPOTLIGHT ON



BUILDERS OF BLANKENBURG

In *Builders of Blankenburg*, you are one of many people working to build up the town and earn prestige in the eyes of the count. Prestige is earned by building structures throughout the town, but to do so you'll need enough silver to purchase the proper resources with which to build. Pay attention to the citizens of the growing town. If you build what they're looking for, you'll have a steady stream of income. *Builders of Blankenburg* introduces the novel citizen track, an ever increasing populace who seek different places to live and work, while also

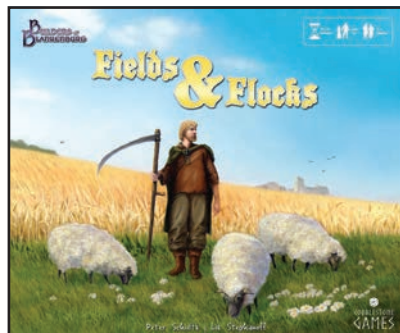
serving to determine the length of the game. But beware, new events and visitors each turn can disrupt your best laid plans. Make your imprint on Blankenburg to become its most prestigious builder and earn the key to the town! Scheduled to ship in January 2029

COB 001\$60.00

BUILDERS OF BLANKENBURG: FIELDS & FLOCKS EXPANSION

Fields & Flocks adds a whole new level of strategy to *Builders of Blankenburg* with the introduction of the Harvest phase. Players now have the ability to raise crops and livestock as alternate ways to earn income and prestige, utilizing their serfs in worker placement fashion. In addition to the new Harvest phase, *Fields & Flocks* also adds full 6-player support to the game, perfect for larger gaming groups. This expansion not only adds a side board, serfs, fields, and flocks, it also expands the available Citizens, Events, Visitors, and Characters, allowing for greater replayability. Scheduled to ship in November 2020.

COB 005\$50.00



Tsuru: Phoenix Rising

Light Your Path!

Game play
20-50
minutes

Ages
8+

2-8
players

Calliope Games

www.CalliopeGames.com

GAMES

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JAN 2021

27



CRYPTOZOIC ENTERTAINMENT



CRYPTIKINS UNLEASHED

Cryptikins do exist and they're ready to break loose! *Cryptikins Unleashed* goes bigger with Cryptozoic's original IP featuring creatures from myth and folklore. The seven core 5-inch vinyl figures with all-new poses are Bigfoot, Nessie, Chupacabra, Chulhu, Mothman, Unicorn, and Bob, the skeletal character from Cryptozoic's logo who is coming to life to celebrate the company's 10-year anniversary. In addition, collectors can chase rare Bone-Chilling Variants! Sculpted by Sam Greenwell, each figure comes packaged in a window box. Scheduled to ship in June 2021.

BIGFOOT	
CZE 28432.....	\$14.99
MOTHMAN	
CZE 28463.....	\$14.99
UNICORN	
CZE 28487.....	\$14.99

DC LIFE-SIZED HAND STATUES

Each hand-painted statue is made of high-quality polyresin and stand at minimum 9 inches tall from base to tip of the accessory they are holding! Perfect for collectors! Scheduled to ship in March 2021.



BATMAN WITH BATARANG
CZE 27527.....\$75.00



HARLEY QUINN PUDDIN' POP
CZE 23024.....\$75.00



JOKER'S CALLING CARD
CZE 20009.....\$75.00



DC MOVIE COLLECTIBLES: CATWOMAN
Catwoman 7-inch Movie Collectible
Scheduled to ship in March 2021.
CZE 28593.....\$29.99

SPOTLIGHT ON



EPIC SPELL WARS OF THE BATTLE WIZARDS DBG: ANNIHILAGEDDON - GANG BANGERS EXPANSION

Annihilageddon is an exciting celebration of Cryptozoic's hit cerberus deckbuilding engine, set in the over-the-top world of *Epic Spell Wars*. Fans of the original *Epic Spell Wars* games and fans of Crypto's cerberus lines should not miss our most involved and outrageous deckbuilding experience yet - in addition to the standard experience of building a deck of Creatures, Treasure, Spells, and Wizards from the main line-up, you'll be in charge of one of five completely unique gangs - from the aggressive and straightforward Merkin, to the controlling and more complex Kihulhu Kids, and everything in between!

NOTE: This is *NOT* a stand-alone product! The base game *Epic Spell Wars: Annihilageddon* is required for play! Scheduled to ship in June 2021.
CZE 28739.....\$25.00

STEVEN RHODES COLLECTION

Scheduled to ship in March 2021.



DON'T TALK TO STRANGERS

Don't Talk to Strangers starts when school lets out for the day - mom and dad haven't noticed yet, but STRANGERS are popping up everywhere - and these STRANGERS are really strange - 'from another planet' strange! Each turn you'll play a new movement card in order to navigate your kids - one at a time - from the starting school space, across the board to a 'scoring space', that's both safe from aliens and a fun way to waste the afternoon!
CZE 28883.....\$19.99



LET'S DIG FOR TREASURE

Welcome to *Let's Dig for Treasure!*, a 'push your luck' card game based on the piece of the same name from Steven Rhodes' wildly popular Sinister 70's collection. Players will take turns 'digging' by flipping over the top card of the dig stack. Dig up as many cards as you want before stopping - but if you dig up an Evil Skeleton or too many Worms cards - your turn will end and you won't score anything!
CZE 28869.....\$19.99



LET'S SUMMON DEMONS

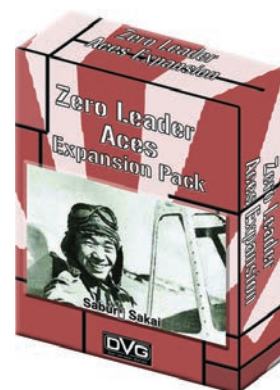
Welcome to *Let's Summon Demons!*, the perfect blend of card-based strategy and exciting dice rolling! Based off of one of the most popular pieces in Steven Rhodes' beloved Sinister 70's collection, this delightfully dark but tongue-in-cheek 'light strategy' game has you assembling a unique team of lovable boys, girls, and animals from 'the block'... in order to summon demons!
CZE 28906.....\$19.99

DAN VERSSEN GAMES



ZERO LEADER

Scheduled to ship in February 2021.
DV1 058.....\$99.99



ZERO LEADER: ACES EXPANSION

Scheduled to ship in February 2021.
DV1 058A.....\$19.99



ZERO LEADER: CHINA EXPANSION

Scheduled to ship in February 2021.
DV1 058C.....\$39.99

ZERO LEADER: MINIATURES

Scheduled to ship in February 2021.
DV1 058D.....\$29.99



OUTLANDER

PLAYING CARDS



Cryptozoic Entertainment is proud to present a set of playing cards featuring fan-favorite characters from seasons 1-4 of *Outlander*.



**AVAILABLE
NOW!**

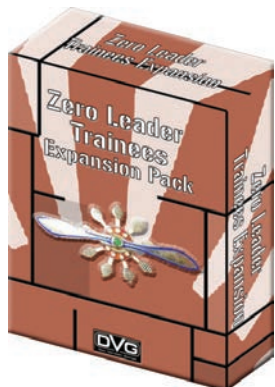
UPC - 814552020450

For more information, visit
www.cryptozoic.com

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www.cryptozoic.com



ZERO LEADER: TRAINEE EXPANSION
 Scheduled to ship in February 2021.
 DV1 058B\$19.99

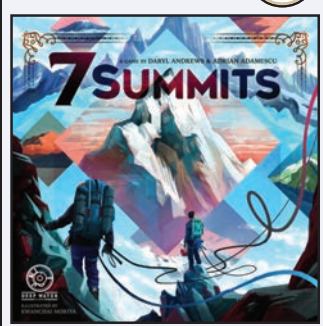
DEVIR AMERICAS



RED CATHEDRAL
 Tsar Ivan the terrible has ordered the construction of a cathedral in honor of his military victories. Many teams of builders will take part in the construction, but only one of them will stand out and gain the favor of the Tzar. Scheduled to ship in February 2021.
 DVR DEVREDCAT\$34.99

DEEP WATER GAMES

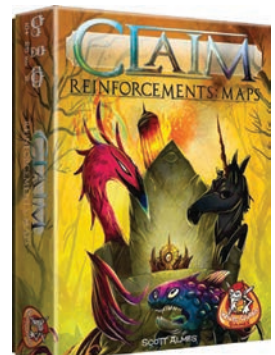
SPOTLIGHT ON



7 SUMMITS
 Grab your gear! In *7 Summits*, you are a world class mountain climber. Use the dice to your advantage to climb the seven tallest peaks on the seven continents, upgrade your equipment, and advance your skills. Will you be the first to climb them all? Scheduled to ship in January 2021.
 DPW 7SUM01\$29.95



CLAIM: REINFORCEMENTS - MAGIC EXPANSION
 Epic expansion with new mechanics for *Claim!* Brand new cards like Potions, Heroes, Artifacts and more! *Claim* is the perfect quick easy and FUN 2 player game now with TONS more ways to play! A critically acclaimed trick taking game that makes a great quick filler, perfect for a cafe break, or date night! Scheduled to ship in January 2021.
 DPW CLMRMAG\$14.95



CLAIM: REINFORCEMENTS - MAPS EXPANSION
 Epic expansion with new mechanics for *Claim!* Brand new cards like Potions, Heroes, Artifacts and more! *Claim* is the perfect quick easy and FUN 2 player game now with TONS more ways to play! A critically acclaimed trick taking game that makes a great quick filler, perfect for a cafe break, or date night! Scheduled to ship in January 2021.
 DPW CLMRMAP\$14.95



CLAIM: REINFORCEMENTS - MERCENARIES EXPANSION
 Epic expansion with new mechanics for *Claim!* Brand new cards like Potions, Heroes, Artifacts and more! *Claim* is the perfect quick easy and FUN 2 player game now with TONS more ways to play! A critically acclaimed trick taking game that makes a great quick filler, perfect for a cafe break, or date night! Scheduled to ship in January 2021.
 DPW CLMRMER\$14.95

DIETZ FOUNDATION GAMES



FREE AT LAST CIVIL RIGHTS BOARDGAME
 Scheduled to ship in January 2021.
 DTZ 1964.....\$50.00



SUPERCHARGED!
Supercharged! is a game about motor racing in the 1930s. Each player controls two racing teams: one in the top category and another, slower, team unlikely to win, but capable of reaching the podium. Winning is adjusted based on the level of cars a player selects, so taking the 'best' is not necessarily the optimal strategy for victory when car bonuses and track layout are considered. Game play is diceless with action cards used to randomize player order and events. Scheduled to ship in January 2021.
 DTZ 1929\$35.00

DRAGON EGG GAMES



NOVA LUX
 The universe is on the brink of extinction. The stars have burned into cosmic dust and scattered worthless energy throughout the vast black tapestry of space. There are only a handful of star systems left that are capable of supporting biological life. You represent a federation of orphaned alien species that have escaped systems with collapsed stars aboard planetary Arks of Salvation. You must re-establish hope amidst the universal apocalypse. *Nova Lux* is for 1 to 6 players, lasts roughly 15 minutes/player and combines resource management, engine-building, and off-turn action mechanics. It can be played solo, competitive or semi-cooperative.
 DEG 01001\$27.00

ELF CREEK GAMES



MERCHANTS OF THE DARK ROAD
 In *Merchants of the Dark Road*, you are one of these brave few merchants that travel the dangerous paths between cities. Discover the capital city where most of your actions will take place using a rondel action system. Collect and produce items to add to your caravan, or sell these items to local heroes and hire them to travel with you. Manipulate the market price of items, visit the back alley sellers, or delve a nearby dungeon for magical items to gain the potential for even more coin and notoriety. After all, what good is a purse full of the coin if the people don't sing songs about you, and what good is a song with an empty mug of ale? Scheduled to ship in February 2021.
 ECG 018.....\$55.00

ENGINEUTY

SPICY DICE 4-FUN PACK DISPLAY (6)
 The *Spicy Dice 4-Fun Pack* is a premium product that includes 4 sets of dice (all 4 colors), 4 sets of matching markers, the scorepad with Cheat Sheet, the pouch, and 4 bonus games. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
 ENG 1115\$179.70

SPOTLIGHT ON



SPICY DICE DISPLAY (12)
Spicy Dice is a great new game using custom, pearled dice with rounded edges and corners. It's easy - roll to score in the 10 categories, and the highest total wins. Each die has one red number which you may flip to any other number or keep it red for bonus scoring. Each base game contains a set of 6 all-different *Spicy Dice* in one of four colors. Customers can choose their favorite color, as all four colors are packed into each counter display. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
 ENG 1111\$179.40

SPICY DICE EXPANSION PACK DISPLAY (12)

Required for the optional 'Extra Spicy' rules, these expansion packs contain an extra set of dice in the 4 colors available in the base game. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

ENG 1112 \$71.40

FIRELOCK GAMES

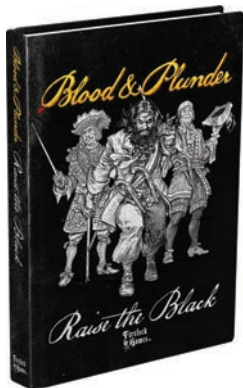
BLOOD & PLUNDER: RAISE THE BLACK

Scheduled to ship in March 2021.



2 PLAYER STARTER SET

FGD 0113 PI



EXPANSION BOOK

New book containing the new rules for the 18th Century.

FGD 0119 PI

Blood & Plunder

Raise the Black

PIRATES OF LEGEND

FGD 0117 PI

UNIT CARD BOX

FGD 0118 PI

BLOOD & PLUNDER

Scheduled to ship in March 2021.

Blood & Plunder

SAILORS (PLASTIC)

FGD 0115 PI

SLOOP (PLASTIC)

FGD 0114 PI

SOLDIERS (PLASTIC)

FGD 0116 PI

FIRST FISH GAMES

SPOTLIGHT ON

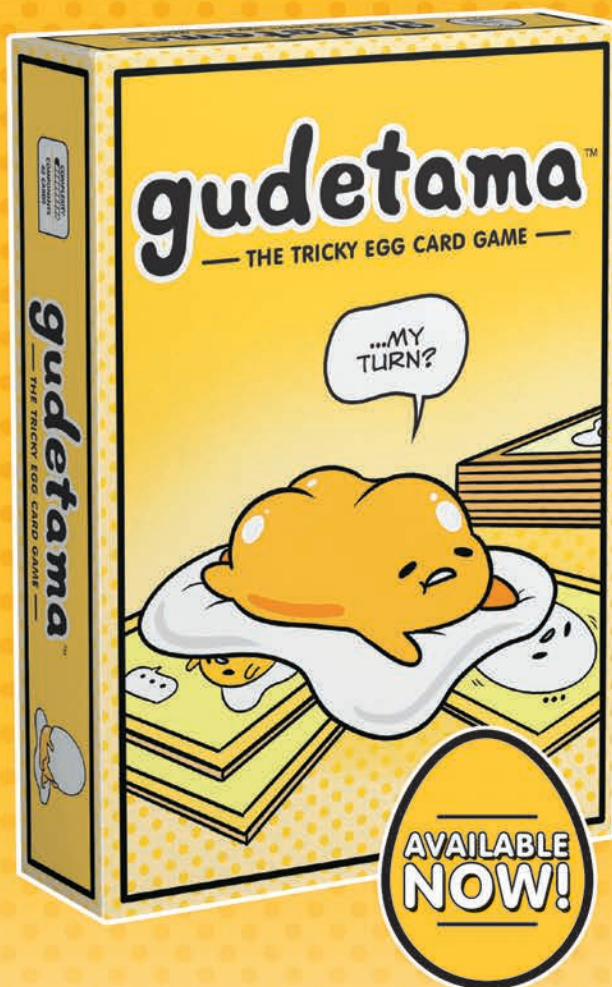


DUCKS IN TOW

In *Ducks in Tow*, you are walking around the park feeding the ducks their favorite food. When you feed them, they start following you and you must lead them to their favorite location in the park. When you successfully lead them to their favorite location, you take a photo with them and they waddle off to find their friends. Maybe you'll see them again later as you continue your walk around the park. you will be completing Location cards that will gain you points at the end of the game. Once you have completed a few location cards, you might be able to claim a Formation Card, which

will give you additional points at the end of the game.

