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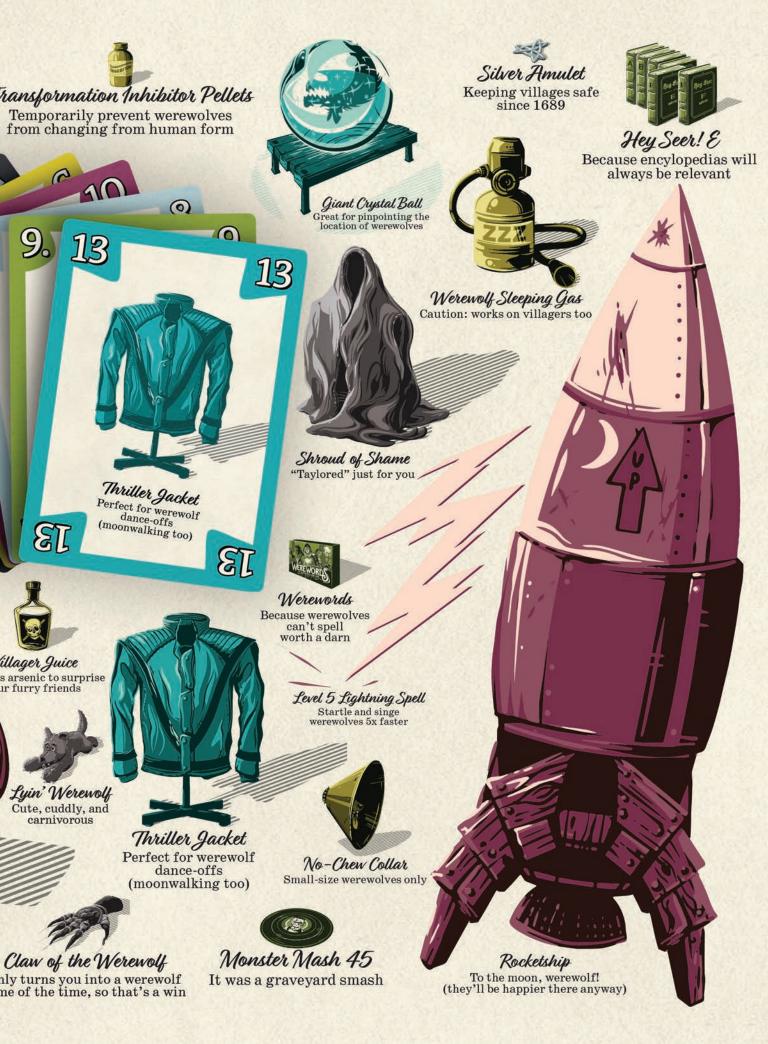
Can you limit yourself to just one purchase?

Game Design by Taylor Reiner

Artwork by Rob Loukotka







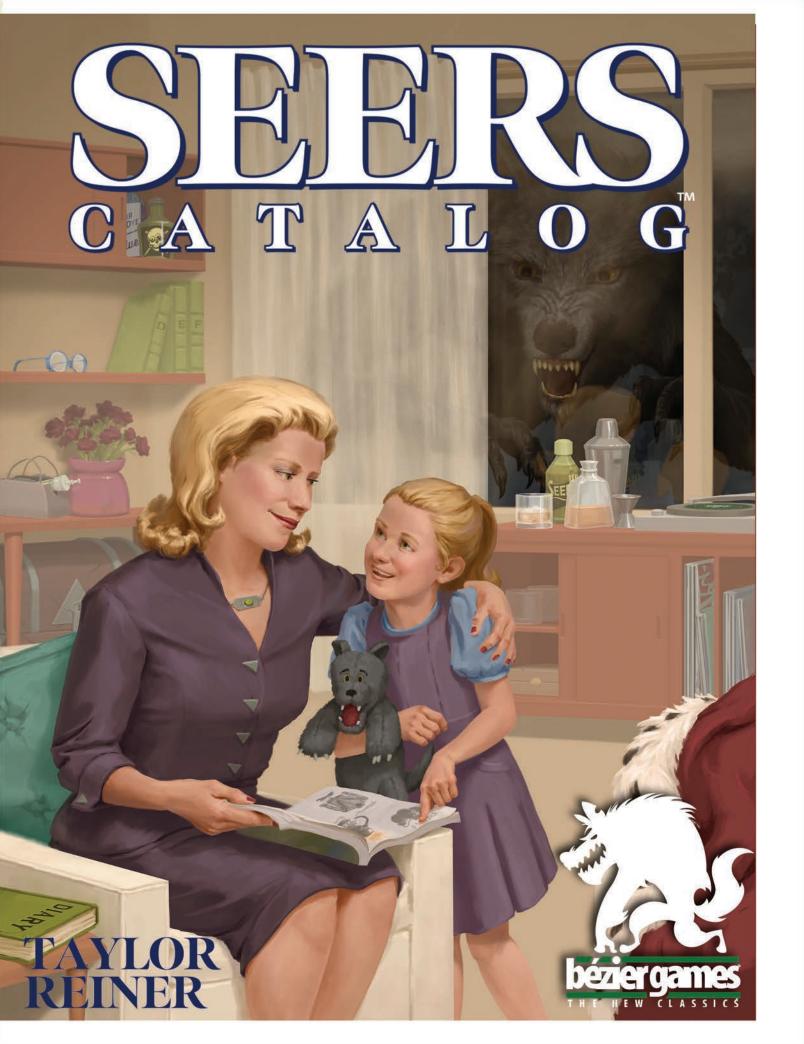






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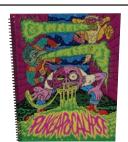


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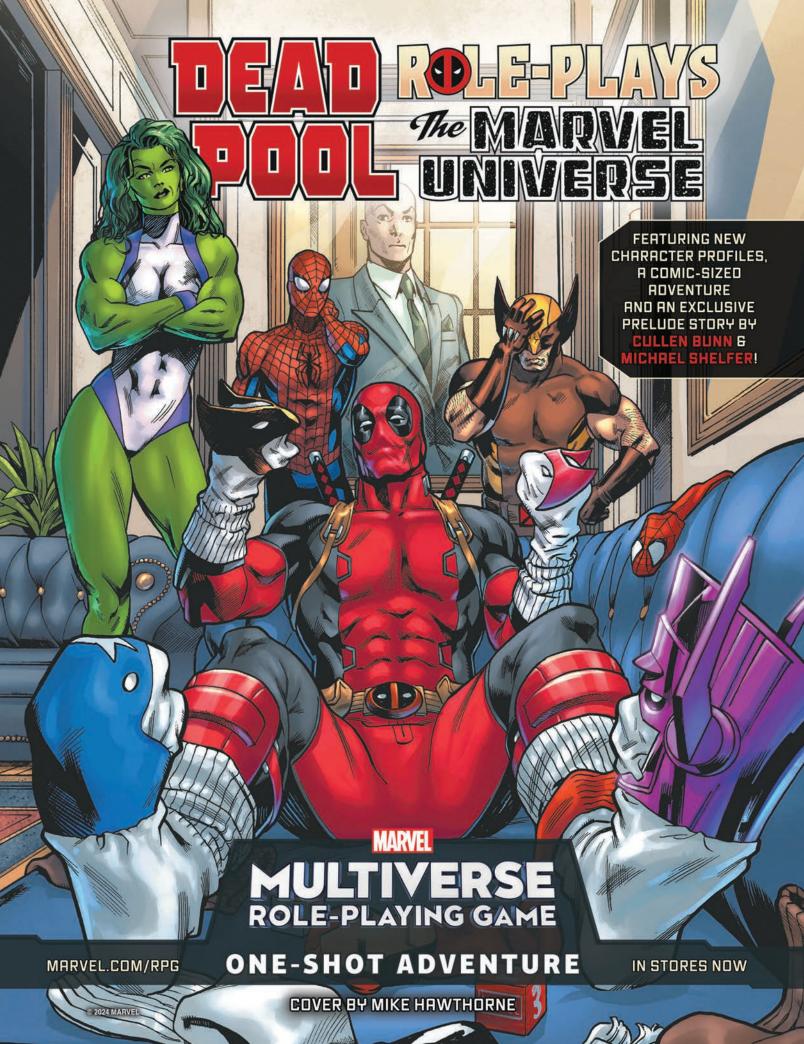


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FROM THE EDIT

Greetings Dear Readers!

This is it - your August 2024 edition of Game Trade Magazine!

Historically, the August GTM is a pretty big deal. Don't get me wrong - every issue is important, and we endeavor to make each a fantastic offering of the latest and greatest in our beloved industry. That said, the August GTM is always just a little more special as it signals the coming end of summer as well as coincides with Gen Con.