FIS 0003 \$40.00



AVAILABLE NOW!

- Channel your inner lazy egg in this over-easy trick-taking game!
- Take as many cards as you want, but don't get scrambled on the last card!
- Based on the Sanrio® character Gudetama™.

BE THE LAZIEST EGG!

2-7 players Ages 7+ 20 min RGS01153 MSRP \$15



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GAMES

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JAN 2021

31

FLYING FROG PRODUCTIONS

SHADOWS OF BRIMSTONE



HERO PACK DRIFTER

FFP 07H07\$21.95

HERO PACK PROSPECTOR

FFP 07H04\$21.95



HEROES OF LAND, AIR & SEA: MERCENARY PACK 3

GLG HLASP501\$15.00



HEROES OF LAND, AIR & SEA: SLEEVE PACK

GLG HLASA02\$15.00

GAMELYN GAMES

SPOTLIGHT ON



DRAGON LAND

Gamelyn Games has unearthed the family gem *Dragonland* by renowned designer Reiner Knizia. First published in Germany by Ravensburger and then later by Rio Grande Games, this epic adventure game has been restored and polished for today's families by Gamelyn Games! In *Dragonland*, players are aiding the Dragons to secure their precious eggs and treasure before the volcanoes erupt! *Dragonland* is easy enough for the younger gamers to play and enjoy while also offering compelling choices for the adult strategists. It's fast, fun, and perfect for a family game night! Join us in the land of dragons and get rich off the hordes of gems to be had as your reward!

GLG DL001\$30.00

SPOTLIGHT ON



HEROES OF LAND, AIR & SEA

Heroes of Land, Air & Sea is a RTS inspired big box game. That features 4X game play. It breaks the mold of regular 4X games in that it is easy to learn, simple to play, and games only last 2 hours. It is a Scott Almes design after all, designer of the *Tiny Epic* series.

GLG HLAS01\$100.00



HEROES OF LAND, AIR & SEA: MERCENARY PACK 1

GLG HLASP201\$15.00



HEROES OF LAND, AIR & SEA: MERCENARY PACK 2

GLG HLASP301\$10.00



HEROES OF LAND, AIR & SEA: NOMADS EXPANSION

GLG HLASP101\$20.00



HEROES OF LAND, AIR & SEA: ORDER AND CHAOS EXPANSION

Expand the fight and introduce 4 new factions to the battle, along with a board extender. Now this massive game is even bigger and can support up to 6 players.

GLG HLASOC01\$80.00



HEROES OF LAND, AIR & SEA: PESTILENCE EXPANSION

7th Player Expansion including two additional factions.

GLG HLASP01\$50.00

HEROES OF LAND, AIR & SEA: PESTILENCE BOOSTER PACK

Expand the world of *Pestilence* even further w/ this booster pack. Includes more Spell cards, sleeves for the *Pestilence* expansion and 2 unique Mercenary vessels.

GLG HLASA03\$15.00



TINY EPIC DEFENDERS

Aughmoore is in ruins. The evil could not be contained and its darkness has spread to every region of the world. Shattering villages and infecting all forms of life. There has never been a more dire need for *Heroes*. Everyone who remains must rise up, must unite, and must risk everything to preserve what little spirit remains. *Tiny Epic Defenders* is a riveting small-box cooperative game and it's back with an all new edition featuring new art, new abilities, ITEMeeple and new rules making for more exciting gameplay than ever before!

GLG TED\$30.00



TINY EPIC DEFENDERS: THE DARK WAR EXPANSION

Tiny Epic Defenders: The Dark War, an expansion to *Tiny Epic Defenders*, is the latest installment in *Chronicles of Aughmoore*. It introduces new Heroic characters like the Lionkin Charioteer and the Birdfolk Shadow Walker. It also introduces new Epic Foes, new Dire Enemies, and new Artifacts, but more importantly it introduces new and exciting features that keep players making difficult choices from the edge of their seats. These new features include a Campaign Mode, with Enemy Generals, Skills that Heroes can learn, Advanced Regions and Caravans. Caravans represent the shattered homes of villagers during this dark time and are spread across all the Regions.

GLG TEDTDW\$30.00





TINY EPIC DINOSAURS

In *Tiny Epic Dinosaurs*, players control a team of ranchers and will be acquiring, breeding and selling dinosaurs. The game is played over 6 rounds. With each round consisting of several short phases. In phase one, players will harvest the resources from their farm that are not being consumed by dinosaurs. In phase two, players will put their ranchers to work. This phase has ranchers wrangling and buying new dinosaurs to farm, improving their farms security and supplies, vying for high dollar contracts, and researching technologies and unique dinosaur breeds.

GLG TEDINO.....\$30.00



TINY EPIC DINOSAURS: GAME MAT

Wrangle your game board with this 24 14 premium neoprene gaming mat. Specifically designed for *Tiny Epic Dinosaurs*.

GLG TEDINOA01.....\$25.00

SPOTLIGHT ON



TINY EPIC GALAXIES

In *Tiny Epic Galaxies* each player controls a galactic empire, aiming to expand their influence by acquiring highly contested planets and increasing their cosmic armada. The game revolves around an innovative dice-rolling combo mechanic. Through careful planning, you must make the most out of your turn, taking the available actions in whichever order you consider most beneficial. But be careful, as each of your opponents can choose to follow each action you take by expending valuable resources. This means that it can always be your turn, even when it is someone elses turn!

GLG TEG.....\$30.00



TINY EPIC GALAXIES: BEYOND THE BLACK EXPANSION

It is time to go beyond the deep blackness of space into the truly unknown universe In *Tiny Epic Galaxies: Beyond the Black*, players have access to four new ships that they can upgrade their original ships to. To do this, they will need to hire specialized pilots. There are many pilots to hire, each possessing a unique special ability. Pilots are also specialized in what ships they are trained to use. Hiring the right pilot for a ship reduces that pilots cost. The more ships a pilot is specialized in, the weaker their special ability is. Pilots are hired by spending unused dice that correspond with the four different ship types, and are worth victory points during play. Pilots are shuffled into a deck and played out like planets.

GLG TEGBTB.....\$30.00



TINY EPIC GALAXIES - BLAST OFF (STAND ALONE)

A Streamlined Successor to the best selling game *Tiny Epic Galaxies*. *BLAST OFF!* Will have you learning and teaching the game faster than ever! Immediately shuffle the Planet Deck, featuring 100% icon based abilities, set them in orbit and you are on your way. Turns will consist of rolling Stunning Galaxy Dice and executing simple actions that lead to epic play! *Tiny Epic Galaxies BLAST OFF!* features an off turn mechanic called following. This ensures you will stay engaged and allows for it to always be your turn.

GLG TEGBO.....\$20.00



TINY EPIC GALAXIES: GAME MAT

Enjoy this 24 x 14 slip-resistant neoprene gaming mat to give your intergalactic conquest a smooth feel. It features the Activation Bay, Planet spots and is great to roll dice on. Look out for the Achievement list also!

GLG TEGA01.....\$25.00



TINY EPIC KINGDOMS

Tiny Epic Kingdoms is a very approachable small box board game! In *Tiny Epic Kingdoms*, you rule! But whether you reign supreme or crumble under pressure is entirely in your hands. You will be exploring lands and factions, expanding kingdoms, exploiting opportunities, and exterminating all those who question your rule but so will everyone else! The results of this tiny conflict are nothing short of epic! In this surprisingly simple, yet deeply engaging game, players will be coming back for more and more. With 13 unique and thematic factions and 16 unique territories no game will ever be the same. This game truly achieves a grandiose experience in a small box board game.

GLG TEK.....\$30.00



TINY EPIC KINGDOMS: HEROES CALL EXPANSION

Explore. Exploit. Expand. Exterminate all over again! In *Heroes Call* the war continues and spreads further and further. New factions have arrived from the north igniting epic battles unlike any before. Heroes rise over the fallen bodies of their enemies. Kingdoms spread across the frozen wastelands and through the snowy peaks in search of silver. War Towers grow taller than the trees. Who will be victorious in the end? *Heroes Call* introduces several new aspects to *Tiny Epic Kingdoms*: New Factions, New Territories, Regions, & Resource Type, New Hero Meebles and Abilities, and New War Towers.

GLG TEKHC.....\$30.00



TINY EPIC MECHS

It's the year 3030, and technology offers humankind unimaginable entertainment. What used to be virtual reality is now reality, and sports that once occupied your flat-screen now occupy the world stage. The largest of them embodies the evolution and integration of athleticism and machinery. Once every five years, hundreds of millions of viewers tune in to witness the spectacle that is M.E.C.H.s: Mechanized Entertainment Combat Heroes. *Tiny Epic Mechs* is an arena-style player-vs-player action-programming game. It features ITEMeebles with plastic molded power armors and a Mech suit that the ITEMeebles actually go inside of.

GLG TEM.....\$30.00



TINY EPIC QUEST

A world of peace has been torn asunder by the opening of a vile portal from the goblin kingdom. Nasty goblins pour into the peaceful groves and villages of the elf world, setting the realm ablaze. Now you, the heroes, must quest in order to right this wrong. There are two paths to victory: closing the portal or slaying all the goblins. Which one will you choose? Either way, your quests will be aided by the help of the surviving mushroom folk and by the epic items that have been lost in the realms deep dungeons. The world is ending quickly, so you must act fast to save it, but you also need to know when your luck will run out.

GLG TEQ.....\$30.00



TINY EPIC TACTICS

In *Tiny Epic Tactics*, players will have a team of 4 unique heroes: a Fighter, a Wizard, a Rogue and a Beast. Each hero type, and each character within that type, offers unique advantages to movement, attacks, and/or support. Finding the synergy in your team is key to victory. In competitive play, players will pit their teams against one another in effort to score the most victory points by the end of the game. Each turn, players will have 3 actions to assign across their team. They can move and/or attack with their heroes. Victory points are rewarded for area control, enemy heroes captured, and keeping your own heroes alive. Gaining complete control of one, or multiple, specific areas offers the most victory points in competitive play.

GLG TET.....\$30.00



TINY EPIC TACTICS: GAME MAT

This 26 x 26 slip resistant neoprene *Tiny Epic Tactics* game mat beautifully and functionally enhances your gameplay experience. The mat provides an engaging environment for your game and gives you all the space you need to organize your team of Tacticians with their own play slots, as well as spaces for your Tactics deck, and room for your game boxes to sprawl. This game mat is a cant miss and gives you the best experience possible in *Tiny Epic Tactics*.

GLG TETA01.....\$30.00



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TINY EPIC TACTICS: MAP PACK EXPANSION

The *Maps Expansion* is a set of box covers and scrolls. It includes everything needed to convert the 6 Evergreen Woodlands boxes into 2 different settings: the Winter Highlands and the Savage Wastelands. The *Maps Expansion* is usable with ALL play modes. These are NOT just aesthetic changes! These change the gameplay drastically. Each map takes a different approach to where control areas are placed, how much space is between the control areas and what terrain surrounds them. This requires a different strategy on how to approach and defend the control areas resulting in a very different experience!

GLG TETMP\$15.00



TINY EPIC WESTERN

The West is growing day by day, and you're looking to stake your claim. To win, you have to gamble your relationships with the most powerful bosses in town to win influence. This influence comes in many forms: Law, Money and Force. If you're clever enough, you'll be able to take claim over the buildings in the ever growing boomtowns and gain powerful abilities. At the end of the day, the boss who has the best combination of wit and bluff will become the most powerful tycoon in the Wild Wild West.

GLG TEW\$30.00



TINY EPIC ZOMBIES

An unthinkable crisis has struck the Echo Ridge Mall. A mysterious outbreak has claimed the lives of nearly everyone there... what's worse is they are crawling the stores and commons as Zombies hungry for flesh. Only a few Survivors remain. Are you among the Survivors? Or are you one of the ravenous Zombies? The choice is yours in *Tiny Epic Zombies*!

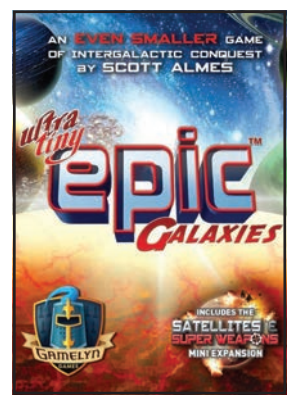
GLG TEZ\$30.00



TINY EPIC ZOMBIES: GAME MAT

Comes packed neatly in a new box. Enjoy this beautiful 26" x 26" slip-resistant neoprene gaming mat. It frames the game *Tiny Epic Zombies* and puts you in the action, at the Echo Ridge Mall. WATCH OUT from all sides.

GLG TEZ01\$30.00



ULTRA TINY EPIC GALAXIES

Ultra-Tiny Epic Galaxies is a complete and unabridged version of *Tiny Epic Galaxies* in a box the size of a deck of cards. It plays the full spectrum of 1 to 5 players, has all 40 original planets, and even includes the *Satellites & Super Weapons* Mini-Expansion!

GLG UTEG\$15.00



ULTRA TINY EPIC KINGDOMS

You are a tiny kingdom with big ambition. You want to expand your population throughout the realms, learn powerful magic, build grand towers, and have your neighbors quiver at the mention of your name. The conflict? All of the other kingdoms want the same thing and there's not enough room for everyone to succeed... In *Tiny Epic Kingdoms*, a 4x fantasy game in a pocket-size package, each player starts with a unique faction (which has a unique technology tree) and a small territory. Throughout the game, players collect resources, explore other territories, battle each other, research magic, and work to build a great tower to protect their realm.

GLG UTEK\$15.00

GAME TANK



THE WIZARD'S DICE TOWER

The *Wizard's Dice Tower* is a fully functioning dice tower brick set. It comes with a *D&D 5e Campaign* that revolves around the tower and its two occupants. The story is designed for a standard D&D group of 4 and a DM. It includes a beautiful set of instructions, a campaign booklet, two minis, and battle maps. Scheduled to ship in March 2021.

GTN 1002\$45.00

GATE KEEPER GAMES

AETHER DICE:

(7 POLYHEDRAL DICE SET)

Scheduled to ship in December 2020.



GALAXY

GKG AE587\$15.95



ORK YORK

GKG AE248\$15.95



RASBERRY AND CREAM

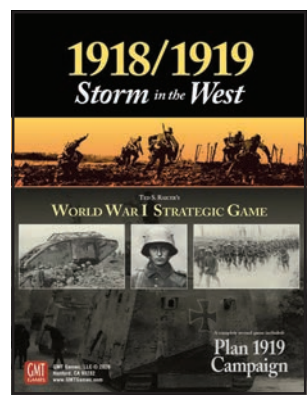
GKG AE157\$15.95



SWIRLPOOL

GKG AE317\$15.95

GMT GAMES



1918-1919:

STORM IN THE WEST

In 1992, Ted S. Raicer published his first design in *Command Magazine*, *1918: Storm in the West*, covering the last nine months of WWI on the Western Front. The game was an immediate success and led to the design of a *Plan 1919* variant which assumed a German defensive strategy in 1918 and an all-out Allied assault to win the war the following year. GMT is pleased to offer a new boxed version of these classic Great War designs, with new artwork, and including an additional 1918 Allied Offensive scenario published later in *Command*. Scheduled to ship in November 2020.

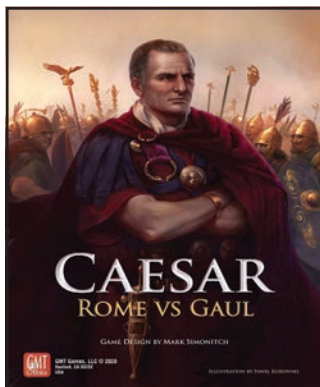
GMT 2013\$49.00



APOCALYPSE ROAD

In the future the rules of racing no longer apply. The racing circuits are not about speed and guile. Now they resemble high speed demolition derbies. The most famous organized racing competition of them all, the *Apocalypse Road*, is run by callous thugs who encourage drivers to arm their cars and literally destroy their opponents. It is the Roman Coliseum reincarnated. Scheduled to ship in November 2020.

GMT 2012\$72.00



CAESAR: ROME VS GAUL

The game covers the height of the Gallic Wars, the period between 57 BC and 52 BC when Caesar campaigned back and forth across Gaul putting down one rebellion after another while also invading Germania and Britannia. Units are individual Roman Legions or Gallic Tribes. Each turn represents one year. Scheduled to ship in November 2020.