Each year, your faithful team comes together to man

the GTM booth at Gen Con distributing copies of this issue, chatting with our readers, and catching up with old friends and colleagues. I'm not overselling it by describing the whole experience as a bit magical. There's something to be said about seeing our audience enjoy our hard work in person.

And let me tell you, this issue was a heavy lift. "How heavy" you may ask? Well, the proof is in your hands - and I've taken more than my customary half-page to tell you about it!

112 pages of absolutely fantastic games and accessories content is yours to enjoy, and believe you, me — there's a lot to be excited about in this issue, and something for everyone.

We kick things off this month with Until Proven Guilty from DV Games. In this cooperative and narrative investigative game for 1-6 players, you must defend your client in the grand tradition of courtroom dramas — but you have had no time to prepare! As the game progresses and the Prosecution outlines their case, you must navigate the evidence and unravel the mystery so you may find the truth to exonerate your client!

Next, we have something we're quite excited about that's been years in the making -Kobold Press' Tales of the Valiant RPG: Game Master Guide! This incredible resource provides a wealth of information for new and experienced Game Masters alike. With everything from tips and inspirations to general rules and expansive tables, this revered tome will be a welcome addition to your next RPG experience; I know I can't wait to add it to my games library!

Speaking of years in the making — be sure to check out the latest from Renegade Games Studio celebrating 30 years of Robo Rally! This beloved classic from Richard Garfield is available in both the standard and 30th Anniversary edition (with deluxe components for up to eight players), expansions, and the all-new Robo Rally: Transformers which brings all of the robot racing mayhem to your favorite Bot/Alt modes!

This issue also includes an exclusive scenario from WizKids for Star Trek: Into the Unknown! This scenario can be found within the center gatefold of this issue and offers up an all-new mission involving Federation and Dominion forces!

Of course, that's not all — there is a lot of really incredible content in this issue; from board games to tabletop minis to RPGs, this one has it all. I should also mention that along with all the fantastic content you've come to expect from GTM, this issue has a Games catalog that is 53 pages long. That is 53 pages of all-new items and games for you to check out! Be sure to take your time, there are many treasures to be found in your August edition of GTM.

Last, and certainly not least, this issue also marks one year since Eduardo Valdes joined our team as Graphic Designer. Eduardo has been a fantastic addition to the team here and we're absolutely thrilled we haven't frightened him off!

As we part this month, let me invite you to please stop by booth #110 and say "Hi!" if you happen to be at Gen Con this year. We'd love to see you!

Game on, -JG

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IS COMING!

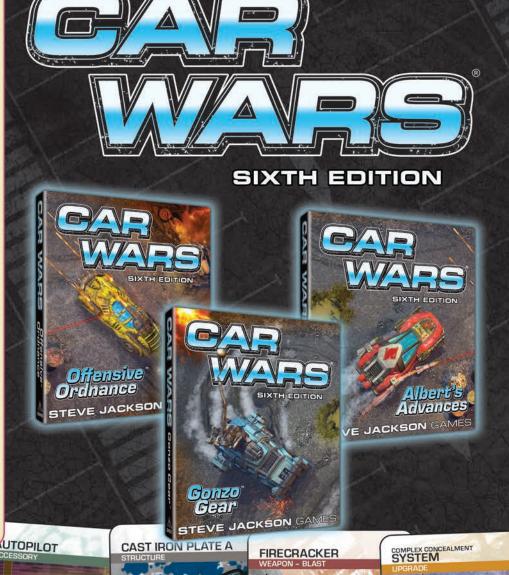


It's Go Time. Are You Ready?

Prepare for more
exciting arena action
with *Albert's Advances*, *Gonzo Gear*, and *Offensive Ordnance*.
These single-player
expansion packs for *Car Wars Sixth Edition*

let you customize your vehicle, crew, and more for maximum mayhem. Combine with the *Aggressive Arsenal*, *Sonic Strike*, and *Tailgate Trouble* expansion packs for even more fun!

Coming October 2024















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USERS GUIDE



WHAT IS GAME TRADE MAGAZINE ANYWAY?

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

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

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

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

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

GAME TRADE MAGAZINE CONTENT

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

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

COVER STORY: Each month a differen 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 an more to help enhance your play experience



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.



DESIGNER DIARIES: These articles are the ULTIMATE in the behind-the-scenes experience for games! Written by the designers themselves, Designer Diaries offer a sneakpeek 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.



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!



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 fanfavorite 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.



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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!



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

GAMES SECTION 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 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!

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!

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!

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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FOR LAUGHS



@2024 DORK STORM PRESS DORKTOWER.COM JOHN@KOVALIC.COM



UNSTABLE GAMES.COM



Unleash the fun with this puzzly game of dever canines



You're a dog walker helping your pups at the dog park make friends, become the leader of the pack, collect bones, and get the zoomies. Your goal is to score the most points by matching a dog tile to the

middle of the table and placing a scoring token on that tile. Tokens give you points based on adjacent dogs, bone icons, and more.

Play your dogs right and you can add points to a previous token while digging up a whole new way to score.

Ages 10+ 30 min

At the end of the game, score each token to see who's top dog.







THE STARRY SKY NECKLACE

LASSIFIED

UNTIL PROVEN GUILTY: THE STARRY SKY NECKLACE

DVG 9060.....\$16.99

Available Q3 2024!

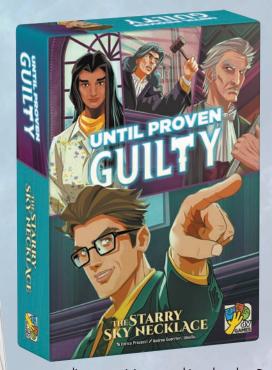
"Objection, your honor!". You've always dreamed to say these words, and now your time has come! You're a rookie lawyer, and you have to replace the defense counselor in a murder trial. The hearing is about to start, you barely had time to read the case files and you're thrust in the courtroom... could this be your chance to shine?

Until Proven Guilty is a cooperative narrative and investigative game for 1 to 6 players. It's the latest release from dV Games, producers of the Deckscape and Decktective series and other critically acclaimed games like Bang! and Bonsai. Taking inspiration from the cultural phenomena of quirky anime-like legal videogames and visual novels, Until Proven Guilty is based on a simple premise: what if the protagonist of a legal drama had no time to prepare whatsoever?

You'll play as Peter Howard, a charismatic and witty assistant in a prestigious law firm. Armed with your good looks, your sparkling smile and your burning passion for detective stories, you will face the

first real challenge of your career, the case of The Starry Sky Necklace. But wait, with a name like this, the case sounds like a theft, so why are we discussing murder? There must be something inside this article that clarifies the matter...

In Until Proven Guilty, the Trial cards guide you through the story. After reading the current Trial card, you have to provide Evidence to counter the Prosecutor accusation (and sometimes to answer your own questions, like the one from earlier). You have several Evidence cards at your disposal, which can be clues, characters and documents. After choosing the Evidence card you think best counters the Trial card, you'll use the game's web-app to check the result. The web-app will provide customized results based on the combination used, so it could show praise for your acumen, give hints to assist



you, or dispense vicious mocking by the Prosecutor. This kind of tailored feedback by the game itself is one of the main reasons why this game is so fun. While lots of narrative games provide a "yes or no" result, or allow just a single try before revealing the correct solution, *Until Proven Guilty* not only allows you to retry in case of an incorrect answer, but it does so in a responsive manner: it provides extra dialogue and context, as well as funny sharp comebacks which make you really feel the tense rivalry between Peter and his opponents.

During the hearing, your main goal will be to defend your client by shedding light on the facts, but you'll also have to persuade the jury in the process. In fact, after each reply, in the event of a correct answer, the webapp could instruct you to flip some jurors over to the Innocent! side, whilst jurors could be flipped to the Guilty! side in case of an error. Of course, winning a trial is not just about providing facts, but also about making sure the jury is able to follow the trail of evidence you're setting before them, making as few mistakes as possible.

As the game progresses and the story gets more and more intricate, you'll unlock additional Evidence cards (and sometimes remove others). The Prosecutor will try to get on your nerves, so you'll have to be clever and collected to provide the right piece of evidence at the right time. After the last Trial card, hopefully justice will be done, and you'll be able to check how you fared, based on the numbers of jurors on the Innocent! side.





WIZK!DS

STAR TREKINTO THE UNKNOWN

STAR TREK INTO THE UNKNOWN: FEDERATION VS. DOMINION CORE SET WZK 89850\$149.99 | Available Q3 2024!

Hey there, fellow *Star Trek* fans! If you've ever dreamed of commanding your own starship fleet while diving deep into the lore of *Star Trek*: The Next Generation and Star Trek: Deep Space Nine, then you'll definitely want to check out Star Trek: Into the Unknown. Into the Unknown has been designed from the ground up to bring the Star Trek universe to life on your tabletop. Let's take a closer look at what makes this game so immersive.