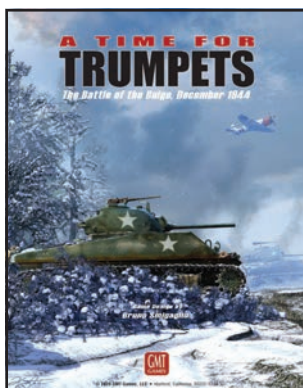
GMT 2008\$60.00



NEXT WAR: VIETNAM

Next War: Vietnam is the fifth game in the Next War series. This game returns the action to Asia and the powderkeg surrounding the South China Sea. This time the Chinese don't launch a limited, punitive expedition; they intend to crush the burgeoning threat from their southern border once and for all. Scheduled to ship in November 2020.

GMT 2014\$89.00

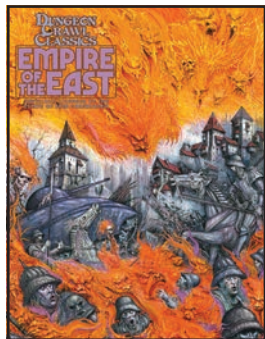


A TIME FOR TRUMPETS: THE BATTLE OF THE BULGE, DECEMBER 1944

This is a battalion level game of the Battle of the Bulge. The game system incorporates a number of concepts from two of the highly playable games on the same subject: Bitter Woods by The Avalon Hill Game Company and the iconic battalion level Wacht am Rhein from SPI in 1977. In addition, the command and control concepts devised for the TAHGC version of The Siege of Jerusalem were utilized. Scheduled to ship in November 2020.

GMT 2002\$149.00

GOODMAN GAMES



DUNGEON CRAWL CLASSICS: THE EMPIRE OF THE EAST

Officially licensed by the estate of Fred Saberhagen, this hardcover sourcebook offers everything you need to play DCC RPG campaigns in the world of the Empire of the East. While this sourcebook contains all you need to play a campaign, Saberhagen's novels are an invaluable resource in understanding the setting. We highly recommend you also read the Saberhagen Empire of the East series, available as a modern compilation or in the original three individual volumes, titled The Broken Lands, The Black Mountains, and Ardnehs World. Scheduled to ship in January 2021.

GMT 5240\$29.99

GREATER THAN GAMES

SENTINEL COMICS RPG

Scheduled to ship in March 2021.



ADVENTURE BOOK 1

GTG SRPG-DBX\$29.95

DARKWATCH SOURCEBOOK

GTG SRPG-DWCH\$39.95

GUISE BOOK!

GTG SRPG-GUIS\$29.95

URBAN SETTINGS BOOK

GTG SRPG-URBS\$49.95

HABA USA



ANIMAL UPON ANIMAL: A CHRISTMAS STACKING GAME

Which animal will make it to the top of the Christmas pyramid? The players decide by carefully balancing squirrels, snow bunnies, penguins and reindeer on stars, fir trees, sleds, and even on top of each other. The first player to place all of his or her figures safely on the pyramid wins this wobbly Christmas stacking game. Scheduled to ship in October 2020.

HAB 305732\$29.99



HEDGEHOG HABERDASH

The hedgehog children are playing dress-up. They want to have big spines in their favorite colors. To do this, the players need to draw leaves with the right colored points out of the leaf bag, but be careful! The wind can blow the leaves around so that even leaves you thought were safely yours fly away again! The first player to completely decorate their hedgehog with leaves in their color wins the game. Scheduled to ship in October 2020.

HAB 305588\$19.99



MONZA 20TH ANNIVERSARY EDITION

Our colorful classic racing game celebrates its 20th anniversary with this limited edition tin, and a new double-sided race track board. The colored dice still tell players where to drive on the track, but there's a new Advanced Drivers Variant with a bit more strategy included as well! The first player to cross the finish line wins and will claim the Monza Trophy - until next time. Scheduled to ship in October 2020.

HAB 305850\$29.99

HORRIBLE GUILD



MONSTER SLAUGHTER: UNDERGROUND

Monster Slaughter: Underground is the first expansion for Monster Slaughter. Terror sometimes makes you crazy... After splitting up into small groups, stumbling blindly through poorly lit rooms, now the guests think they're safe in the basement! Will it be their salvation? Or... their tomb? Scheduled to ship in February 2020.

LUM ANK250\$44.99



SIMILO: WILD ANIMALS

Similo is a cooperative deduction game. Each version comes with a deck of 30 cards, beautifully illustrated by Naade, showing the portrait, name, and a brief description of a series of characters with a common theme. In Similo: Wild Animals you will play with the creatures of the wildlife! The Clue Giver must lead the Guessers to identify one Secret Character by playing other character cards from his hand as clues, stating whether they are similar to or different from the Secret Character. Scheduled to ship in February 2020.

LUM HG047\$9.99



SIMILO: ANIMALS

Similo is a cooperative deduction game. Each version comes with a deck of 30 cards, beautifully illustrated by Naade, showing the portrait, name, and a brief description of a series of characters with a common theme. In Similo: Animals you will play with the creatures from the animal world. The Clue Giver must lead the Guessers to identify one Secret Character by playing other character cards from his hand as clues, stating whether they are similar to or different from the Secret Character. Scheduled to ship in February 2020.

LUM HG046\$9.99



VAMPIRE THE MASQUERADE: VENDETTA

Vampire: The Masquerade - Vendetta is an asymmetrical competitive card game of strategy, bluff, and deduction, designed by renowned game designers Charlie Cleveland (Subnautica) and Bruno Faidutti (Citadels). 3 to 5 players will take control of one of the scheming vampires and fight at several locations to win the support of influential allies and ultimately challenge the throne of Chicago. Scheduled to ship in February 2020.

LUM HG044\$34.99



GAMES

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JAN 2021

35



IDW
GAMES



GHOSTBUSTERS: BLACKOUT

Suffering from a city-wide blackout and an onslaught of ghosts, it's up to the Ghostbusters to quell the chaos and bust those ghosts! Fully cooperative, players allocate dice to bust ghosts, buy upgrades, and move around the city in a game that will have players wishing for just one more die!

- The Ghostbusters are out to bust familiar faces and foes after a city-wide blackout allows all the ghosts in their containment unit to escape!
- A terrifyingly tough threat management game, players travel all over New York City to bust baddies and keep the mass hysteria to a minimum.



IDW 01678.....\$39.99

DESIGNER: JON COHN
ARTIST/COVER: DAN SCHOENING

AVAILABLE NOW!



TONARI

The small island of Kuchinoshima has been hit by a terrible storm, leaving the village with only a single fishing boat. Each hoping to prove themselves the village's best fisherman, 2-4 players take turns moving the boat marker around the island, collecting any fish tiles they land upon. At the end of the day, the player with the best haul wins, but there's a twist—each player's score is added to their left neighbor's score before determining the winner!

- A point-sharing, tile-laying game with 42 full color acrylic tiles
- Artwork from Kwanchai Moriya
- Game design from Alex Randolph and Bruno Faidutti



IDW 01656.....\$29.99

DESIGNER: ALEX RANDOLPH AND BRUNO FAIDUTTI
ARTIST/COVER: KWANCHAI MORIYA

AVAILABLE NOW!



GALAXY HUNTERS

In *Galaxy Hunters*, 2-4 players take on the role of mercenary pilots in battle mechs hired by Megacorporations to hunt and harvest rampaging mutants. *Galaxy Hunters* blends the excitement of crafting a unique character with the deep strategy of Euro-style, worker placement. Pick your Merc, customize your Mech and compete in a fierce rivalry to be the top mutant hunter in the Galaxy!

- Includes (4), large (65mm) Battle Mech miniatures!
- Mix and match pilots and mechs to unlock new powers and special abilities with *Galaxy Hunters'* inventive neural-link system.
- *New Ways to Hunt* expansion allows for 5 players to compete with more rewards and higher risk!



IDW 01533.....\$79.99

JANUARY RELEASE!

DESIGNER: DANIEL ALVES

WWW.IDWGAMES.COM



SONIC THE HEDGEHOG DICE RUSH

Speed is Sonic's game, and in *Sonic The Hedgehog Dice Rush*, you and up to 3 of your friends are in a real-time race to build the best Sonic the Hedgehog level.

- A "gotta go fast," real-time, dice rolling game
- Match dice to collect cards and build the ultimate the Sonic level
- 2 decks of cards that feature classic Sonic level pixel art.



IDW 01470.....\$19.99

DESIGNER: JONATHAN YING

AVAILABLE NOW!



SONIC THE HEDGEHOG: CRASH COURSE

Speeding through the classic Green Hill Zone, players in *Sonic the Hedgehog: Crash Course* race to be the first player to collect 5 of the 7 Chaos Emeralds! Countless track configurations allow for new race experiences every time you play!

- Race forward and leave your opponents in the dust.
- Collect items then heal damage.
- Win if you're the fastest to earn the most Chaos Emeralds!
- Includes 4 pre-painted plastic miniatures!



IDW 01484.....\$29.99

DESIGNER: SEAN MCDONALD

AVAILABLE NOW!

GALAXY HUNTERS: NEW WAYS TO HUNT EXPANSION

With the *"New Ways To Hunt"* expansion, Mercs can take on bigger risks for bigger rewards. This expansion offers a 5th player to compete for top Mutant Hunter in the Galaxy! *Duar Krill* joins the hunt as the newest Mercenary and the *Iron Smoker Mech* is included in this expansion!

- Battle through the four main sagas, gaining power and perfecting techniques as you progress, or create a single battle against iconic villains.
- Increase your Power Level to gain access to power Transformations.
- Techniques provide unique abilities that modify your attack rolls.
- Requires *Galaxy Hunters* Base Game to play.
- Includes (1) additional Battle Mech Miniature!



IDW 01934.....\$29.99

JANUARY RELEASE!

DESIGNER: DANIEL ALVES

**NEW!
LISTING!**





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INCARNATE GAMES



SING FOR YOUR SUPPER

This new game is fun and simple: you get rewarded with 'Supper' cards by 'Singing for Your Supper' from the 'Song' deck. Supper cards are used to create different dishes, and the objective is to be the first player or team to create a full course meal. To sing a song, you must first decipher the 'cue phrase' on a Song card, recognize the popular hit song, then sing aloud to the table a portion of that song. Players in clockwise order guess the name of the song. The first to have the correct name of the song title shares in the reward of Supper cards. This continues with each player, and the first to create a full course meal wins!

SFY SBASE01\$19.99

JORDAN DRAPER GAMES



I'D EAT THAT

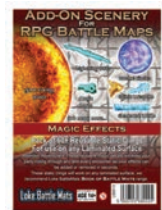
I'd Eat That is a story telling game that centers around everyone's favorite cultural topic of food! In this game, you will use ingredient cards that have a wide range of foods and even preparation methods, which must be combined into a three course meal. You will then present one course at a time as a story, as wild or unique as you would like to make it, and all other participants will decide if they would eat it or not! Originally designed for an interactive art exhibit in Tokyo that questioned what a game is, I'd Eat That was developed in Japan and later toured as a story collecting art project across Eastern Europe before being produced as a final product. Scheduled to ship in January 2021.

JDG 77229\$20.00

LOKE BATTLE MATS

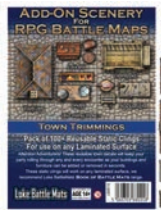
BATTLE MATS: ADD ON SCENERY

Attention Adventurers! These reusable decals will keep your party rolling through any and every encounter as your adventure can be personalised in seconds! These static clings will work on any laminated RPG map to instantly add common spell effects and magical elements to the scene! Scheduled to ship in January 2021.



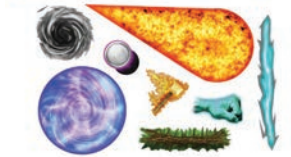
MAGIC EFFECTS

LBM 019\$12.99



TRIMMINGS

LBM 018\$12.99



KONAMI DIGITAL ENTERTAINMENT

SPOTLIGHT ON



YU-GI-OH! TCG: GHOSTS FROM THE PAST BOX DISPLAY (5)

History comes to life in Ghosts From the Past! This 136-card all-foil collectors set bolsters 9 popular themes from the past, introduces 2 brand-new themes, helps you build some of the Decks featured both in this booster and in recent Core Boosters, and to top it all off, debuts 5 new Ghost Rares that'll be must-haves for your collection! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 85237\$74.95

LAY WASTE GAMES

LIFE SIPHON

Your life is your only resource. Defeat the player to your left to win. Defend from the player to your right to survive. 2-4 player combat with no elimination. Summon powerful creatures, each with unique powers and abilities.

LWS 1401\$50.00



SPOTLIGHT ON

BATTLE MATS: BOOK OF BATTLE MATS - TOWNS & TAVERNS

Towns & Taverns Books of Battle Mats is a set of two books of RPG battle maps which line up to create one endlessly evolving urban fantasy battle map. Standard entry/exit points and a 360 spine allow you to create anything up to a 24x24 play area from a set of books that fits on your bookshelf and in your bag! Scheduled to ship in January 2021.

LBM 016\$44.99



BATTLE MATS: LITTLE BOOK OF BATTLE MATS - TOWNS & TAVERNS

RPG in style with these 6x6 maps as you creep down city alleys and explore suspicious streets and rooms which can suddenly appear! Link your encounter areas and bridge terrain gaps with this invaluable little book of maps! Scheduled to ship in January 2021.

LBM 017\$12.99



MEDIEVAL LORDS



TEN SUNS

Ten Suns is a 'blind bidding' game that revolves around the legendary archer from China, Houyi, who shot down 9 Suns and saved China from scorching heat. Players are Primordials who draw their energy from the 10 Suns. As the Suns gradually disappear, players must race to gain enough prestige to secure a permanent position among the Gods. This can be done in multiple ways, such as influencing entire lands to worship them, repelling mythical beasts, building palaces in their names and forming alliances with other Gods. The game features famous locations in China like the Great Wall, Xi An, and many others. It also features other Gods and legends of ancient China, including Chang'E and the Jade Rabbit. Learn more about the ancient myths and legends of China as you play the game! Scheduled to ship in February 2021.

MVL 011 \$30.00

MODIPHIUS

ELDER SCROLLS: CALL TO ARMS (RESIN)

Scheduled to ship in January 2021.



DRAUGER GUARDIANS

MUH 0352059 \$50.00



SKELETON HORDE

MUH 052060 \$49.00

FALLOUT: WASTELAND WARFARE

Scheduled to ship in December 2020.



FOG CRAWLER

MUH 052008 \$49.00



MIRELURK HUNTERS

MUH 052006 \$45.00



MIRELURK HATCHLINGS + EGGS

MUH 052007 \$38.00



MIRELURK QUEEN

MUH 052005 PI

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AND TRADES!**



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GAMES

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39



MONDO GAMES

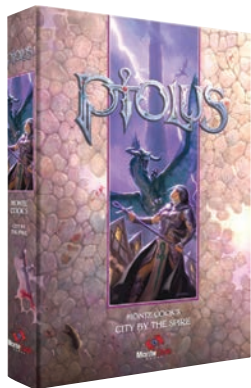


KING OF MOVIES - THE LEONARD MALTIN GAME

This quick 'n easy party game can be enjoyed by cinephiles and casual film fans alike, and features classic reviews written by 80's icon Leonard Maltin, the supreme king of the silver screen. During gameplay, the Maltin character will prompt the table by sharing an obscure film title drawn from 750 excerpts from Maltin's rampaging repertoire of reviews. The rest of the players (Imposters) each craft their own false movie synopsis while attempting to mirror the writing style of the original King of Movies. Once the players submissions are mixed up with the real synopsis, The Maltin reads them to the group out loud while Imposters vote to identify which one they believe is Maltin's own handiwork. Points are earned by identifying the real review, or by fooling others into thinking yours was written by Maltin.

MNG KOM001 \$25.00

MONTE COOK GAMES



PTOLUS: MONTE COOK'S CITY BY THE SPIRE

Ptolus: a city of mysteries, secrets, and dark histories that lies forever in the shadow of an impossibly tall spire, an enigma and a reminder of evil long past. Below the city's streets a seemingly endless network of ancient dungeons draw adventurers from all corners of the Empire. It's fantastic, with page after page of amazing sights and ideas. Ptolus is massive: 672 pages plus a packet with a poster map and dozens of handouts. Plus another 300 pages of downloadable content. All the content of the legendary original, updated for two versions (5e or the Cypher System) with new art and other upgrades. Scheduled to ship in April 2021.

5E COMPATIBLE

MKG 265 \$149.99

CYPHER SYSTEM COMPATIBLE

MKG 264 \$149.99

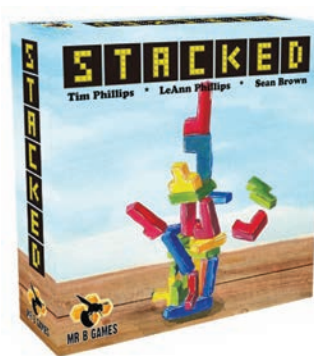
MR. B GAMES



CATTITUDE

Cattitude! is a family game for 1-5 players, that pits you and your friends against each other to see which cat can cause the most trouble – by collecting cards, and moving around the board to steal, knock over, and destroy various items throughout the house! But be careful – players will also get a chance to play as the human – and try to catch cats in the middle of their devious acts! Use evade cards to frame others for your mischief or sneak away to safety – but whatever you do – DON'T GET CAUGHT! Scheduled to ship in December 2020.

MIB MYD1032 \$24.99



STACKED

Stacked is a family game for 1-5 players, that is part card game, and part dexterity. The goal is to place blocks on top of a pre-set base to form a teetering tower. Without knocking this tower over, the person to bank the most points in their play pile wins! After much debate on the "proper" way to play Stacked, the designers decided to include their 3 most popular modes of play. Try them all and enjoy 3 games in one! Scheduled to ship in December 2020.

MIB 1032 \$59.99

NORD GAMES



THE ULTIMATE GUIDE TO ALCHEMY, CRAFTING, AND ENCHANTING

The Ultimate Guide to Alchemy, Crafting, & Enchanting is the perfect addition to the world's greatest roleplaying game! This supplement introduces a brand new game mechanic for creating items, potions, and magical goods. It also provides hundreds of new, never-before-seen illustrated magic items, both in-book and available separately as magic item decks! Scheduled to ship in April 2021.

NRG 2101 \$40.00



THE ULTIMATE GUIDE TO ALCHEMY, CRAFTING, AND ENCHANTING COMPENDIUM DECKS

The 4 Magic Item compendium decks are 50 card decks containing items from the book. The cards are going to have one side be the art of the item and the other rules and stats for each item. Each item will have a color banner on both sides to show the rarity of the items for quick reference. Scheduled to ship in April 2021.

MAGIC ITEM COMPENDIUM - POTIONS, POULTICES & POWDERS

NRG 1078 \$15.00

MAGIC ITEM COMPENDIUM - RINGS & WONDROUS ITEMS

NRG 1077 \$15.00

RODS, STAFFS AND WANDS

NRG 1076 \$15.00

WEAPONS AND ARMORS

NRG 1075 \$15.00

OSPREY GAMES

FROSTGRAVE: THE RED KING

The Red King is the first supplement designed for Frostgrave: Second Edition. In this sprawling, epic campaign, wizards will be pushed to their limits, fighting not only against one another and the perils of the Frozen City, but also against an invading army. As the Red King's power grows, the laws of magic and nature will start to bend. Can the wizards put aside their differences long enough to oppose this common foe, or will greed and mistrust doom them all? Scheduled to ship in December 2020.

OSP FGV015 \$30.00



PAIZO PUBLISHING



PATHFINDER RPG: ADVENTURE - MALEVOLENCE (P2)

The house has stood abandoned on its lonely hilltop, brooding quietly over the ruins of a once thriving town for decades. No one has lived within its walls since the night a terrific storm flooded the coastal town below and since a tragedy struck down the noble family that once dwelt within but now, the mansion has attracted the attention of a curious group of adventurers. What is the truth behind the tragic past that empowers the evil that grips the mansion today, and what might happen to the world of Golarion if the sinister influences that grow within these haunted walls are allowed to build beyond the breaking point? Malevolence is a horror-themed adventure for 3rd-level characters written by James Jacobs featuring sinister new monsters, mysterious magical items

and spells to discover, and a fully-detailed haunted house for players to explore, exorcise, and endure. Scheduled to ship in March 2021.

PZO 9559 \$22.99



PATHFINDER RPG: ADVENTURE PATH - ABOMINATION VAULTS PART 3 - EYES OF EMPTY DEATH (P2)

Death lurks in the darkness! The deepest levels of the Abomination Vaults contain massive caverns and a relic left behind by one of the Outer Gods. The heroes must negotiate the ruthless politics of insular drow, vampiric urdelthans, and stranger creatures for the tools they need to vanquish Belcorra Haruvex. Yet even as the heroes grow nearer, the undead sorcerers power increases, and the heroes must put her to rest before she claims the full might of her malevolent patron. *Eyes of Empty Death* is a Pathfinder adventure for four 8th-level characters. Scheduled to ship in March 2021.

PZO 90165\$24.99



PATHFINDER RPG: PAWNS - AGENTS OF EDGEWATCH PAWN COLLECTION (P2)

Enemies and allies from the *Agents of Edgewatch Adventure Path* take their places on your tabletop with the *Agents of Edgewatch Pawn Collection*, featuring more than 100 pawns for use with Pathfinder Second Edition or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn presents a beautiful full-color image of a monster or NPC from the *Agents of Edgewatch* campaign, including city guards, monstrous criminals, aberrant horrors, and many other friends and foes! Scheduled to ship in March 2021.

PZO 1042\$24.99



STARFINDER RPG: ADVENTURE PATH - FLY FREE OR DIE PART 5 - CRASH AND BURN

The crew of the *Oliphaunt* have been living the good life, riding high after robbing a Kalistocracy commerce barge. But when old enemies join forces, the crew loses it all their fortune, their reputations, and even the *Oliphaunt* itself! Now they're trapped on *Absalom Station* with nothing but the clothes on their backs. They'll have to cash in every favor, rely on every friend they've ever made, dodge bounty hunters and assassins, and rebuild a junk starship that barely flies if they hope to catch their enemies and reclaim what's theirs! *Crash and Burn* is a *Starfinder* adventure for four 9th-level characters. Scheduled to ship in March 2021.

PZO 7238\$22.99

SPOTLIGHT ON



PATHFINDER RPG: BESTIARY 3 HARDCOVER (P2)

With more than 300 classic and brand-new monsters, this 320-page beautifully illustrated hardcover rulebook completes the collection of creatures begun in the first two *Pathfinder Bestiary* volumes. From classic creatures like clockworks and tooth fairies, returning favorites like imperial dragons and mighty titans, to brand-new menaces found all over Golarion, this must-have tome of monsters designed to challenge characters of any level is an essential companion to your Pathfinder game! Scheduled to ship in March 2021.

PZO 2107\$49.99



PATHFINDER RPG: BESTIARY 3 HARDCOVER (SPECIAL EDITION) (P2)

With more than 300 classic and brand-new monsters, this 320-page beautifully illustrated hardcover rulebook completes the collection of creatures begun in the first two *Pathfinder Bestiary* volumes. This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. The perfect way to commemorate *Pathfinder's* new edition! Scheduled to ship in March 2021.

PZO 2107-SE\$69.99



STARFINDER RPG: FLIP-MAT - SOLAR TEMPLE

Whether the heroes are mastering the secrets of supernovas and black holes under the tutelage of a master solarian or defending mystics in the glare of a once-in-a-lifetime solar flare eruption, no Game Master wants to spend time drawing every meditation room and training courtyard. Fortunately, with Paizo's latest *Starfinder Flip-Mat*, you don't have to! This line of gaming maps provides ready-to-use science-fantasy set pieces for the busy Game Master. This double-sided map features an ancient solarian hermitage on one side and a futuristic cloister in space on the other. Don't waste time sketching when you could be playing. With *Starfinder Flip-Mat: Solar Temple*, you'll be ready the next time your

players seek enlightenment among the stars! Scheduled to ship in March 2021.

PZO 7324\$14.99



PATHFINDER RPG: FLIP-MAT - MALEVOLENCE (P2)

Bring your haunted adventures to horrifying life on your tabletop with this double-sided full-color Flip-Mat featuring key encounter locations from the *Pathfinder Second Edition* adventure *Malevolence* on either side! One side depicts the ground floor of a haunted mansion and the other side shows the houses' spooky upper floor! *Pathfinder Flip-Mat: Malevolence* measures 24" x 30" unfolded, and 8" x 10" folded. Scheduled to ship in March 2021.

PZO 30112\$14.99



PATHFINDER RPG: FLIP-TILES - WILDERNESS PERILS EXPANSION

There are regions in the wild where the environment itself is hostile. *Flip-Tiles: Wilderness Perils Expansion* is the newest expansion to the *Flip-Tiles: Wilderness Starter Set*. With 24 full-color 6" x 6" double-sided tiles, each stunningly crafted by cartographer Jason A. Engle, you can peer into chasms and sinkholes, scramble over treacherous terrain or through churning surf, deal with dangerous patches of quicksand or boggy swamps, or face a roaring out of control wildfire. All perfect for the next time the heroes traipse too deeply into the uncharted wild! Scheduled to ship in March 2021.

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POKÉMON USA

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POKÉMON TCG: ALAKAZAM V BOX

With potent psychic powers and a pair of shining spoons, Alakazam V can outsmart its opponents on the field of battle! The Psi Pokémon's intelligence and memory skills are off the charts, and its ready to take its place at your side. You'll find the brainy Alakazam V in both playable and display sizes, together with treasures from *Pokémon TCG* booster packs.

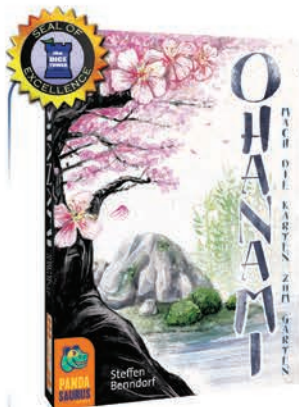
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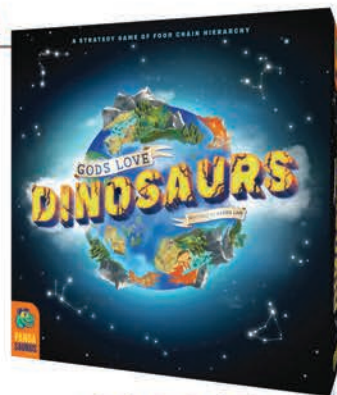


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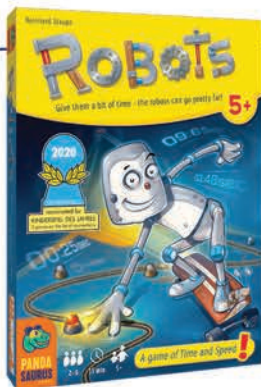


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- The best seller is back!
- Fun negotiation game.
- Great player interaction!
- Top 400 strategy game on Board Game Geek.

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ROBOTS

- Kinderspiel des Jahres nominee!
- A best-seller in Germany!
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CTRL

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- Flick discs into the right quadrant to score points on your dry erase sheet!
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- A blast for both families and gamers!



PAN202005 **\$29.95**



THE GAME

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

PAN201820 **\$12.95**



MACHI KORO LEGACY

- Play 10 games in campaign, then have a replayable game!
- Add new mechanics each game and open secret boxes!
- From famed designer Rob Daviau

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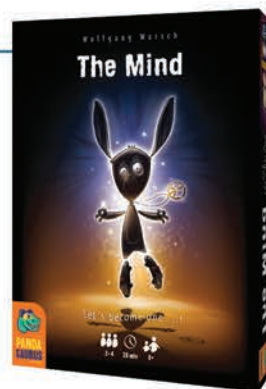
PAN201904 **\$49.95**



THE MIND

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

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Game play
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minutes

Ages
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2-6
players

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Scheduled to ship in March 2021.
QWS STAR1B\$13.00

RESTORATION GAMES



**UNMATCHED: LITTLE RED RIDING
HOOD VS. BEOWULF**
Scheduled to ship in January 2021.
REO 9305\$24.95

RIVER HORSE

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**JIM HENSON'S
LABYRINTH: READY,
STEADY, WORM!**
Ever wondered what the worms
get up to in the Labyrinth? Well,
wonder no more, as you join
them for a very serious game
of Ready, Steady, Worm! Four
worms enter... four worms
leave. But only one worm can
be the winner of this exciting
race to the edge! Get ready to
collect gems, use goblin-tricks to
tip the odds in your favor and
remember, the Goblin King can
twist everything in an instant by
spinning the walls and changing
the entire board!
Scheduled to ship in March 2021.
RHL RHLAB007\$39.95

ROXLEY GAMES

STEAMPUNK RALLY: FUSION (STAND ALONE OR EXPANSION)

Steampunk Rally Fusion is a stand-alone
game that can be combined with the original
Steampunk Rally. It introduces new tracks with
unique event cards, new part abilities (Gear
Up and Overcharge), and a new card type:
Secret Projects. It also debuts new custom
dice representing powerful Fusion energy!
Take on the role of ingenious inventors from
history. Draft cards to invent your racing
contraption. Power your creations abilities
with combinations of steam, heat, electricity
and Fusion dice. Use cogs to augment bad
dice rolls and upgrade certain machine
parts. Smashing through damaging terrain
spaces may cause parts to fly off your
machine, constantly forcing you to adapt your
strategy and discover new card synergies.
Scheduled to ship in February 2021.
ROX 202\$54.99



SMIRK & DAGGER



THE NIGHT CAGE

The Night Cage is a cooperative,
horror-themed tile placement game
that traps 1-5 lost souls within another
wordly labyrinth of eternal darkness.
Equipped with nothing but dim candles,
you must work together to explore the
maze and escape. To win, players must
each collect a Key, find a Gate, and
escape as a group. But escape won't
be easy. The weak glow of your candle
sheds light on only a small area of the
maze at a time. As players move, new
pathways are revealed while old ones
disappear forever into the darkness, creating
an ever-changing play space that requires
teamwork and collective strategy to navigate.
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PLANKTON RISING



Fun for SpongeBob fans young and old

BEST.
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In this fun cooperative card and dice game, players take on the roles of their favorite Bikini Bottom characters like SpongeBob, Patrick, and Squidward to defeat Plankton from stealing the ingredients for the Krabby Patty.



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Chum Bucket
with Plankton figure



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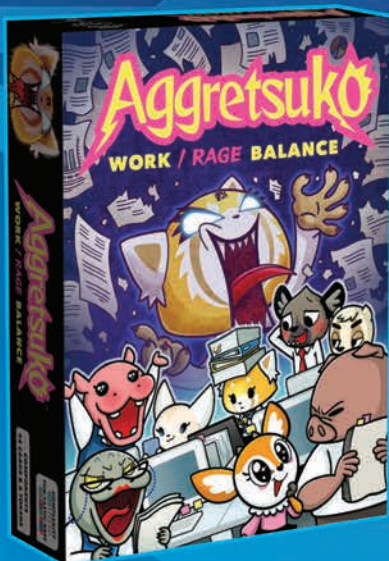
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45-60 Min.



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AGGRETSUKO: WORK/RAGE BALANCE

- Transform from office worker to raging heavy-metal rock star!
- Discard cards to complete your work first!
- Too much work? Put in overtime hours!

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GUDETAMA: A TRICKY EGG CARD GAME

- Channel your inner lazy egg!
- Avoid gaining points on the last trick!
- Based on the Sanrio® character Gudetama™.

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- Take on the role of astronomers searching for a hidden planet!
- Free Companion App provides logic rules and results.
- Uncover objects, publish theories, and find Planet X!

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STELLAR

- Calibrate your Telescopes to view Celestial Objects!
- Carefully arrange your cards in a beautiful display!
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SCOTT PILGRIM COLLECTOR'S EDITION FIGURE SET

- Contains 24 large pre-painted figures!
- Includes Scott Pilgrim, his friends, and Ramona Flowers!
- Displayed in a beautiful hinged windowed display box!

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- Play as either the Good Guys or the Bad Guys!
- Includes 9 pre-painted miniatures, pop-up board, and 3D objects!

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BARGAIN QUEST

- Support local heroes who fight dangerous monsters!
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- Grow your reputation as the best shop in town!