STAR TREK TO ITS CORE

Right out of the box, you can tell that Star Trek: Into the Unknown was made by fans, for fans. The game doesn't just use Star Trek as a backdrop; it fully embraces the franchise's themes and aesthetics. The attention to detail is fantastic, from the ship models to the mission scenarios. The designers, Max Brooke and Michael Gernes, put a lot of thought into making sure everything feels authentically

WHAT'S THE GAME ABOUT?

So, what exactly is Star
Trek: Into the Unknown? At its
heart, it's a two-player tactical
miniatures game where you
and your opponent command
fleets of starships from
major civilizations in the
Star Trek universe. The
gameplay revolves around
multi-part missions that evolve over
time, giving you plenty of strategic depth
and variety.

As you dive into the game, you'll quickly discover that each faction brings its own set of unique strengths to the table, making every game feel fresh and engaging. For instance, if you prefer a strategic, balanced approach, commanding the Federation might be your style. On the other hand, if you're more inclined towards aggressive tactics and sheer power, the Dominion is your go-to faction. This diversity in faction strengths ensures that Star Trek: Into the Unknown offers unique playing experiences.

Moreover, future expansions will introduce new content that can be used by both factions, further enhancing the variety and replay ability of the game. This means that regardless of which side you choose, you'll have access to a broader range of strategies and possibilities as the game evolves.

THE THRILL OF CAMPAIGN MODE

One of the coolest things about this game is its campaign mode. If you're into longer, more immersive gaming experiences, you'll love this. The campaign included in the core set serves as an introduction to the Dominion War - a major plotline in the *Star Trek* universe. As

you progress through the campaign, the missions connect and build on each other, creating a continuous narrative. Your decisions in one mission can affect outcomes in future ones, which adds a lot of depth and strategy. It's like living out your own *Star Trek* series, episode by episode.

Campaign play can unlock new options and your progress is tracked personally, allowing you to play new people and continue your narrative. Additionally, story missions use a modular card system that allows for lots of variation and replay ability, ensuring that each campaign playthrough feels fresh and exciting.

QUICK PLAY WITH STORY MISSIONS

But what if you don't have time for a full campaign? No problem. The game also lets you play individual story missions in a match mode. This is perfect for when you just want to get some quick *Star Trek* action without long-term commitment. You can follow the setup rules for match mode and dive right into a standalone mission. It's a great way to practice and get to know the game's mechanics before jumping into a campaign.

A BALANCED EXPERIENCE

Star Trek: Into the Unknown really nails the balance between exploration, diplomacy, and combat. This isn't just a game about shooting your opponent out of the sky. You'll need to explore new regions, research strange phenomena, and engage in negotiations. It's very much in the spirit of Star Trek, where conflict is just one of many

possible outcomes.

Each mission is different and presents unique challenges, so you'll need to adapt your strategy on the fly. The rules are intuitive enough that you won't be bogged down in them,

allowing you to focus on the fun tactical decisions.

BEAUTIFULLY DETAILED MINIS

The miniatures in this game are nothing short of spectacular. Each

model is intricately detailed, capturing the essence of the iconic starships from the *Star Trek* universe. From the sleek lines of the Federation's Galaxy-class starships to the menacing contours of the Dominion's Jem'Hadar cruisers, the attention to detail is amazing.

Just one feature that will make any fan's heart skip a beat: real saucer separation for the Enterprise! Yes, you can actually split your ship into two separate pieces during the game. It's not just a gimmick, either; it adds a strategic layer, letting you use your ships in creative ways to gain an advantage.

All in all, Star Trek: Into the Unknown is a fantastic game that does a great job of bringing the Star Trek universe to life. It will be clear that a lot of love and effort went into its creation. Whether you're maneuvering your fleet in a tense standoff or negotiating with your opponent, you'll feel like you're part of the Star Trek universe.



SMALL BUT MIGHTY

Everyone loves miniatures, but sometimes it feels like it's easier to keep them in a closed box than display them. They get dusty, bent, scratched, they fall behind furniture, you accidentally impale yourself on one of their swords – how can something so small cause so much trouble? Now, Ironguard Supplies is proud to introduce a line of miniature display cases, so you can safely put your proudly painted miniatures on display! Measuring approximately 2.75 inches tall and 1.25 inches square, these easy-to-open display cases are sold in packs of two, so you can protect a pair of paladins from getting damaged, lost, or worse!

See the full line at ironguardsupplies.com

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ROBORELLU

30TH ANNIVERSARY



ROBO RALLY: 30TH ANNIVERSARY EDITION

RGS 02675 \$120.00 Available August 2024!

ROBO RALLY: MASTER BUILDER EXPANSION

RGS 02637\$25.00 Available Now!

ROBO RALLY

RGS 02576 \$50.00 Available Now!

ROBO RALLY: TRANSFORMERS

RGS 02652 \$55.00 Available August 2024

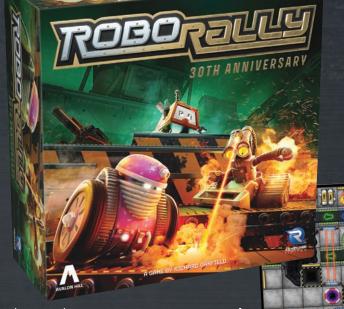
2024 marks the 30th anniversary of *Robo Rally! Robo Rally!* is a competitive racing game where players program their robots to reach checkpoints in a fun and frantic race around a factory. The core game contains double-sided gameboards which allow for over 80 factory racecourse possibilities, making the game different each time you play. Whoever can get their robot through all the checkpoints first is the winner of the race!

has designed many successful games such as Netrunner, King of Tokyo, and more!

Since Robo Rally's conception and first publishing, the game has had some rule tweaks to improve overall gameplay. Within this past decade, Garfield took his years of design experience and set his sights on improving gameplay. Garfield spoke to Renegade about publishing a new edition of the game and making some changes, with some of the biggest changes being the addition of the Priority Token, updates to the upgrade cards, and the implementation of individual player decks. Renegade Games Studios got to work and published the new edition in August 2023!



Alongside the release of the core game, Renegade also released two factory board expansions: Chaos & Carnage and Wet & Wild. These gameboards would be familiar to long-time *Robo Rally* fans, as they are reprints of boards that hadn't been printed in over 20 years! The factory boards, originally released in the Armed & Dangerous Expansion, were published in 1995. This reprint has been long



The game has seen many iterations since its first publishing in 1994. Robo Rally was one of the first games designed by the legendary Richard Garfield. In fact, it was the first game he pitched to Peter Atkinson, then CEO of Wizards of the Coast, who turned down the title and asked Richard for a more portable and affordable card game. This request would lead to the publishing of his genre-defining collectible card game Magic: the Gathering! Garfield



awaited. To ensure nobody misses out on the fun, these expansions are compatible with all previous versions of *Robo Rally!* Each expansion comes with three double-sided gameboards, new upgrade cards, and new board elements. By February 2024 two more *Robo Rally*

expansions were released. The newest factory board expansion, Robo Rally: Thrills and Spills, contains three new double-sided boards with new elements. This was released alongside the Robo Rally: Master Builder Expansion. This expansion is for those who want even more control over racecourse customization. It contains new 6x6 grid boards, new upgrade cards, and new Factory Floor Tokens. The 6x6 gameboards provide an allnew way to customize the



game. Players can create courses with new crazy shapes, tunnels, and whatever else they can conceive. The Factory Floor Tokens are individual grid spaces with various elements on them, allowing players to make courses exactly the way they want. Within such a short period, Renegade has offered players a ton of content to help them expand their *Robo Rally* games like never before! And with no plans to stop making content in sight, fans should be on the lookout for more expansions to come.



The newest addition to the line, Robo Rally: Transformers designed by Dan Blanchett, takes all the fun of Robo Rally and Transformers and puts

them together in a new and unique way. In Robo Rally: Transformers players race along Velocitron's racecourse as iconic robots such as Megatron and Optimus Prime. One unique feature in this version is your robot can convert between Bot (Robot) and Alt (Vehicle) mode. Your mode changes how you interact with elements on the board and other bots. New board elements in this version include High-Speed Roads, Buildings, Corridors, Bombs, and Jump Ramps. Depending

on your bot's mode, you can interact with certain board elements. For example, if your bot is in Vehicle mode, you can use the Jump Ramps. If you're in Bot mode, you can hide out in Corridors. Your weapon attack is also determined by your mode. In Vehicle mode, you can shoot your weapon in your facing direction, like in the regular game. However, if you're in Bot mode, you can choose to shoot, forward, to the left, or to the right! Players are given the choice to convert between modes once at the beginning of each round, but paying energon or special upgrade cards may let you convert mid-round. The vehicle/bot mode feature in this game adds even more fun and strategy. In true Robo Rally spirit, this game comes with 4 double-sided gameboards to facilitate tons of racecourse possibilities and replayability. This new Robo Rally version is an innovative and fun addition to the well-loved line!