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- Steal treasure from the evil Lord Eradikus!
- Avoid the security bots and sneak pass the force field!
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- Play as one of eight unique Scythian Heroes!
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CLAIM - A SONG OF IRE AND VICE

War has come to Unstablovakia, and the country's two most incompetent mercenaries realize it's their time to shine! King Ned is dead, drowned in a wine barrel without any apparent heirs. Now, our mercenary 'heroes' - a delusional goblin and his silent doppelganger sidekick - fight with the five factions that sprung up to claim the throne. Who will win? Will the kingdom survive? And will there be anyone left to pay the mercenaries? Based on CLAIM, the hit fantasy card game from Deep Water Games, *Claim: A Song of Ire and Vice* provides swords, sorcery, and satire in a crazy, kingdom-stealing caper. Claim it while you can! Scheduled to ship in December 2020.

SPP 10CL01010399.....\$3.99

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EPIC ENCOUNTERS:

SWAMP OF THE HYDRA

A reptilian horror, the hydra, oozes corruption. It's mere presence has twisted the plants and warped the creatures of the fetid swamp it calls home. With many heads to contend with - each one boasting animal cunning, a winding neck, and sharp teeth - careless trespassers will soon find themselves trapped in a thicket of snapping jaws.

SFL EE-005.....



.....\$39.95

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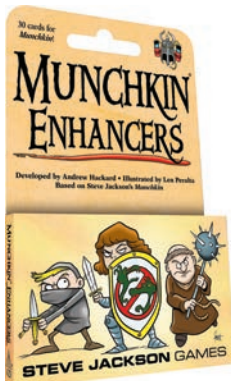
EPIC ENCOUNTERS: VILLAGE OF THE GOBLIN CHIEF

Beware the giggling goblins and their cruel knives. Hidden in their treetop village, they plot their raids and feast on whatever they can steal or kidnap. But goblin malice is not the only threat in these parts. Far beneath the branches, the ground has begun to rot, polluting the soil and spoiling harvests. And the goblins know why.

SFL EE-006.....

.....\$49.95

STEVE JACKSON GAMES



MUNCHKIN: MUNCHKIN ENHANCERS EXPANSION

Flavor up your *Munchkin* experience with these 30 new monster, Treasure, Class, and Race enhancers! Enhancers boost the strength of Items, monsters, and the munchkins themselves, but beware! Your foes can turn them against you as well. *Munchkin Enhancers* adds more power, more challenge, and more backstabbing fun to your games! Scheduled to ship in March 2021.

SJG 4257.....\$9.95

STRONGHOLD GAMES

BRAVO

Scheduled to ship in February 2021.

SHG BRV01.....\$24.99

STUDIO 71



SUGAR HEIST

Sugar Heist is a card game where players collect, trade, and steal candy cards. Dominate your opponents and strategically heist their sweets as you battle it out for the biggest stash of candy. *Sugar Heist* is quick to learn, family friendly, and takes 45 to 60 minutes to play. It was created by Alex Clark, the comedian and animator behind his self titled YouTube channel (4.3M subscribers), and Zach Craley, TV writer (*Heroes Reborn*, *Marvel's Avengers Assemble*, and *Spider-Man*).

S71 SHGAM.....\$20.00

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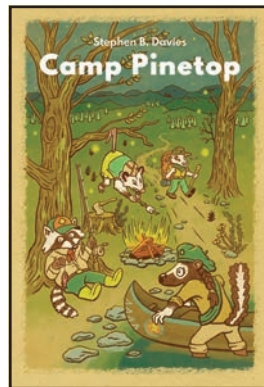


THE UMBRELLA ACADEMY

The Umbrella Academy is a team of super-powered children who fight evil under the guidance of their guardian and mentor, Dr. Reginald Hargreeves. Members of the Umbrella Academy include Spaceboy, The Kraken, The Rumor, The Séance, The Boy, The Horror, and The White Violin.

S71 UAGAME.....\$25.00

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You are the leader of a group of Scouts who are exploring the wilderness. To win, level up your scouts to the highest rank (Badger). Along the way, you will need to collect skill badges, which will give your scouts special abilities and allow them to level up to the highest rank in the scout organization. The gained abilities attach to your sash during play so players have the feeling of adding to their sash while they play through the game. Comes with a solo adventure where you can complete a story over 8 missions and gain powers and abilities over the course of the adventure.

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DEATH DEALER

UPI 15675.....PI



FINE ART STARRY NIGHT

UPI 15672.....PI



FINE ART THE GREAT WAVE OFF KANAGAWA

UPI 15348.....PI



WHERE THE WIND TAKES YOU FROM AMY BROWN

UPI 15673.....PI

DRAGON BALL SUPER: PLAYMAT

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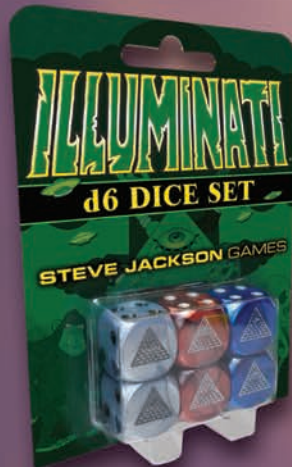
GOGETA

UPI 15701.....PI

Dragon d6 Dice Set



Skull d6 Dice Set



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GOKU & PICCOLO
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UNISON WARRIORS
UPI 15702..... PI

**DRAGON BALL SUPER STANDARD
SIZE DECK PROTECTOR 100CT**
Scheduled to ship in February 2021.



SS4 GOGETA
UPI 15698..... PI



SS4 SON GOKU
UPI 15697..... PI



SS4 SYN SHENRON
UPI 15699..... PI



DRACONIC DICE
You're playing with fire when you roll the *Draconic Dice*! Be the first player to get rid of all of your dice to win the game! Roll dragons and dispatch them to invade your opponents. Any injured knights rolled flee and are removed from the game. Roll fireballs and those dice are moved to the center of the play area to build an ever growing Fire-Pit. But be careful, because if you fail to roll any fireballs on your turn you get 'burned' and must take all the center dice for yourself! Will you dispatch your dragons to vanquish your foes and go out in a blaze of glory? Scheduled to ship in December 2020.
UPE 10195..... PI

ECLIPSE MATTE SMALL SLEEVES (60)
Scheduled to ship in March 2021.



APPLE RED
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UPI 15639..... PI

**ECLIPSE MATTE
SMALL SLEEVES (60)**
Scheduled to ship in January 2021.



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PUMPKIN ORANGE
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BLOOD RED SKIES
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AIRFIX PRESENTS BLOOD RED SKIES
WLG AIRFIXBRS001..... PI

**ECLIPSE MATTE
SMALL SLEEVES (100)**
Scheduled to ship in March 2021.



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UPI 15617..... PI



SMOKE GREY
UPI 15623..... PI



FOREST GREEN
UPI 15588..... PI

**POKÉMON TCG:
MASTER BALL**

Scheduled to ship in January 2021.



2" ALBUM
UPI 15671..... PI



JET BLACK
UPI 15585..... PI



HOT PINK
UPI 15621..... PI

4-POCKET PORTFOLIO
UPI 15669..... PI

9-POCKET PORTFOLIO
UPI 15670..... PI

9-POCKET PRO-BINDER
UPI 15665..... PI

DECK PROTECTOR SLEEVES 65CT
UPI 15666..... PI

FULL VIEW DECK BOX
UPI 15667..... PI

PLAYMAT
UPI 15668..... PI



PACIFIC BLUE
UPI 15586..... PI



LEMON YELLOW
UPI 15620..... PI



LIME GREEN
UPI 15618..... PI

SATIN CUBE
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APPLE RED
UPI 15587..... PI

WARLORD GAMES

BLACK SEAS



MARTELLO TOWER
WLG BS01..... PI

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WLG 409910062..... PI



**FRENCH RESISTANCE LIGHT
ANTI TANK GUN**
WLG 403011302..... PI

**FRENCH RESISTANCE
LIGHT ARTILLERY**
WLG 40221TBA2..... PI

**FRENCH RESISTANCE
PIAT & ANTI-TANK RIFLE**
WLG 40221TBA1..... PI

**FRENCH RESISTANCE SNIPER
& LIGHT MORTAR**
WLG 402215505..... PI

FRENCH RESISTANCE SQUAD
WLG 402215502..... PI

**FRENCH RESISTANCE
SUPPORT GROUP**
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STARTER ARMY**
WLG 402612003..... PI

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51



WARLORD 3 PACK 9MM REPLACEMENT BRUSH
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SOVIET ARMY WINTER STARTER ARMY
WL 402614002 PI



SOVIET PEOPLE'S MILITIA SQUAD
WL 402214008 PI

VICTORY AT SEA
Scheduled to ship in December 2020.



ADMIRAL GRAF SPEE & ADMIRAL SCHEER
WL 742411012 PI



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VICTORY AT SEA
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WL 749911000 PI



WARLORD 3 PACK 7MM REPLACEMENT BRUSH
WL 843419919 PI



WARLORD MAGNETS & TWEEZER SET
WL 843419915 PI



WARLORD MIXING BALLS (100)
WL 843419917 PI



WARLORD MIXING BOTTLES (4) X 17ML
WL 843419916 PI



WARLORD SUPER FINE DETAIL BRUSH WITH 7MM & 9MM TIPS
WL 843419918 PI



WARLORD TAPE MEASURE
WL 843419929 PI



WARLORD OF EREHWON
Scheduled to ship in December 2020.

ONNA-BUGEISHA WITH LONGBOWS
WL 693015007 PI

WINGZ MARKETING & SALES

TANKS, BUT NO THANKS!

Tanks, But No Thanks! is set on the battlefield (grid board) where each player controls their own tank battalion firing at other battalions and trying to avoid enemy fire. At the beginning of the game each player is given a secret early victory mission card. On their turn, players can choose between aiming and firing at the enemy or move to evade the enemy. There are also enhancements in the form of the special bonus power cards and early victory mission cards. The winner is either the player who has the last battalion standing or the first player to complete their early victory mission, whichever happens first.

TRG TK001 \$39.99



WIZARDS OF THE COAST



FEATURED ITEM



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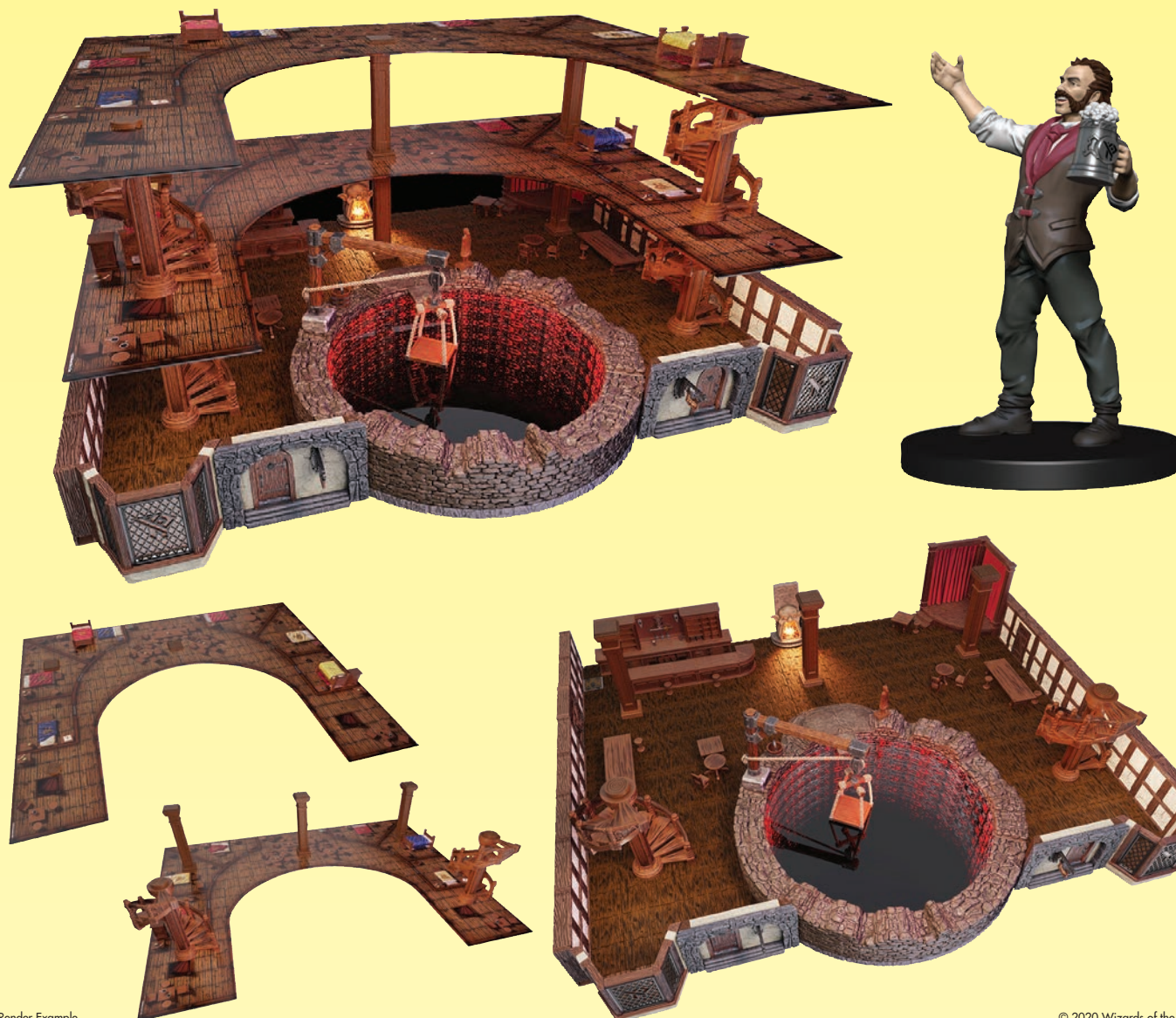
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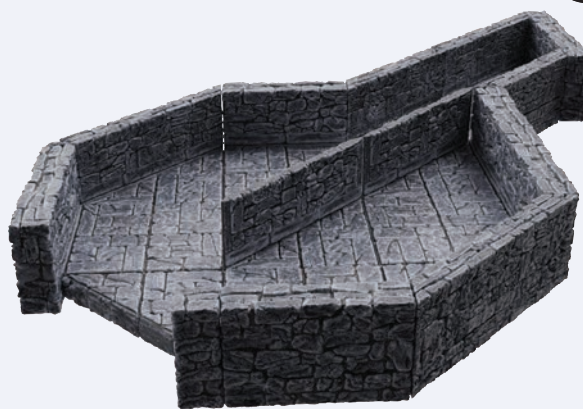
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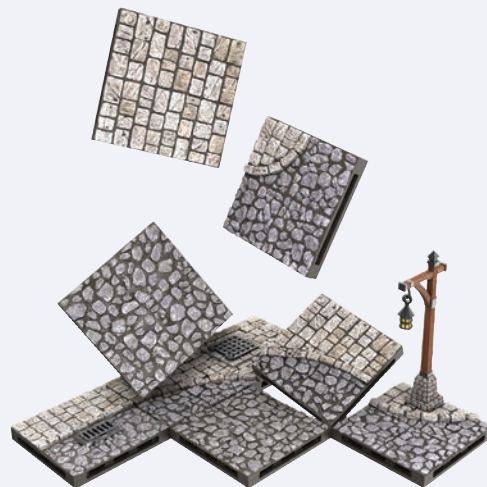
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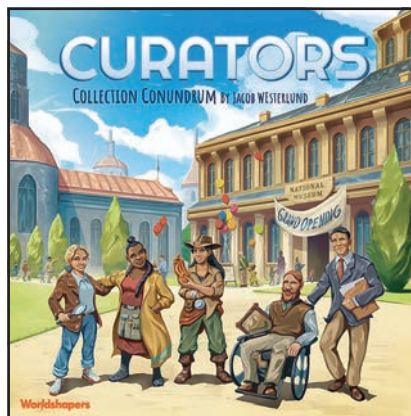
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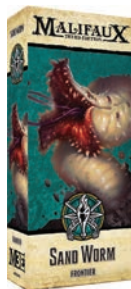
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Bitter froze as the audible alert flashed on her screen; the armor automatically recorded all its inputs into the ROM. She blinked the recording up and played back the prior few seconds. It sounded like a train crashing. Bitter grinned wolfishly as she blinked the audio closed and triggered her armor's integral jump jets. That sound was a BattleMech falling. Nothing else quite sounded like it.

Acceleration pushed her down as jets in her back and calves launched her off the ground and flung her 90 meters forward. She bent in flight, shoulder down, as her armor smashed through branches and leaves. She banged off one too large to break, but her armor's gyro corrected before she landed in a shuffling fall that she immediately rolled up from, flamer leveled.

The tracks here were fresher. There was a scar high up on a thick tree. The bark was sloughing down where its integrity had been broken. She'd already noticed the trees were oddly matrixed; rigid but fragile. Like Keefer.

"I am closing," she sent the rest of the Point. The team comms system would have told them of her leap.

A thumping, clashing clatter announced Mijj landing nearby. Like Bitter, he tangled with the trees and landed rolling, but came up ready to fight. "Which way?" he demanded.

Bitter laughed. "Follow me, hatchling."

Eyeing the tracks, Bitter leaned left and jumped again as soon as the jets were recharged. This time she led with her flamer out. The 'Mech was close.

A red icon burned to life on her HUD.

Very close.

#

Pablo Benito wanted to spit the blood out of his mouth, but he couldn't. The faceplate of his neurohelmet wouldn't open. He made a face, braced himself, and swallowed it. The water from the drink nipple was tepid as always, with a dusty aftertaste from too long in the too-old tank, but it helped him get the mouthful of blood and spit down.

The *Stinger* lay sprawled on the forest floor. Pablo dangled from his five-point harness. He switched the 'Mech's controls to dextrous and brought its hands under it to push itself back into a crouch. The 20-ton 'Mech's legs automatically gathered beneath as it as the gyro sought balance. He felt myomer muscles strain to lift it back to its feet.

He felt okay.

Right up until the first SRM impacted against the *Stinger's* back.

#

Bitter screamed in ecstasy as the missile exhaust washed across her armor's faceplate. Only one of the blind-fired missiles struck, but it was enough. First blood in this hunt belonged to

her! No matter what else happened in this fight, her ROM and Mijj's ROM would prove it was she, not Keefer, who had brought the *Stinger* to battle.

Mijj landed a few meters away and triggered his own SRMs, but both flew wide, exploding in the forest behind the spinning 'Mech. It had just recovered from falling down, with bright orange dirt smeared across its front torso.

Bitter dodged left, trying to get a tree between her and the 'Mech while her missiles cycled. A few good hits would be all it took to breach the *Stinger's* armor, and then she could get in close, put her flamer's nozzle into the breaches, and burn the barbarian MechWarrior's machine out from under him.

"Wait for the rest of the Point!" Keefer roared. His armor was not yet in sight.

"Glory waits for no one!" Mijj replied.

Bitter just grinned.

The *Stinger* hit Mijj with one of its medium lasers. He screamed.

#

Pablo had toggled the controls back to combat at some point. He didn't remember doing it, but long hours of practice and simulation paid off. He tagged one of the toad-like Jade Falcon powered suits with his left-arm laser before he even had the 'Mech fully turned.

"That's right!" he yelled. He tried to get the right-arm laser around, but the damned armored infantryman got up and ducked behind a tree before he could get it in line. The other one was already hidden. He reversed the *Stinger's* throttle, backing away, trying to keep the range open as his laser cycled.

Only two. Two infantrymen. The day a MechWarrior couldn't take two infantrymen, no matter how well armored, was the day Pablo Benito quit being a MechWarrior.

Three more red icons appeared out of the trees, as if the ugly leaves had laid hellspawn eggs. Pablo bent the crosshairs toward them.

The instant his lasers swung out of line the first two reappeared, stepping around their trees and leaping toward him on jump packs. He struggled to get the lasers back in line.

Behind the first two, the new trio bounded forward also.

Pablo's crosshairs trembled again.

[END PART THREE]

...

Jason Schmetzer is an award-winning author and editor who has written more than 50 short stories and novellas. His work has appeared in more than 25 products across many properties, both online and offline. Recent works include the BattleTech novel Redemption Rift and the novella Shell Games. When not writing in other peoples' worlds, he is one of the founders of the publisher Warning Label LLC, and works in independent publishing as an online marketing professional.

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MY TRIP TO BECOME

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I have played *Station Master* in many places and with many friends over the past 8 years. This is a clever game of bidding, bluffing, and railroads, I find I have had just as much joy being walloped as I have had in victory.

My happiest moments have been with Calliope's latest version. The game contains magnificent vintage art by Andy Hepworth, allowing Chris Baylis' design to shine. Further, the Calliope team has added some interesting wrinkles to make the game more exciting – and more diabolical.

The last time I played was with my wife Debi, along with another couple. Each of us started with a set of the delightfully chunky passenger pawns, ranging in value from -1 to 3. We then shuffled and dealt four locomotive cards to the center of the table. The classic designs span the entire 20th century, and instantly invoke images of classic movies, where trains were romanticized as an elegant form of travel as well as a triumph of modern commerce.



We each received our initial hand of three cards. Most cards are designed to increase the value of a passenger locomotive, or a more elegant Executive Class engine. However, freight ain't gonna move itself, so railcars will inevitably get attached to locomotives. Adding a stinky livestock or tanker car to a locomotive can quickly put a damper on your imagined prestigious trip.

Each turn, the challenge is in choosing whether to add to a train or commit one of your passenger pawns to travel. The timing element is the core of the game. Often the first to place has the best chance of loading the most passengers on that train, potentially gaining the highest score. However, if another player believes you've invested heavily on a particular locomotive, they will load that train up with freight cars, turning a big win into a big loss.

Each locomotive has a rating number, which states how many pawns can be placed on that train, as well as how many railcars can be attached. The instant the final car is attached, the train takes off. The last couple of plays can swing the score, and each departing train can be a big surprise!



In addition to cars, there are 16 golden Action cards that always cause a gasp of surprise. Caboose can send a train off before it is complete. Railcars might be uncoupled. Passengers might be forced to switch trains. No player is ever in complete control of the game.

Two special types of locomotives exist. First is the hoity-toity Executive Class train. Executive Class passenger cards are so special that their clientele will complain loudly if they are attached to merely normal locomotives, and score negative points. However, if a player manages to keep one in their hand until an Executive Class locomotive appears, it can be attached for huge positive bonus. The other special is a Freight Train that holds 5 cards, but all scores are reversed: freight cars are good; passenger cards are bad.

All of these actions are public and open information. However, the passenger pawns are played with the value face down. The final score of a train is the sum of the attached railcars' points multiplied by the total value of your passenger pawns. When placed face down, a 3 token looks just like a -1. If you can bluff others into thinking that -1 is a 3, and they load a train up with negative freight cards, you can score big and hurt your opponents! After all, a negative times a negative is a positive!

Having played the older version of *Station Master*, one recurring sight was a runaway leader. However, with the updated version, Chris Baylis and Calliope have devised an elegant solution that heightens the unpredictable and interactive fun of the game: the Depot. Each player begins with a Depot card that can be played instead of a railcar during their turn. The Depot basically chops a



train in two, causing it to score immediately and then begin again where it was cut off. This can be a wonderful way to halt a player who looks to be running away with a train.

This game would usually require a fairly large score pad, since every departing locomotive expects you to add the car scores together, then multiply by the sum of your passenger tokens. However, Calliope has an elegant solution to this problem: a beautiful app for both iOS and Android. The wizards at Thunderbox Entertainment have combined a ragtime soundtrack, evocative background sounds, and an intuitive interface that understands all the cards of the game, so scoring is as easy as tapping on the images matching the cards. You can even blow the train whistle anytime you want through the app!

As our game progressed, the lead changed rapidly with every train. Each of us became smarted at bluffing and managing our cards for just the right timing. There were multiple moments of

"Aha!", "I can't believe you did that!", "Surprise!", and "Oh, NO!" If you are capable of laughter, you WILL laugh out loud during this game.

Calliope rates the play time for 30-50 minutes for 2-6 family members. Because the game is so easy to teach, I find that most games are toward the shorter end of that scale. This is good, because the desire for "just one more game" is very strong with *Station Master*.

Calliope has taken Chris Baylis' classic train game to an astounding new level. When paired with the app, *Station Master* is yet another way for you to introduce newcomers to the joy of tabletop gaming.

...

Ken Franklin is a game designer, and Senior Yeoman at Calliope Games. His first published game is Calliope's *The Mansky Caper*. He plays to grin.



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Year 1917. While a last-ditch battle is fought in the mud of the trenches, colorful airplanes fly in the skies across Europe, piloted by men of exceptional skill and valor. Take command of one of these early flying machines, and gallantly fight as a true "knight of the air" in *WWI Wings of Glory*, a popular tabletop WWI aerial combat game which next year will celebrate its 10th anniversary. Fast paced and easy to learn, *Wings of Glory* uses cards and miniatures to represent the airplanes and their maneuvers, allowing the players to fly with the main airplanes of WWI and the most famous aces of the aviation, like Manfred von Richthofen, Frank Luke Jr., Max Immelmann, William Barker, Ernst Udet, and Eddie Rickenbacker.

In *Wings of Glory* players control one or more airplanes, taking to the skies to engage their opponents in aerial duels, or trying to accomplish a specific mission, such as recon, escort, or bombing. The game presents beautiful pre-painted models, representing historical airplanes, with a special gaming base with all its key stats, such as maneuverability, firepower, arcs of fire, and damage resistance. Rules are easy to learn, and you can set up your first game in minutes; the clever system of "maneuver decks" gives the game a high

WINGS OF GLORY: WWI DUEL PACKS

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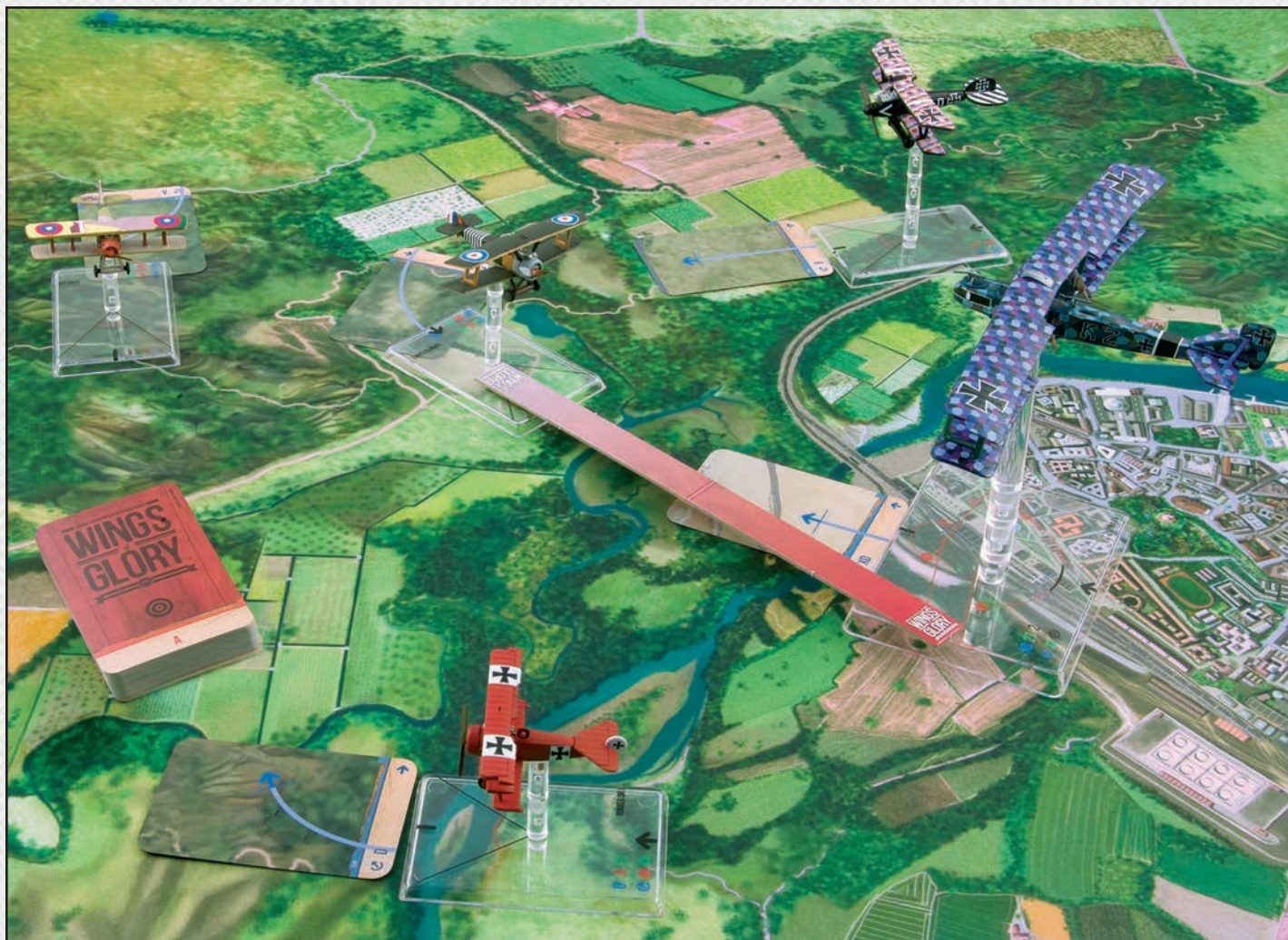
level of accuracy without need for complicated rules and tables.

Each plane uses different decks of maneuver cards to represent its movement capabilities, and different decks of fire cards to take into account its fighting effectiveness and to keep track of damage. To maneuver a plane, each player chooses a card from his deck, places it in front of the base of his miniature, and "fly". Everybody plans and execute maneuvers simultaneously, and after maneuvering, players check if they have a line of sight to their target, draw the appropriate fire counters indicated by the airplane firepower, and compare them to the resistance of the target. Special damage is indicated by the counters and their effects are known to the players suffering them, but not to the ones which inflicted them, with a simple yet interesting "fog of war" effect.

WWI Wings of Glory is now recognized as a classic, with a huge player community spanning across the world. Its introductory sets, *Duel Packs* and *Rules and Accessories Pack* were out of stock for a while, but they are now finally coming back to stores.

The *WWI Wings of Glory Duel Pack* is the perfect starting





point to the game for beginners. This ready-to-play set with two airplane models, rules, and accessories, is offered in two versions: *Fokker Dr.I vs Sopwith Camel*, presenting the iconic fighters piloted by the German ace Manfred Von Richthofen, the famous Red Baron, and the Royal Air Force ace Arthur Roy Brown, and *Albatros D.Va vs Spad XIII*, including the deadly biplanes piloted by Paul Baumer and Frank Luke Jr.

In addition to the assembled and painted airplane models, with their special gaming bases, each Duel Pack includes maneuver and damage cards, counters, two measuring rulers, and two airplane consoles. It also includes Target, Trench, and Anti-Aircraft Machine Gun cards, to allow playing a number of different scenarios. The rulebook presents Basic and Standard rules, the most popular optional rules and basic scenarios, allowing beginners to quickly become experts of the game.

The *Duel Pack* is suited for two players each controlling one airplane. From this starting point, it is possible to scale up to play larger battles, adding different planes and advanced rules. The *WWI Wings of Glory* line includes more than 35 different fighters in *Airplane Packs* — multiple versions of each model are available - with different painting schemes and sometimes variants of gaming stats - allowing the players to fly squadrons of similar airplanes. In addition, several bombers are

featured in *Special Packs*, to add even more variation and scenario options.

After learning to play with the *Duel Pack*, gamers can expand their playing options with the *WWI Wings of Glory Rules & Accessories Pack*, a complete compendium for experienced players as well as newcomers looking for a more realistic game. This pack includes all the rules and game materials needed to play — except the miniatures. The rulebook is organized in a way that makes it easy

to start to play and to increase the mastery of the rules in logical and gradual steps, allowing players to easily customize the game according to their preferences and experience. The pack also features a booklet with several different scenarios to play and a useful table to add more airplanes to a scenario, allowing to choose opponents with matching capabilities.

With these essential products back on the shelves, aspiring *Wings of Glory* “pilots” can choose their favorite way to start playing: pick up one or two *WWI Duel Packs*, or

jump directly to the complete gaming experience with the *WWI Rules & Accessories Pack* and two or more *Airplane Packs* out of the extensive range manufactured by Ares? There has never been a better time to take off and fly across the skies in the age of the Knights of the Air!