Available August 2024 is Robo Rally 30th Anniversary Edition! This edition celebrates the game's anniversary with the inclusion of deluxe components and components to play up to 8 people. Deluxe components include dual-layered player boards, wooden tokens, a metal priority token, and improved painted minis. Classic characters Twitch and Trundle Bot are also back in this edition. Also included are 4 new double-sided gameboards, adding even more racecourse possibilities for players.

Renegade is excited to keep bringing new and fun additions to the *Robo Rally* line. This timeless game of chaos, racing, and programming has had a long life, and Renegade is excited to be a part of growing the game. Gentle-Robots... Start your microprocessors and get ready to race!

Sophia Gambill is the Marketing & Sales Coordinator at Renegade Game Studios. A lover of all things tabletop games, her knowledge of the hobby aids her in spreading her passion for games to others.





FIRELOCK GAMES'

SUMMER of PLUNDER

GLOBAL CAMPAIGN KIT

By Alec Aguila

irelock games has partnered with fan gamer group Blood & Pigment every summer season to bring players the Summer of Plunder - a worldwide community event for all players of the Blood & Plunder and Oak & Iron games by Firelock Games, where players from around the world interact, share pictures, battle reports, and more from their games. Players can win prizes, gain respect from their fellow community members, and compete for glory for their chosen nation for their games!

For the fourth annual rendition of the event, both Firelock games and Blood & Pigment have worked together to produce an organized play kit that prospective players and game stores can order to start and support their campaigns and is an excellent way to start either a Blood & Plunder or Oak & Iron game community in a players local region.

Included in the kit are all the tools a game master needs in order to start a campaign with 4 players.

Below is a list of items currently included in the Summer of Plunder kit (subject to change):

- · CAMPAIGN POSTER WITH BASIC INFO AND DATES
- · Instructions and scenario packet
- · 13 EXCLUSIVE NEW BLOOD & PLUNDER MINIS
- 24 EXCLUSIVE ALTERNATE ART/LAYOUT STAT CARDS FOR BLOOD & PLUNDER (6 UNITS)
- 4 METAL FORTUNE TOKEN COINS (EARLY ORDERS WILL RECEIVE AT LEAST ONE DELUXE TOKEN)

Each item in the kit is made with bringing the best possible parts of a campaign to a local game store: The poster is sure to grab the attention of prospective players, the instructions and scenario packet will guide you on everything you would need to know about for a campaign along with fun skirmish objectives to run with your players, the **Blood & Plunder** miniatures come with new molds and amazing detail made with high quality resin material, the exclusive

art cards are a wonderful addition for players that may have trouble memorizing stats in addition to detailed graphics for the unit, and instead of the standard cardboard fortune token coins that come with **Blood & Plunder** and Oak & Iron, campaign kits come with special, metal coins for players looking to turn the tides of battle.

With so much value contained inside of the Summer of Plunder kits, you may be interested in getting one yourself. Firelock games offers them for sale for \$50 dollars, and you can order them through your local game store (Or Firelock quartermaster) for any prospective player looking to start their campaign and join the Summer of Plunder!



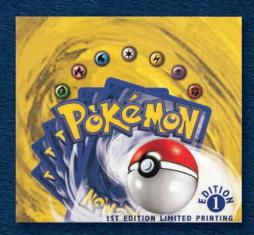
BLOOD & BLUNDER / OAK & IRON: SUMMER OF PLUNDER 2024 KIT FGD FL002 \$25.00 | Available July 2024!



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AETERNA

PLAY A GENS OF THE ANCIENT ROME IN A STRATEGIC GAME BY MARTIN WALLACE

AETERNA

AGS AREU007......\$64.90

Available Q3 2024!

Aeterna, created by acclaimed game designer Martin Wallace, will take you on a long journey through the ancient city of Rome (so wear comfortable shoes). It will take you from its beginnings in 753 BC to the fall of the Western Roman Empire in 476 AD.

The players assume the role of important Roman GENS (families) who seek to increase their prestige by contributing to the construction of monuments, the conquest of provinces, and, above all, by controlling and managing the seven hills on which the eternal city was founded. Developed by Ergo Ludo Editions, Aeterna has its English edition published and distributed worldwide by Ares Games, under license from MS Edizioni.

The game features a structure of three rounds, symbolizing the three eras of Roman history: the Roman Kingdom, the Roman Republic, and the great Roman Empire. Players must wisely balance the mechanics of drafting, card usage, resource management, and area control on the map to assert their dominance over the city. In addition, the timing of your actions could make the difference between victory and defeat. Contrary to

what Caesar said when crossing the Rubicon, luck plays almost no role, and the interaction between players is strong, albeit indirect.

During the turn, players face an initial drafting phase, in which they plan what to do, and then starts the action phase, the true core of the game. Players will use their citizens to secure strategic points on the city map or to conquer new provinces. Both the city and the provinces will provide them with resources such as grain, coins, and stone, essential for building monuments that, in turn, attract new citizens. This creates a cycle aimed, in a very symbolic and simplified manner, at reconstructing how the city grew from a few clusters of huts to the "Urbe" of the late empire. However, this growth needs to be harmonious and balanced.

An overpopulated city or one afflicted by food shortages will inevitably lead to riots and destruction, for which players will be

nphitheatrum Flavi

A SHORT HISTORY

The project was born in 2014, when the CEO of Ergo Ludo Editions, Alessandro Lanzuisi, proposed a collaboration to the already renowned Martin Wallace, author of titles like "Steam", "Brass", and "Struggle of Empires". There was the desire to work together even before the definitive idea had taken shape and the theme itself was not clear from the outset. Discussions began with the Italian Unification (Risorgimento) and gradually moved back in time until they arrived in Rome several MARTIN WALLACE

centuries before year 0. Wallace then began his design work, and in October 2019, during the Essen game fair, he presented to Ergo Ludo the first prototype of "Ancient Rome." The game was complete but, according to Wallace himself, in need of "fine tuning." The game thus officially entered Ergo Ludo's editorial schedule.

Due to the pandemic, the work proceeded slowly but steadily, thanks to the strong motivation of the development team to work on a game by such a beloved author. Test after test, the gameplay improved: the duration was slightly shortened (a maximum of 30 minutes per player), the game resources optimized, and some mechanics modified. Over time, the name also evolved, first to "Caput Mundi" and finally becoming AETERNA in its definitive version. By February 2022, the game was substantially ready.

When everything seems finished, another work began. A lengthy process of historical

contextualization in a setting that is both so well-known and so unknown at the same time. Buildings, monuments, characters must be correctly placed within over 1,000 years of Roman history, balancing certain sources and more or less accredited theories. Thus, guides, professors, and Latinists joined the development team.

The next phase was the aesthetic realization, with the contributions of the artists Andreas Rocha ("Monumental") and Emiliano Mammucari ("Cangaceiros") and

graphic designer Marco Pantaleoni ("Pyramidice"). In the end, the project saw the collaboration of over 10 people from both internal and external staff, not to mention the 50 playtesters who contributed numerous sessions over the years.

Now, in 2024, almost five years after that Essen where prototype zero entered our lives, we are finally close to see the printing and completing of this project to which we have devoted so much time and resources.

Roberto Martire and Lorenzo Maria Conti, developers from the Ergo Ludo Editions team who had the fortune to work on this game.



held responsible.



THE ROLEPLAYING GAME



LITTLE ALCHEMISTS

CGE 00119 \$49.95

Available Q3 2024!

A POTION CRAFTING FAMILY GAME THAT GROWS ALONGSIDE PLAYERS

The dusty corners of grandpa's old house sure do have some unusual surprises tucked away, like that curious collection of oddlooking candles and glassware you've just uncovered. Wait, didn't he once tell you stories about being a great alchemist back in his day? Hmmm...maybe if you rummage around further to find the right ingredients, you could whip up some potion fun?

Based on the original Alchemists euro game from Czech designer Matúš Kotry, Little Alchemists is a deduction game for 2 to 4 players where players compete to make and sell potions. Imagine running

a lemonade stand... except the lemonade is magic, essentially, and you'll get the gist. It's a more streamlined version of its older sibling that offers scalable, challenging fun for children and families.

Little Alchemists is designed for ages 6 and up - all the way up to adults who like a more robust level of complexity in their games. Inside the box, you'll find components for the first introductory chapter as well as six sealed boxes that contain new components that are incorporated into each of the following unlockable chapters. As you complete collective goals in each chapter, often across multiple short playthroughs, you'll unlock the next chapter which adds new layers of mechanics, more components, and more depth to the gameplay.