...



DEMOING AT A DISTANCE



"Hey, can you show me this game?"

Every publisher, retailer and game designer thrills to this question. It is the clarion call of THE DEMO, an honored gaming tradition marked by an impassioned overview showcasing what makes a particular game interesting or exciting. And should those words inspire them, it opens an opportunity to learn the game from someone who knows it inside out — or even jump into a full play to experience it firsthand.

Sadly, a worldwide pandemic threw a major wrench into the works this past year, cancelling conventions, closing or limiting activities at local retailers and removing most opportunities for demoing games in general. The industry responded immediately, transitioning to on-line conventions, curbside or on-line sales and a number of virtual tabletop platforms so fans could play remotely. All of these platforms existed before COVID, but gained new appreciation and far more utility this year.

But even with more and more tabletop games being posted on platforms like Tabletop Simulator, Tabletopia, Board Game Arena, Roll20 and the like, there is still a need for the human touch, a demo. Few people want to hop on a digital version of a game while a friend quickly tries to figure out how to play on the spot. Being taught by someone who knows how to play is ideal, especially when the game is new to the market. But without a convention or other means of reserving a seat or finding players, *hosting* a demo can be difficult.

Enter Envoy Gateway, a virtual demo headquarters created in partnership with over 50 publishers, where gamers can discover, learn and play new games from experienced teachers on a variety of free and paid digital platforms. Double Exposure's Envoy Program, established in 2014, has been supporting conventions, retailers and gaming groups with a nationwide demo team as a sanctioned extension of each publisher's own marketing efforts. But with face-to-face gaming put on hold, Envoy found a solution with an on-going, persistent and flexible system all focused on virtual, live demos.



The Envoy Gateway includes a FREE year-round calendar of on-line demo events. On any given day, a score of games from a vast array of publishers are featured, each taught by an experienced Herald (demo person). Gamers can browse and reserve a seat for any event, which lists the specific platform it will be played on, the name of the gamemaster, and provides details on the game and where to meet virtually. You can ask for a prompt to remind you of your scheduled play time. And, importantly, it allows others to join the table until the



number of seats have been filled. The Gateway also provides a gated way to communicate with the organizer and coordinate the event on game day through the website.

When your scheduled demo is due to start, you click on the link provided by the demo person, await everyone's arrival and then are able to play a full game, taught as you go by the Herald, who can answer questions on the fly, as they guide you through the game. You may even find that your event is hosted by a publisher or a retailer, many of whom have Heralds on staff.

And this is where the power of the Envoy Gateway can really come into play. When you walk up to a publisher's booth or attend a demo event at a local retailer — and you really want a copy of that game after playing — they are there to hand you a copy. Here, one only has to provide a link to more information or a place you can purchase the game. Retailers who host and invite their clientele to a special event on the Gateway can direct fans in-store or on-line for a purchase, maybe even showcasing a special they are running for that event.



It all has the effect of bringing us closer together, learning and playing games where it may otherwise be difficult. Even when the world finally returns to normal and face-to-face gaming returns to our stores and conventions, it is very likely that these digital opportunities to play will continue to thrive. Who doesn't want to hang around the game table and see distant friends more than once or twice a year?

...

Curt Covert is the owner of Smirk & Dagger Games. A seventeen-year veteran in the industry and the inventor of Cutthroat Caverns, Hex Hex, and Nevermore, just to name a few. The Smirk & Laughter line has expanded their reach to a broader audience than ever with games intended to connect with players on an emotional level.

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THE GENESIS of PTOLUS

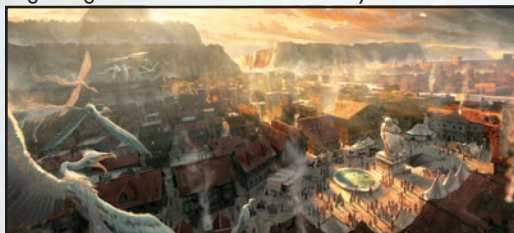
MonteCook

PTOLUS: MONTE COOK'S CITY BY THE SPIRE (CYPHER SYSTEM COMPATIBLE)

MKG 264.....\$149.99 | Available April 2021!

Way back in the late 90s, while I was on the design team creating *D&D 3e*, I started running a campaign for my friends. Of course, after years of working at TSR and then WotC, my friends were all long-time game industry professionals, mostly editors and designers. These were people who had seen it all before and wouldn't be satisfied with just another room full of orcs. Because we were all working on the next version of *D&D*, I wanted my campaign to reflect the "core *D&D* experience." But it was also going to have to be something really special.

I wanted a compact setting — a single city that could be the focus of the entire campaign, from 1st level on up to 20th. So it would need lots for adventurers to do — a huge supply of dungeons and places to explore, not just urban intrigue. Maybe even more importantly, I wanted it to feel like it was going somewhere epic, and that led to the idea of the City beneath the Spire. From the first moment of the campaign, the climax literally looms over the PCs. It gives the setting something huge, mysterious, and evil, and everyone knows from the beginning that their roads will eventually lead there.



Lastly, I also wanted a setting that didn't bend the game to fit the world, but was built right on the foundation the game provided. One that wholeheartedly embraced the core assumptions of *D&D*. If *Ptolus* was a pie, it would have a crust of Tolkien (as would most fantasy game settings). The filling would have a heaping helping of Fritz Leiber's *Lankhmar*, mixed liberally with H.P. Lovecraft and Michael Moorcock. Mostly, though, the main ingredient is the *D&D* rules themselves. The core assumptions of the game — a cosmopolitan mix of races, a liberal dose of magic, and deep dungeons full of monsters and treasure, to name a few — are the building blocks of the setting. *Ptolus* brings all these things together.

This means that the city is one full of danger, mystery, and intrigue. The PCs are important players in the scheme of things, but there's always something more powerful than they. Ancient evils skulk in dank subterranean lairs below the city, while their followers and agents creep in the back alleyways of the city above.

PTOLUS: MONTE COOK'S CITY BY THE SPIRE (5E COMPATIBLE)

MKG 265.....\$149.99 | Available April 2021!

Ptolus is, in fact, a tale of two cities, the one above and the one below. In *Ptolus* itself, players can expect a dynamic setting — one that is always changing and where things aren't always what they seem. Individuals and groups might be allies one day and rivals the next. There's plenty of action and adventure in the city itself.

The area beneath *Ptolus* is as varied as that above. There's an ancient dwarven city, dark elven enclaves, natural caverns, and old labyrinths like echoes of the land's mysterious past to explore. Players can expect danger, to be sure, and treasure, of course, but also — if they look hard enough — the answers to some of the setting's deepest and most important mysteries.

As the campaign went on, I posted updates about it on my website. People read the *Ptolus* updates and began to ask if it would ever be published. Some people even started their own *Ptolus* campaigns based on what they found on the site. Some of the products I was writing and publishing at the time, like *The Banewarrens* adventure, contained bits of *Ptolus* information. Fans began to see that *Ptolus* was the invisible glue that bound all of my d20-era products together — which was true, because they all came out of my own *Ptolus* Campaign.

In the end, my *Ptolus* campaign ran for over five years. I actually had two groups that played in the setting weekly, and their exploits often overlapped. I also ran many one-shots during that period, and the events of all of these affected the others. Many of my original players are still in the RPG business, some at the top of the *D&D* and *Pathfinder* brands, and others — specifically Sean Reynolds and Bruce Cordell — now working with me at Monte Cook Games. The campaign that I launched as we were redesigning *D&D* ended up, I think, influencing the game and its successors even now!

...

With over 30 years at it, Monte Cook has the longest continuous game design career in RPGs. He's worked on hundreds of products, including as a codesigner of *D&D 3rd Edition*, and designer of *HeroClix*, *Return to the Temple of Elemental Evil*, *Ptolus*, *Arcana Evolved*, *Numenera*, the *Cypher System*, and so much more, including a number of Planescape products, *Call of Cthulhu d20*, *Monte Cook's World of Darkness*, a whole bunch of d20 stuff, and — going way back — products for *Rolemaster* and *Champions*. He's also an accomplished fiction and nonfiction author. He's a founder, and the Creative Director, at Monte Cook Games.

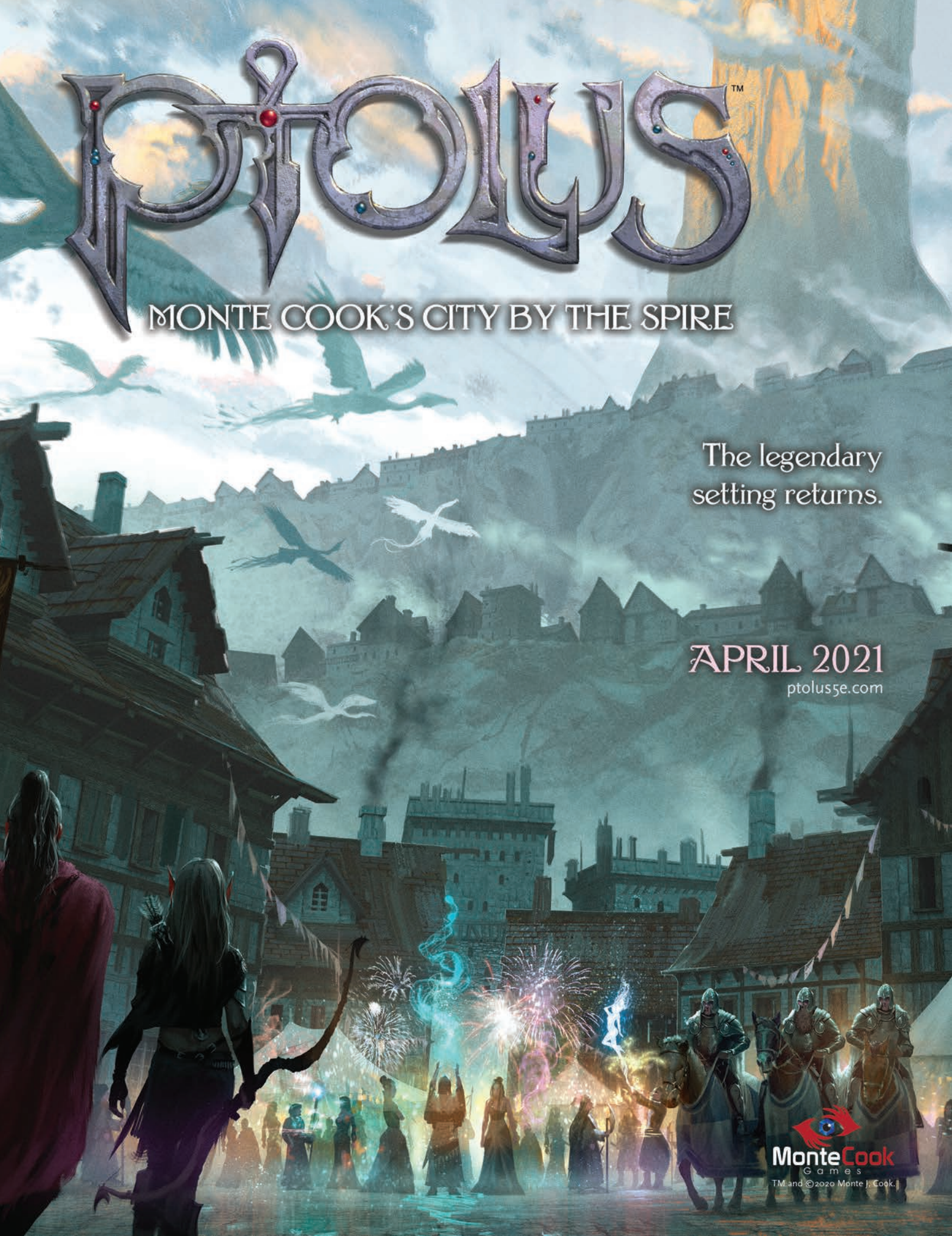


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Renature



RENATURE

CSG SC2150 \$49.95 | Available Now!

Among Capstone Games' "Big Four" releases in the 2020 holiday season, *Renature* is a unique game in itself. 2020 has brought some hardships onto us but *Renature* may help you feel like you're contributing to the right cause; everything inside the box is made from renewable resources! From cloth bags to beautifully screen-printed wooden components, this game is designed with sustainability in mind. There is absolutely no plastic in the box!

From the legendary design duo of Wolfgang Kramer and Michael Kiesling, *Renature* perfectly encapsulates Capstone Game's Simply Complex line. This game is perfect for casual and advanced players alike with simple rules coupled with a multitude of exciting decisions and tactical possibilities. This is an advanced family game that is easy to learn and fun to play.

Help nature reclaim what is hers by restoring a polluted valley to its pristine state. Place your animal dominoes along the course of a brook and replant the surrounding land to score points. But when is the best moment to plant each of your various plants? And where are the best spots to do so? These are the questions you must answer to win *Renature*.

On par with the theme of the game, the starting player is the player who last went for a walk outside among nature. Maybe that will motivate you to get out and get some fresh air from time to time! The starting player then begins the game by placing one domino onto the game board or returns one to the box. If a domino was placed, the player may then place one plant onto a free area space beside it. The plant is scored as well as any triggered area scorings. After scoring, the player may then refill their hand with one domino from their reserve if possible.

During turns, a player may also perform Cloud actions. Each cloud action costs Cloud tokens, which you must return from your player board to the box. Cloud tokens can be used in one of three



ways: Change the joker animal, take another turn, or return plants from the game board to your player board. However, unspent Cloud tokens are also worth 1 point each at the end of the game, so choose how you use them wisely!

The end of the game is triggered when everyone has run out of dominoes. First, score any areas that still have area tokens. Each area token has its own scoring

method. Once the area tokens have been scored, each player scores for each Cloud token on their player board with one point each. Each player loses points equal to the value of each plant on their player board. The bigger the plant, the more points you lose! Finally, flip any area tokens you collected and gain the points printed on their backs. The player with the most points wins. Ties are broken in favor of the player with more area tokens!

Renature is a fun domino laying game for those just getting into board games or for experienced gamers looking for a game with simple rules and strategic depth. Have fun with two to four players in a 45-60 minute game! How will you let nature reclaim what is hers?

...

Jillian Ross is managing the marketing and advertising at Capstone Games. As the sister of Clay from Capstone, she recently got into the gaming industry and has loved it ever since! When Jillian isn't gaming, she enjoys using her free time to sew and make clothes.



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PAINTING HAPPY LIL MINIS

WITH DAVE TAYLOR



EPISODE #31: WINTER BASING!

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.

GUEST AUTHOR: MEL BOSE

With the Northern Hemisphere in the frosty grip of winter, it's the perfect time for us to take a look at different ways to represent the cold and ice and snow on your miniatures' bases.

There are a lot of different ways to go about winterizing your bases, so we'll start with frosts and patchy snowfalls (pictured right, top and bottom respectively). For both of these approaches, you'll need to create your base as you might normally do it — dark brown earth and dark green vegetation — to represent damp ground and evergreen foliage.

For the frosty base, it is important to seal everything with a thinned layer of white glue to make sure all the grass and foliage stick firmly to the base. Once completely dry, you can give the base a drybrush of AP Matt White.

For the patchy snow base, give the painted base a coat of thinned white glue. Before it dries, sprinkle some AP Snow scatter over it all, then use a metal sculpting tool to carefully scrape the scatter into little clumps before letting it all dry.

On the opposite page we have examples of ice floes and snow-covered rocks. Throughout this article we've used paints and scenic materials from The Army Painter. Anytime we mention a paint name or product from them, you'll see an AP before it.

For more tutorials on making bases and terrain, visit The Terrain Tutor on YouTube.

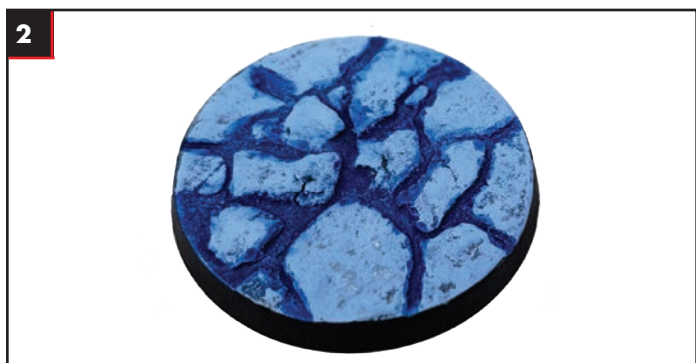




Spread spackle smoothly on your bases, let it dry completely, then scratch lines into the surface to represent cracked ice floes.