Everything starts out very simple: in the first chapter, you take turns selecting potion ingredients, scanning them with the companion app to brew unique potion combinations to add to your alchemical pyramid grid, and selling potions to adventurers that show up to earn coins. It's an accessible way to introduce younger players to the core

gameplay loop. Once they master the first chapter enough to pass the test at the end, they'll unlock the next one, crack the seal on its box, and discover new surprise components and gameplay to incorporate into the game. By the later chapters, the gameplay grows to a weight that will challenge even adult gamers, offering a deeper level of deduction gameplay that's on par with the original Alchemists.

SO, WHAT'S UNIQUE ABOUT LITTLE ALCHEMISTS?

In our playtesting, we found that it helps kids feel smart. By slow dripping gameplay concepts over time across each chapter, it gives players time to figure things out for themselves rather than throwing too many rules and too much information at them up front. This design approach often leads to great "aha moments" where they figure out something interesting on their own.

All the while, they're learning more about the game layer by layer as they go, which pairs fun and education together in a way that's more engaging. This helps players boost their confidence and skill gradually, before progressing onward to tackle more complex challenges in later chapters. It often takes multiple replays to complete each chapter, but the repetition reinforces each new concept before adding a new one in.

We designed Little Alchemists to be scalable and grow with the age and skill of players. Our goal was to help facilitate

players finding a level of challenge that everyone can enjoy, whether it's younger children or older gamers. The first few chapters are an easy onramp for younger players, while the latter half of the game has enough heft to it to challenge the average boardgamer.

Ten years ago, when it first launched, the original Alchemists was one of the first major board games to utilize a companion app as a core component of the gameplay. Little Alchemists follows suit, giving younger players a more structured way to engage with tablets or smartphone devices than simply scrolling. It ties the digital world to the physical space, too, since players will be scanning ingredients on their turn, uncovering the result, and logging it before passing the device to the next player.

We're excited to bring you the very first game CGE has published specifically for children and families! Be sure to check it out at your Friendly Local Game Store when it launches this summer!









 Heroscape: Revna's Rebuke: Iron Lich Viscerot and Necrotech Wraithriders Army Expansion

· Heroscape: Revna's Rebuke: Kyrie Warriors Army Expansion

- Heroscape: Lands of Valhalla Terrain Expansion
- · Heroscape: Waters of Valhalla Terrain Expansion









CLANK!: CATACOMBS - LAIRS & LOSTS CHAMBERS EXPANSION

DWD 02013......\$30.00W | Available September 2024!

When we released Clank! in 2016, it was partly inspired by my passion for tabletop role-playing games and wanting to combine deck-building (one of my favorite mechanics) with dungeon-delving (one of my favorite themes). In 2022, we released Clank! Catacombs, which introduced a new way to represent the dungeon itself, with a series of tiles randomly drawn so that the dungeon would be different every time. This approach does a great job of re-capturing the sense of mystery and adventure from those tabletop RPGs and bringing them into a modern board game.



Lairs & Lost Chambers further fleshes out the theme of OG dungeon-delving by introducing wondrous special chambers for players to find in the dungeon. Each of these chambers introduces its own unique rules. This creates moments of interest for the whole table to engage with, and helps make Catacombs even more re-playable than it already was. Let's take a look at one as an example:

The Bizarre Bazaar is a very large Lost Chamber. It's so large that it's the only room on its tile. As its name suggests, this place has a variety of goodies that players may purchase. But it comes with a rule that should pique the interest of everyone at the table: each player can only make one purchase, and there are four unique "stalls" offering different things:

- The "Mystic Stew" stall offers a tasty dish that heals 3 damage.
- Another stall offers "Magic Ointment" that lets you trash a card and draw a card.
- There's a "Display Case" that lets you acquire or defeat any card from the Dungeon Row.

Finally, there's a stall with "Stolen Goods" that lets you take a Market item.



As you might guess from that final stall, the price to use the Bizarre Bazaar is lower than the standard rate of a normal *Clank!* market room. Normally, you'd pay 7 gold for a Market item. Here, any of the options – Stolen Good included – costs only 3 gold. And there's

even an option to make a purchase without spending any gold, which I'll return to later.

Each Lost Chamber typically asks you to place a cube from your supply onto the Lost Chamber when you use it, and the Bizarre Bazaar is no exception. If you are the first player to utilize the Bazaar, you declare which stall you are visiting, and place your cube on that stall. Once a stall is claimed by someone, other players can't use it. But because each player may only make one purchase at the Bizarre Bazaar, everyone at the table may want to find a way to reach it before the game ends, so they don't miss out on a good deal!

As the expansion's title suggests, Lost Chambers aren't the only type of special chamber introduced. In addition, players may also find the Lairs of dangerous monsters dwelling in the Catacombs. Whenever a Lair is found, the wooden figure (or figures) corresponding to that Lair is placed onto the board. Each type of Lair monster has a different requirement to defeat it, and when you defeat one, you take the wooden figure and keep it in front of you as a trophy. All trophies are worth points at the end of the game, but they can also sometimes be used as costs for special effects. That alternative cost to make a Bizarre Bazaar that I mentioned earlier... all the stalls at the Bazaar

accept any dungeon trophy as payment for a purchase. So, if you defeat a Lair monster, you can bring it to the Bazaar and trade it in for something, saving yourself 3 gold.

Here's what the Medusa's Lair tile looks like.

The red-bordered room is the room that contains

the Medusa figure. The Medusa is so dangerous that whoever discovers the tile is unlikely to enter its room immediately. Because if you move into the room with the Medusa, you must either defeat it

room with the Medusa, you must either deteat it or it will start turning you to stone (you take 2 damage)! The big problem with defeating the Medusa is her magical defenses. It takes only 2 swords to defeat the Medusa, but you must also play a Secret Tome on the same turn to bypass her

magical defenses! Thus, whenever someone finds the Medusa's Lair, an implied question is put to the table: is it time to start acquiring Secret Tomes and swords, and start heading toward the Medusa's Lair? The rewards, as indicated on the back page of the rulebook, are quite tempting...

There's a lot more to the *Lairs & Lost Chambers* expansion: a new batch of cards, Entryway Tunnels, Pit Traps, and more! It's coming to your friendly local game store soon!

•••

Paul Dennen is the creator of the Clank! series and is VP of Design for Dire Wolf Digital.











FORAGE FOOD AND FIND FRIENDS IN THE LATEST STRATEGY GAME FROM ROSE GAUNTLET ENTERTAINMENT

WILD GARDENS

RGB 03001 \$69.99 |

Available August 2024!

Ready for a tasty tour of North America? In Wild Gardens, 1-4 players take on the role of a forager, visiting beautiful real-life locations across the country to gather flavorful ingredients, cook delicious recipes, and serve eclectic guests. Designed by Isaac Vega, the award-winning designer of Dead of Winter, Forgotten Waters, and Ashes Reborn, experience not just a relaxing adventure, but a deeply strategic one as you carefully plan movements, upgrade abilities, and activate skills to earn the most victory points and be crowned top forager.

ON YOUR TURN

Each player starts with five action tokens, numbered 1 through 4, plus a Wild token. On your turn, you will place any available token on your player board — the token number determining your movement on the path board, and the placement dictating the skills you will be able to perform on your turn. Easy, right?

Except, those numbered tokens are only replenished at the end of each day (round), with one token being locked each day until your second trip (so choose wisely!).

Moving along the path board is a cinch, but be warned — your final landing spot will dictate which of the ten available ingredients are adjacent for foraging and whether you can activate your Cook and Serve skills (noted by a picnic table on the path board).

Once you've finished moving, it's time to put those culinary skills to the

test! Determined by where you placed your action token on your player board, you'll be able to choose from activating various skills such as foraging nearby ingredients needed for recipes, putting those ingredients to good use with a proper cooking, serving cooked recipes to guests, reserving recipes or guests for future use, or studying at the library to upgrade and expand your skills!

SCRUMPTIOUS RECIPES

To earn those sweet, sweet, victory points, you'll need to sharpen those knives, tighten that apron, and get to cooking! The recipe deck includes 48 unique creations broken up into five dish types that you can craft. When you've finished your movement on a path space with the Picnic Table icon, you can use your cook action to select a recipe card from the revealed recipe supply, spend the necessary ingredients listed on the card, and add it to your cooked recipes area, collecting the victory points listed on the recipe card. Okay, so you got some tasty treats cooked — who's hungry?

BE OUR GUEST

No picnic is complete without some hungry friends! Like cooking dishes, when you finish your path movement on a picnic table space, you

can take the Serve action to select a guest from the revealed guest supply, spend the necessary recipe types listed on the guest card from your cooked recipes area, and add the guest to your served guests area, collecting the victory points listed on the card.

STUDY TIME WITH KITTY

You're not going to get very far in the world of foraging without honing those skills, which in our case means a trip to the library, which may or may not be owned by a delightful feline. There are 32 unique skills in the game, each with different abilities that can increase the ingredients you can gather, the distance you can move, victory points you can score, and many more that you'll just have to play to find out!

ENDING A DAY

After you've had a fun-filled day of foraging and have exhausted all your action tokens, it's time to rest up. Players must choose one action token to leave on the location board until your three-day trip is completed, earning the associated rest action

bonus as depicted on the location card displayed.
Armed with one less action token, it's off to a new location and a new day of foraging!

FINISHING A TRIP

Whew — three locations in three days? It's time to reset. Once a trip has completed, players retrieve all their action tokens from the location board and

prepare for the next 3-day trip. Once your second trip is completed, that's all folks!

MORE TO DISCOVER

Oh no! The article is over?! But I still have to talk about scoring with your pollinators and jars! I forgot to mention the double-sided path board and recipe cards! What about the special Reserve action for your favorite recipes and guests? The gameplay variants? The expansion packs, premium tokens, and lore book? Oh boy, I guess you'll just have to play it to find out more when it releases this August.

•••

Josh McCurry joined Rose Gauntlet Entertainment in 2022. When not selling and marketing the heck out of board games, Josh spends his time in West Virginia losing games to his wife, serving his cat, and preparing for the arrival of their first child.











THEAL LEYENUS TAVEDN KIT



EPIC ENCOUNTERS: LOCAL LEGENDS - TAVERN KIT

SFL EE-LL001 \$39.99 |

Available Now!

If there's one thing we know about in Steamforged Games' RPG department, it's classic fantasy RPGs. But if there's two things we know, it's classic fantasy RPGs AND pubs. Sort of a special interest, you might call it. Now, as people who know a classic fantasy RPG and pubs, you'd be correct in imagining we are no strangers to a tavern scene. If you're reading this, you probably aren't either.

Every fantasy RPG features at least one sequence set in a public house, inn, bar, or watering hole of some description. They're a beloved trope, a great spot for a bit of much-needed downtime, and extremely useful for GMs who want to send their player characters off on a new quest. After all, where better to find someone in need of a bit of help than a tavern?

However, we also felt, despite them being such classic parts of a fantasy RPG, tavern scenes could be surprisingly difficult to run effectively. Thinking up a pub full of plot hooks, patrons, and things to investigate isn't simple. Especially when players have the hilarious/infuriating habit of ignoring the interest, fleshed-out NPC clearly put in their path, in favour of hanging out with Old Bill the goblin the GM came up with because they asked who else was hanging around.

Therefore, we decided to try and make something that helps GMs run tavern sequences at the table. Not just a book with awesome ideas in, but something that can be put down, in front of the players, and have them explore. Something with all the answers for a busy GM to draw on if needed, but flexible enough to fit into any campaign, which brings us to the Epic Encounters: Local Legends Tavern Kit!

The Tavern Kit contains 10 taverns, all ready to drop into games whenever needed. We have gorgeous, isometric, double-sided maps enabling players to see the tavern they're heading to, and then what they find within. Each tavern has 6 NPCs, and you also get a portrait card for each of them—so when characters enter the inn, these can be put onto the map, showing them who is in attendance, and enabling them to pick up the card, learn something about who they talk to, and begin to find the plot hooks we've woven into each location.





Each of our taverns—from the archetypal fantasy pub The Nodding Dragon to the underworld hangout known as the Shady Nook — is ready to fit into any fantasy campaign. If you just want it to be an interesting location with some colourful NPCs in, it can be. Each tavern comes with a mystery to be solved, along with a whole lot of other story threads you can build out on your own. But of course, we've not left you to do all the work, along with the maps, and cards, there aree three books. It's ideal for players of all kinds - and is designed to be so; it's designed to be easy to use, easy to get to the table, and the ideal means of enhancing games.

The first of these, titled *Epic Inncounters* (a name I remain inordinately proud of) is our guide to running great tavern encounters. It's 20 years of GM tips distilled into a handy little digest format. An experienced GM might not need all of what is in here (but we're pretty confident they'll find something new; for people new to running fantasy RPGs, however, we think they'll find this book invaluable.

The second book is basically statistics and profiles for 60 NPC you'll meet, and the third book is the tavern book itself, filled with all the information you'll need to create the most memorable visits to the taverns — including pub games! After all, every party has a character who doesn't really care about anything except gambling large sums of gold on games of chance. And it would be deeply thoughtless of us not to give them something to fritter their hard-earned cash away on. There's all manner of great little games for characters to drop into, and for, the GM, to pop on the table and enjoy a little break from having to run the game.

So, it's been a quick tour through the *Epic Encounters: Local Legend Taverns Kit*, but hopefully it gives you an insight into what we were trying to achieve: an all-in-one guide to running the best tavern encounters. We want to make life, as a GM, easier, and players' lives that bit more exciting and dangerous. Hopefully, in doing so, we've provided a product people are going to want to pick up and use. Well... fancy a trip to the pub?



A Gentle Rain





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CATTALYST

BATTLETECH MERCENARIES

BATTLETECH: MERCENARIES BOX SET

CAT 35031 \$74.99

Available Fall 2024!

BattleTech is currently experiencing a magnificent renaissance, with more people buying and playing the game than at any other point in its 40-year history! Considering the heights it reached in the late '80s and early '90s, that's a brilliant accomplishment.

Heading into the fall, loads of materials will DropShip to retail stores, and the wave of new materials will supercharge game tables across the world — here are some of the highlights!

MERCENARIES BOX

The Mercenaries box set plugs into our line of box sets, started with the Beginner Box and A Game of Armored Combat, and continued with the Clan Invasion. It contains eight brand-new BattleMechs, along with four of our first-ever vehicles in our high-quality plastics line: a company of twelve models bringing new action to throw down in a game.

The rulebook also contains a campaign system, allowing players to experience the wonder of interconnected scenarios where the stories live and grow — all set within our new, dynamic ilClan Era setting.

Finally, the most exciting aspect of the rulebook is the introduction of Battlefield Support rules that work alongside the new vehicle miniatures. The Total Warfare rulebook contains complete rules for

vehicles and infantry play, with their own record sheets. And many groups still love using those rules. But others want the flavor of combined arms combat without all of those extra details. These new rules embrace the best of the computer game-vibe, making vehicles dangerous if you ignore them, but having them explode wonderfully when the true kings

of the battlefield wield their weapons. And it weaves seamlessly with easy-to-use-rules and cards for throwing artillery, aerospace strikes, and minefields into a game. We believe most *BattleTech* games will see the appearance of that combined arms style, including new vehicles models in the next year for this new, fun way to play.

FORCEPACKS

Of course, there are a bevy of additional ForcePacks coming in future months. Six Inner Sphere Lances, two Clan Stars, and five Battlefield Support ForcePacks. The packs include two lances of vehicles, for a total of eight models in each pack. We also have several specialty packs, such as the Objectives that includes the Mobile HQ, the M.A.S.H.

Truck, and the Long Tom artillery-perfect for scenario touchpoints-as well as the Somerset Strikers pack that brings the *BattleTech* Cartoon to your table, including the arrival of the long-awaited Mauler and Hatamoto-Chi models!

UNIVERSE BOOK

The most important accomplishment for the BattleTech tabletop in the last twenty-five years was the modern re-design of the models and the new, high-quality plastics that are ready to play out of the box. It remains the fuel that drives this magnificent renaissance. And by the end of this calendar year, BattleTech will have placed more than ten million plastic models into the market in the last six years.

The Universe book is the second-most important accomplishment. The Beginner Box, A Game of Armored Combat, and the ForcePacks - along with the Clan Invasion and Mercenaries boxes - provide a clear and easy path for players into the game. It's never been easier to leap into tossing dice at the table, especially when you also combine the fast-play Alpha Strike box option. However, drawing players into the lore has still remained an obstacle, whether it's trying to explain the multiplicity of eras or the legion of factions.

But no longer. In a magnificently illustrated, text-light style, players can easily peruse the history of *BattleTech* and information on its myriad factions. Logos, art, and tightly focused, evocative text allow new players to quickly find the era or faction that speaks to them. It also bridges all previous timelines up to the modern

ilClan Era, supported with a variety of games and books released in the last two years: such as Tamar Rising, Empire Alone and Dominions Divided, as well as the coming ilKhan's Eyes and Hot Spots: Hinterlands.