Glue a piece of slate to your base, then spread spackle over the base. As it dries, stipple it with an old brush for texture.



Basecoat in AP Ash Grey, and then paint AP Deep Blue into the cracks



Mix white glue with AP Snow scatter and spread over the base and rock. Once dry, cover with AP Gloss Varnish and sprinkle with AP Snow scatter



Give the base a heavy drybrush of AP Ice Storm, followed by a lighter drybrush of AP Matt White.



Use a metal sculpting tool to pull small strands of silicone caulking away from the underside of the rock.

WANT TO LEARN MORE ABOUT MAKING WARGAMES TERRAIN?

Over the last two years, Dave Taylor has been working with Mel Bosc — The Terrain Tutor — to bring the Terrain Essentials book to life.

Following a successful Kickstarter in 2019, plus a lot of terrain building and writing, the pair can finally say that, this month, the 192-page, full-color, hardback Terrain Essentials will be available for order by all stores through Alliance Game Distributors!



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



FLAMME ROUGE (SHG 6010)

From Stronghold Games, reviewed by Eric Steiger



8 & Up



2 - 4 Players



30 - 45 Minutes



\$59.99

I asked for a copy of this game because I had heard mixed reviews of it — some people felt it's absolutely amazing, and some felt that it's repetitive and simplistic. After having played it, I can say with confidence that both are right. Flamme Rouge is incredibly simple and lacks novelty, in the same way that a perfectly prepared steak with nothing but salt and pepper is simple, and yet still one of my favorite meals. If you don't like steak, or you're not prepared to examine the subtle elements that make it an enjoyable experience, then you'd be wasting your money at a five-star steakhouse. But if, like me, you consider it the height of indulgence, then you are going to savor every morsel of *Flamme Rouge*.

This is a game about bicycle racing. After setting up the jigsaw track according to one of several plans included in the game, each player gets a 2-man team of racers consisting of a Sprinteur and a Roleur, and their two related decks of 15 cards, unevenly distributed in value. On your turn, you'll choose one of the two decks, look at the top 4 cards of it and play one of them face down, then put the others on the bottom face up. You'll then do the same with your other deck. The card you play determines how many spaces along the road that cyclist travels that turn. Each space has room for 2 riders. Once all cyclists have moved, the cards you played are removed from the game and your cyclists slipstream — starting from the back, each pack of cyclists that is exactly one space away from the pack in front of them moves forward to fill the gap. Then, any cyclists that still have an empty space in front of them take a 2-value exhaustion card from the pile and put it on the bottom of their deck. You then do it again. Over, and over, and over. How can this possibly be exciting?



Because it is. The first time you cycle through a deck (pun intended), you realize just how quickly you are burning through your cards and removing them from the game. If you played a lot of high-value cards early, you may be at the front of the pack, but those high-value cards have now all been replaced by horrible exhaustion cards, and you can look forward to limping through the rest of the race. If you've been conserving energy, you may be too far behind to catch up. But if you've been playing cautiously, and taking advantage of that free slipstream from the riders ahead of you, then, man, you're right in the groove, ready to break out at exactly the right time. Then again, every other player is trying to do the exact same thing.

Having 2 racers on each team gives the game a level of texture and complexity that has to be experienced to be understood. If you



can coordinate your two racers to take advantage of each other's slipstream, and not get too far ahead or behind, you can make life much easier for yourself. But because you choose and play your card from the first deck before you get to look at the other, you have to guess and hope that your choices complement each other, and if you guess wrong, you could find your two riders hopelessly tripping over each other and both winding up with exhaustion cards at the end of a turn.

None of these ingredients is mind-blowing or revolutionary. But like a perfectly cut, seasoned, and cooked steak, the combination of them is greater than the sum of the parts, becoming a zen-like experience that I have to imagine feels just a bit like that of an actual bicycle race. Feeling your energy slip away with each card you play, knowing you will never get it back, trying to use just enough without overexerting yourself, is a great feeling. If the decks of cards weren't built exactly right for the size of the route, this tension wouldn't be there. But they are, and it is. And it feels great.

The modularity of the track allows us to add different sauces to our steak, as well, if you want a little variety without covering up its essence. Uphill stretches make it so that no card played on them counts as higher than a 5 in value, and no slipstreaming happens; on the downhill, every card counts as *at least* a 5, so it's a good time to burn your exhaustion cards. If you want even more sauce for your steak, the Peloton and Meteo expansions add options for weather, cobblestones, and 5th-6th players.

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



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Danny and Wendy

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LOOK

1101

Wendy quickly scans the room towards a counter filled with something she can use there!

“Wendy, listen,” Jack pleads. I’ll forget the whole damned thing!

• Reveal Card 1.

1 1 0 1



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HOMEWORLDS (LOO 111) AND NOMIDS (LOO 108)

From Looney Labs, reviewed by John and Isaac Kaufeld

 2 / 2-10 Players	 10 & Up
 30 - 60 / 2 - 10 Minutes	 \$20.00

Many game people — our family included — have a long-standing love for the Looney Labs pyramids games.

The Looney team keeps growing and experimenting with the pyramid concept, delivering games that go in new directions and deliver unexpected challenges. This time around, they released four travel-sized, stand-alone pyramid game sets, perfect for backpacks and briefcases.

Let's gather 'round the pyramids and take a look at what you need to know about these four new pyramid releases.

EXPLORING THE SET

Three of the games in this collection are classics — *Homeworlds*, *Martian Chess*, and *Twin Win* — and also come in the *Pyramid Arcade* master set. *Nomids* is all-new, premiering in this new smaller form.

Nomids and *Ice Duo* sit on the introductory side of the complexity spectrum, while *Martian Chess* and *Homeworlds* offer deeper and more challenging play experiences.

Although all four games interest us, we decided to focus on the outer ends of the complexity spectrum by looking at *Nomids* (the easy side, difficulty 1 out of 4) and *Homeworlds* (difficulty 4 out of 4).

**BEGINNING WITH NOMIDS**

Nomids puts a strategic spin on classic push-your-luck dice games like *Left Center Right*.

Players start by selecting three pyramids of different sizes and colors from the bank. To win, be the first to get rid of your pieces. That part is simple and the rules are easy to teach, making this a great get-together game for lake weekends, between-class relaxation, and holiday gatherings.

The game's strategy focuses on rolling a die to determine the action a player can take each turn. Actions include things like moving a pyramid from one player to another, dispensing a new pyramid from the bank, or swapping pyramids between players.

Since everything in *Nomids* can happen anywhere around the table, the game introduces a healthy dose of direct player-versus-player competition. Make sure your group is ready for it.

RAISING THE DEPTH WITH HOMEWORLDS

Looking to the opposite end of the gaming spectrum, you find *Homeworlds*. With its pure strategy and surprising depth, it is literally everything that *Nomids* isn't.

In *Homeworlds*, players begin with a small fleet of ships (pyramids laying sideways) at their homeworld (two pyramids stacked). From there, they expand their fleets, explore new planets, battle their opponents, and ultimately attempt to destroy the enemy homeworld.

Homeworlds is a pyramids version of a massive galactic saga, the type of play known as a "4x game," short for expand, explore, exploit, and exterminate. It has a steep learning curve, but the payoff comes from the years of play you'll enjoy as you explore its depth.

**LEARNING MORE**

Getting started in any game can take a bit of work (or in the case of *Homeworlds*, some serious effort). The team at Looney Labs does a great job supporting their players with game explanations, frequently asked questions, and video tutorials.

To find descriptions, demos, rules, and everything else you need to play, visit looneylabs.com/pyramids-rules. You can find more video training and general game info on their YouTube channel at youtube.com/LooneyLabs.

ONE BOX, MANY GAMES

At their heart, pyramids are like playing cards: they're general-purpose pieces that you can use for anything from goofy fun to serious strategy.

Nomids, for example, includes rules for three more games you can play right out of the box, plus you can find more on the Looney Labs web site (looneylabs.com/pyramids-rules).

If you aren't sure where to start, look up the "what can I play" page at the icehousegames.org fan site. It lists all kinds of games based on the collection of pieces you have available.

VERDICT

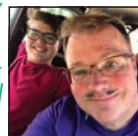
Homeworlds is the strategic star of the collection. It's amazing that a game this big packs so much action and mental challenge into a little box containing 36 pyramid pieces in four colors, but somehow it does. If you love abstract strategy games, you need to play *Homeworlds*.

As the new kid — er, pyramid — on the block, we enjoyed the spin that *Nomids* puts onto a classic game concept. It adds strategy to what was purely a luck-based game. Thanks to the direct competition element, the game throws in some teeth as well.

The four games in this new travel-sized release give you a great introduction to the world of pyramid gaming. With their form factor and price point, they make great additions to your collection and your gaming "go bag."

...

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?



GODZILLA: TOKYO CLASH STRATEGY GAME (FNK 48713)

From Funko, reviewed by Brian Herman



Funko is a company that holds a great deal of licenses, which is incredibly exciting when browsing through their impressively immense catalogue of games. However, usually having hands in so many pockets across the board, IP-wise, will result in games that are flashy and attractive due to their licensing, but not so much so with the ruleset. With this in mind, I approached *Godzilla: Tokyo Clash* with a great deal of skepticism. There is no shortage of games out there with the theme of “monsters battling in a city,” so I expected one that had “Godzilla” in the title to truly be magnificent.

Suffice to say, I was not at all disappointed: *Godzilla: Tokyo Clash* stands on its own as both a graceful and elegant rule system with or without the Godzilla name.

Godzilla: Tokyo Clash supports 2-4 players for either a skirmish combat, or an all-out brawl deep in the heart of Tokyo. To setup the game, hex map tiles are setup according to the number of players that are playing, i.e. fewer players mean a smaller map while 4 players get a big city to trample through. 3D miniatures of buildings and structures are setup on corresponding tiles throughout the city as well as cardboard smaller buildings. A “damage tracker” board is setup next to the board and two random scenario cards are drawn and put into play, each one with a variety of effects that will affect gameplay and the board setup, from adding tanks to UFOs. Each player chooses a unique Kaiju miniature and puts it into a starting area, which comes with corresponding character placard and deck of cards. Finally, each player draws a hand of 5 cards for the first round and a starting player is chosen randomly.

Gameplay in *Godzilla: Tokyo Clash* is extremely clean. The game is played in rounds, and each round has several phases. Each player uses the cards specific to their monster on their turn for a variety of effects, either to play the card and follow the instructions for their Kaiju (move, attack, gain energy), but each monster has “discard effects” that can be followed as well. If a player doesn’t want to use a card for its written effect, it can be discarded for a monster specific generic affect as well. This flexibility allows for dynamic gameplay between all players. Attacking other Kaiju monsters is at the heart of the “action” phase, and damage is tracked with the same deck of cards. When Godzilla attacks Mothra for 3 damage, the top 3 cards of Mothra’s deck are revealed face up, and the Godzilla player can choose 1 of them and place them in a “victory pile” to be counted at the end of the game.

Once all players have run out of cards, or have no cards, they wish to play in a round and all players have passed, the next phase begins. This means the round is over and all players “refresh” drawing a new

hand of cards and triggering both the time tracking “oxygen destroyer” as well as the two scenario cards chosen at the beginning of the game. The time tracking “oxygen destroyer” moves a space down the line every round, and once it passes a certain point, the Kaiju are driven from the city and the game is over. Players count their victory points via each score pile, with the victor being the player who has the most.

Godzilla: Tokyo Clash is a visually impressive game as well. Being a Funko product, the production values for tiles, miniatures, cards are top notch. The entire box, rulebook, and sets cards have a very “weathered” look to them, invoking the feel of a pulp horror monster movie comic book. Commitment to this theme spreads through character choices and the tailored abilities for each. The individual Kaiju choices (Godzilla, Megalon, King Ghidorah, and Mothra) all play very similar to their monster movie counterparts, each with a different “feel” and strategy path to victory.

Every time I introduce someone to a new game, there’s always an “A-HA!” moment as the understanding of the rule system and the joy of play shines through. With *Godzilla: Tokyo Clash*, that moment usually happens after the first volley of cards/attacks are played and the world of monster-on-monster combat is truly opened to the player. Each time I’ve played this game with someone, their very first question at the end of the game is “can we play again?”

If that’s not indicative of a game you want in your collection, I don’t know what is.

...

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.



DUNGEON FANTASY RPG: BOXED SET, 2ND PRINTING (SJG 01-1005)

From Steve Jackson Games, reviewed by Thomas Riccardi

 12 & Up	 2 & Up
 90 -120 Minutes	 \$79.95

Two days ago, your companions and you were drinking in a tavern when your party was approached by a mysterious stranger. They offered you a quest to retrieve an item from a nearby dungeon and with the promise of riches you accepted the job. However, standing at the entrance of the dungeon you and your friends wonder what dangers lurk in this subterranean maze. Will your party make it out alive or will you succumb to the terrors that lie beyond? This is the setting of the *Dungeon Fantasy* boxed set from Steve Jackson Games!

This boxed set contains everything that you will need to run a fantasy campaign in the world of your choosing. This set comes with two beautifully illustrated double-sided maps that will allow your party to explore various rooms in the depths. You also get the dice that you will need to run the game, but the nicest addition has to be the cardboard "miniatures": included within this boxed set are over 100 miniatures that can represent your player characters, NPC's or monsters that they will face. And rather than using thinner cardboard as one might expect, this set uses a thicker stock that can be assembled with the included twelve plastic stands.

Last, and certainly not least, there are five books included with this boxed set and they are:

Adventurers: Are you ready to make a name for yourself in the world? Then this is where all adventurers start! This is a point system based off the *GURPS* (Generic Universe Role Playing System) RPG system; you will spend points on attributes, advantages and skills.

The first step is to pick a profession from the eleven offered in this core book; will you play as a Wizard that wields magic spells or a Martial Artist that is the master of his or her own mind and body? Alternately, you can quickly pick one of the packages and be ready to start playing in minutes. There are also a few races to choose, from the more common human, elves and dwarves, to the exotic cat-folk and even half-ogres!

Advantages will give your character an edge in various situations either in combat or in public situations. Disadvantages will give your

character depth as you might have a code of honor as you were brought up in a society of knights. From Sleight of Hand to Acrobatics these are the skills that you will need to survive in this harsh fantasy world. Rounding out the book is the gear that your characters will use from weapons and armor to tools and camping and survival gear.

Exploits: If you want to run *Dungeon Fantasy*, then this is the book that you will want to read! Combat is at the heart of most of the conflicts and it shows you how to resolve combat step by step. What I love about this system is that everything is hex-based, so it is important which way your character faces. Everything is covered from ranged combat, melee combat, blocking, etc. This book also goes over such things as disease, falling damage and other assorted bad things. There is even a chapter dedicated on how to run the game along with tips and tricks to keep your players engaged in the campaign.

Spells: If you play an adventurer that casts some type of magic then this is the book for you. From spells that call on the four elements to others that deal with knowledge, food, and even necromancy, these powerful spells will keep your party healed and smite any enemies that you might encounter.

Monsters: This bestiary has every monster and animal that you can throw at your party. Each of the entries has a brief description of the monster as well as all relevant skills and traits. So, whether you want to pit your players against goblins or a pack of

hungry zombies they are all within this book.

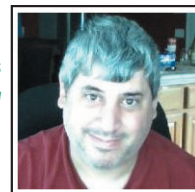
I Smell a Rat: This is a sample dungeon that is ready to play with the components right out of the box. This dungeon deals with a town that is dealing with a nasty rat problem. However, there is more than meets the eye in the nearby dungeon as the characters explore its depths.

Dungeon Fantasy is the boxed set for anyone that wants to get started in fantasy role playing. If you want to add more elements to your game, there are tons of books to choose from.

For more information on this and other great products head over to www.sjgames.com and get ready to explore the depths of the dungeon!

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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WW84

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- All players play as Wonder Woman
- Imagery from the movie

MSRP \$19.99

Release Date Q2 2021



2-4



14+



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