ADDITIONAL SUPPORT

There's a slew of additional

items coming available in the near future. The Force Manuals-starting first with Davion and then Kurita-are part of a new line of books that allow players to build games based on the specifics of their favorite factions: good for either classic or Alpha Strike play. Two new sets of maps-

Savannah and City-bring new experiences to any table. They will be available in both paper MapPacks and neoprene BattleMats.

And finally, of course, a tsunami of new, fan-favorite Salvage Boxes are on the way. They range from another reprint of the Clan Invasion to large sets of Mercenaries for the BattleMechs, and Battlefield Support for the vehicles.

It's a magnificent time to be a *BattleTech* player and for stores to easily get games running at their tables. There's never been a better or easier opportunity to leap into this stunning game and universe!

•••



A game of thinking alike, where players try to write matching answers to wild questions!

What is the scariest cheese? The happiest item in the junk drawer? The strangest letter of the alphabet?

A party game of creative connections!



Quickest

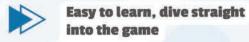
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INCLUDES: 110 Adjective Cards 110 Category Cards — 8 Answer Cards — 8 Dry Eraser Markers

KEY POINTS







Each round, select a category and write answers based on 3 different adjectives.

AGE 10+

PRODUCT DETAILS



DESIGNER TIM EISNER

DIMS 5" x 7" x 2"

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SKU WCG61

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Modes of Transportation





3, ???

1. Airplane

2. Unicorn

BACK IN STOCK

LEAF: SKU WCG21



KITBASHING

FORMAN STATE OF THE PARTY OF TH

PUKEAPOCALYPSE RPG

EFP 01046\$35.00 | Available October 2024!

Pukeapocalypse is a low model count, narrative driven, skirmish miniatures game designed not only with kitbashing, converting and scratch building in mind but with them built into the rules. It's set in a post-apocalypse inspired by Tromaville and 80s melt movies, full of gross out humour, punk and references to British subculture. It's a lurid world of sprues, spew and grue.

The gameplay is fast moving and chaotic, designed to allow multiple games to be played in a session and encourage players to use campaign rules even in a single period of gaming. Tables of narrative results feature to make movement weird and unpredictable, but the heart of the game is the "Puking". Tokens representing the bile of the punks build up in their guts, but not just to note statuses, these tokens must be physically laid across the tabletop to form chains from

one punk to another in order to attack or shove

each other around. They can blast opponents off of ledges, into walls or remove them from objectives and ultimately cause them to burst from the inside out.

To begin, you'll need to kitbash a band of scumbags, each clique is designed to give hobby options: The animalistic Doggers can be built from ranges of were-beast- or wildmen to show their more feral mutations; A mohawk head swapped onto a martial artist mini can create a Vom cultist,

the punk monks of puke; Zombies are ubiquitous and make great Skinless Skins, the skinheads missing most of their skin; Any authority figure with some whips, chains and piercings added can represent a Queen's Cyster, former society leaders made strange and free by the breakdown of society; Straight Edgers employ self made tech to gain ranged advantage, so anything with goggles and lenses from cyber to steampunk is a great base for these basement dwelling snipers; Finally the Psychobillies can be made out of any number of psychic themed minis to displaying swollen heads and strange powers.

The kitbashing doesn't stop when you've got your band though. During a campaign scumbags gain experience points by performing actions specific to their chosen clique rather

LOUDHATLER: An old loudhailer, or failing that, a bin with the bottom kicked out can amplify the voice significantly. Which is a waste of time when no-one who has a choice listens to you.

than just the same things as everyone else. Pukeapocalypse uses a



die to advance system, so scumbags only get to spend their experience when they're killed, making the regular and repeated deaths they suffer something to celebrate rather than worry about. When scumbags die they're immediately replaced by an identical close relation, but they only get to keep previously earned upgrades if they've been modelled or painted onto the mini between sessions. Hobby makes you immortal.

Here we're going to run through a quick conversion to a mini that you might do in the middle of a campaign:

This Skinless Skin has picked up the Loudhailer piece of gear, so I'm going to make and add one to the mini. I have

a bucket that should work as a postapocalyptic loudhailer once the bottom has been removed. I'm going to drill out the bottom of the bucket, but you could cut it out, if drilling, use a clamp and go slowly.

The skinless skin is currently holding a flask, so that gets clipped off along with the previous hand, and the opposite arm is popped off to allow it to be repositioned. For this sort of ongoing kitbashing, it can help to use super glue

rather than plastic cement since joints are then more susceptible to being broken and re-adjusted.

By cutting at an angle through the elbow of the arm, using a craft knife and a suitable cutting mat, the arm can be repositioned as slightly bent so the mini appears to be holding the new loudhailer up to its mouth. Once the pieces are all correctly cut and shaped,

a few pieces of sticky tack can be used to check everything fits in the new position before final glueing into place. Now that it's all assembled, he just needs a quick painting pass for the new bits and he's ready to go!

Glenn Ford is the designer of Pukeapocalypse, for which he can only apologise, and the developer on games such as Gaslands, A Billion Suns and Hobgoblin. He lives somewhere in the south east of England and is perpetually cutting up little plastic men to make into other sorts of little plastic men.

ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT (



GAME TRADE MAGAZINE #296

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 296.....

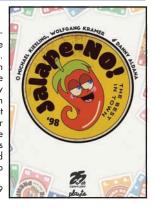
ART FROM PREVIOUS ISSUE

25[™] CENTURY GAMES

JALAPE-NO!

Jalape-NO!, first released as Pepper, is a tricktaking game in which you want to dodge the spiciness to end up with the lowest score possible. At the start of each round, you receive 12 cards in hand, and you must place any peppers on the table in front of you. The lead player in a trick plays any card from their hand or one of their peppers. Each other player must follow suit, if possible, except that you are not forced to play the matching pepper card, should you have it. (However, if you do have it, you cannot play a pepper of another color to this trick.) Whoever plays the highest card in the suit led wins the trick and leads the next trick. Scheduled to ship in October 2024.

25C 58000\$14.99



X WANJIN GILL REINER KNIZIA

PENGUIN PARTY

In Penguin Party, players collectively build a pyramid of penguins, trying to empty their hands of cards along the way. The deck consists of 36 penguin cards: 8 green and 7 each of red, blue, yellow, and purple. Deal the deck out as evenly as possible, with the final card in a five-player game starting as the first card in the base of the pyramid. On a turn, you either play a card to the left or right of the base of the pyramid, which can be at most eight cards wide, or play a card on a higher level of the pyramid so long as it's supported by two penguins, at least one of which is the same color as the card being played. Scheduled to ship in October 2024.

25C 59000\$14.99

RUN RUN RUN

While exploring a mysterious Egyptian pyramid, you discover a huge vault. There lie the Ancient Relics of Tutankhanine, the Cursed Pharaoh! Were the legends true? Examining the symbols on the Pharaoh's sarcophagus triggers a hidden mechanism. The ground shakes and heavy stone doors start to descend. You escape being sealed inside the vault by dashing further into the pyramid, but now you're cut off from the exit. You're trapped! In the distance, you hear frightening growls, as if angry mummies are waking up to punish those who entered their tomb. It seems the legends are indeed true! Your only way forward is the stone hallway leading off into the darkness... Scheduled to ship in October 2024.





ARCANE TINMEN

DRAGON SHIELDS: (100) **BRUSHED ART (DISPLAY 10)**



BURNBUG

ATM 12124.. \$1.5.49



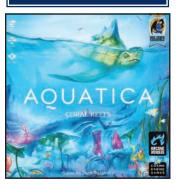
BUSHDRAKE



WUFDRAGON

ATM 12123.....\$15.49

ARCANE WONDERS



AQUATICA: CORAL REEF EXPANSION

Coral Reefs is an expansion to the base game Aquatica that introduces the Southern Tribes, more underwater creatures, new characters, and Manta Ray encounters that can turn the rules of the game upside down! In Aquatica, an engine-building strategy board game, players compete to become the most powerful Sea King. They will play cards from their hands, activate powerful combos, capture locations, recruit creatures, and more everything to gain the most Victory Points by the end of the game. Scheduled to ship in September 2024. AWG DTE10AQX2\$39.99



FOUNDATIONS OF METROPOLIS

In Foundations of Metropolis, players will compete over three rounds to be the greatest architect in the city by purchasing deeds to empty lots and constructing new buildings on them. More complex buildings require more lots, but will bring you even greater prestige. The player with the most prestige will be appointed Grand Architect! Gameplay is the same in this standalone game as in Foundations of Rome, but with polyomino pieces and a brand new theme. Scheduled to ship in August 2024.

AWG DTE17FM\$49.99



In Mezen, you take on the role of a northern craftsman, creating intricate ornamental paintings to order. Combine symbols and flip tiles to accomplish goals and earn points. Each turn, players choose a group of adjacent identical symbols to remove from their painting and slide down the tiles above to fill the empty spots. After that, they flip the removed tiles to their opposite side from white to black and place them in the newly empty spots. By changing the placement of symbols this way, the players try to accomplish goals and score. Whoever has the most points after ten rounds wins. Scheduled to ship in October 2024.

AWG AW20M7



MEZEN: PLAYMAT SET

Scheduled to ship in October 2024. AWG AW20MZPM\$17.99

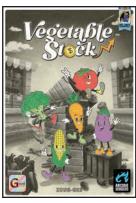




SUPER KAWAII PETS

Super Kawaii Pets is a game of set collection based on the concept of rescuing various kinds of pets and making them happy. From a common market, you pick sad animal cards and the resource cards they need: love, food, and medicines. Spending the resources turns them from sad to happy animals that are worth happiness points. You can then assign them to special locations that grant even more happiness points. When enough happy animals and locations have been assigned, the game end's and the player with the happiest shelter wins.

AWG AW21SKP.....\$14.99



VEGETABLE STOCK

Grow the vegetables, raise the sale price, and make a fortune! Vegetable Stock, which debuted as Small Farmer, is a simple card game about vegetable economics. Each round, reveal one more card than the number of players on the table. Each card has three vegetable icons on it, with vegetables coming in five types. Players take turns choosing one of the cards and placing it in their harvest pile face down. The price of the vegetable(s) on the card not chosen goes up but if the price goes too high, it crashes, although it can rise again next round. ! Scheduled to ship in October 2024.

AWG DTE16VS\$14.99

THE ARMY PAINTER



WARPAINTS FANATIC: WARGAMERS PAINT SET

Almost half of the Warpaints Fanatic range in one set! This set contains an extensive collection of 102×18 ml bottles of Warpaints Fanatic, along with a highly-detailed dragon miniature by Archon Studio FOR FREE! Featuring unparalleled coverage, intense pigmentation, and smooth application while being incredibly easy to use, Warpaints Fanatic is perfect for painters of all skill levels. TAP WP8073 \$447.00

BANDAI CO.



BATTLE SPIRITS SAGA TCG: INVERTED WORLD CHRONICLE -GENERATIONAL LINK BOOSTER DISPLAY (24) (BSS06)

Spirits with the new keyword effect Link are in this set! Link is an effect you can use by exhausting the card with the Link effect when another one of your spirits attacks, which adds the exhausted cards BP and symbols to the attacking card. You can also activate powerful effects that have Link timings. By linking with a double-symbol spirit, you can even make an attack with three symbols! Link will broaden your available strategies and deepen the tactics on the field! BSS06 includes cards with three new color combinations: Red/Green, Purple/White, and Yellow/Blue! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2761909......PI

ARKUS GAMES

SPOTLIGHT



DREADFUL MEADOWS: RETAIL EDITION

Welcome to Dreadful Meadows - a land of tricks and treats, where kooky Confectioners compete to be this season's sweetest supplier! You play a Confectioner, sowing and growing sinister seeds to create the most bountiful candy crops, through crafty candy patch placement. As rounds progress, cultivating your candy crops allows for exciting expansion and experimentation! Conjure up a crew of magic Sugar Sprites who can lend a hand with their abnormal abilities. As you prosper, summon your horrid Harvesters to intensify turnover, or utilize your Candy to discover new Concoctions. AKS 002004\$50.00



DREADFUL MEADOWS: TRICKS FOR TREATS EXPANSION

For those Confectioners who like to play a tad on the salty side! These 3 interchangeable game modes will create chaos among those who dare to play them! AKS 002002\$20.00



20 54

DIGIMON TCG: SPECIAL LIMITED SET DISPLAY (6)

Cards appearing for the first time in English version are now available in a special set! This special set combines Japanese tournament exclusive products, LM03 and LM04. Buy one box, and you will get ALL of the new text cards (26 types)! Alt-art cards are also randomly included (8 types). Both the competitive players and collectors will definitely want to get a box! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2768686......PI



UNION ARENA TCG: CODE GEASS - LELOUCH OF THE REBELLION BOOSTER DISPLAY (16) (UEO4BT)

The Code Geass series joins Union Arena! Many of the gorgeous highquality cards in the lineup use original illustrations made especially for Bandai! These are sure to please current TCG players and collectors. The game play recreates the story and characters moves, making it a design that is easy for even series fans that have not played a trading card game before to start playing. You can make decks based on groups in the story that oppose each other like the Order of Black Knights and Holy Britannia Empire. The lineup even includes cards with brand new illustrations! The 2 SR card types from the Starter Deck cards are included in the lineup of this Booster set and include an Alt-Design that is exclusive to the English version. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2741450.....PI

BANDAI NAMCO TOYS & COLLECTIBLES AMERICA



BNESH Q MSV: QMSV MINI -GUNDAM, I 1/2 GUNDAM (8)

Scheduled to ship in November 2024. BNT BNESH23334.....\$120.00

BANDAI SHOKUGAN

Scheduled to ship in November 2024.



CHARACTER MAGNETS - SUPER MARIO DISPLAY (14)

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

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

BNT BAN95761\$56.00

BNT BAN91198\$42.00

COOKIE CHARMCOT -KIRBY DISPLAY (14)

for availability.



FW GUNDAM CONVERGE MOVIE

VISUAL SELECTION DISPLAY (7)

NOTE: This item is sold to retailers in

full displays. Please contact your retailer





MINI FIGURE COLLECTION - OSHI NO KO MINI 2 DISPLAY (8)

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

BNT BAN91769\$64.00

BANDAI SPIRITS

Scheduled to ship in December 2024.



ICHIBANSHO FIGURE - DIGIMON, BLACKWARGREYMON

BNT BAS67004\$50.00



ICHIBANSHO FIGURE - DIGIMON, **GALLANTMON**

BNT BAS67002\$45.00



ICHIBANSHO FIGURE - DIGIMON, **IMPERIALDRAMON**

BNT BAS67001\$50.00



ICHIBANSHO FIGURE - DIGIMON, **VEEMON & GUILMON**

BNT BAS67003\$25.00



ICHIBANSHO FIGURE -DRAGON BALL, LAUNCH (TBA) (SNAP COLLECTION)

BNT BAS66999 \$45.00



ICHIBANSHO FIGURE - DRAGON BALL, SON GOHAN (TBA) (SNAP **COLLECTION)**

BNT BAS66997\$60.00



ICHIBANSHO FIGURE -DRAGON BALL, SON GOKU (TBA) (SNAP COLLECTION)

BNT BAS66996\$60.00



ICHIBANSHO FIGURE - DRAGON BALL, SON GOKU CHILDHOOD (TBA) (SNAP COLLECTION)

BNT BAS66998\$40.00



ICHIBANSHO FIGURE - GODDESS

OF VICTORY: NIKKE, ANIS BNT BAS67009\$70.00



MONOGATARI SERIES, SHINOBU OSHINO (DRESS)

BNT BAS66991\$43.00



WORLD COLLECTABLE FIGURE -KAIJU NO. 8, SOSHIRO HOSHINA VS KAIJU NO. 8

BNT BPR89710.....

WORLD COLLECTABLE

FIGURE - ONE PIECE,

for availability.

EGGHEAD 5 DISPLAY (12)

NOTE: This item is sold to retailers in

full displays. Please contact your retailer

BNT BPR89736.....\$144.00



OPTION PARTS SET 7 (CUSTOMIZE HEADS B)

BNT 2607520\$11.00



30 MM - 30 MINUTE MISSION, **#12 OPTION ARMOR FOR COMMANDER TYPE (PORTANOVA** EXCLUSIVE RED) (12)



BNT 2487794\$5.00



30 MM - 30 MINUTE MISSION, **#13 OPTION ARMOR FOR COMMANDER TYPE (PORTANOVA EXCLUSIVE NAVY) (12)**

BNT 2487795\$5.00



30 MM OPTION WEAPON - 30 **MINUTE MISSION, #02 OPTION WEAPON 1 FOR PORTANOVA**

BNT 2477803\$8.00



30 MS - 30 MS, OPTION HAIR STYLE PARTS 4 TYPES VOL 5 (4) BNT 9032260\$32.00



30 MS - 30 MINUTE SISTERS, #2 **WATER DECALS MULTIUSE (6)** BNT 2607524\$42.00



30 MS - 30 MINUTE SISTERS, **OPTION HAIR STYLE PARTS 4** TYPES VOL 3 (4)

BNT 9030080\$30.00



30 MS - 30 MINUTE SISTERS, **OPTION HAIR STYLE PARTS 4** TYPES VOL 4 (4)

BNT 9030130\$32.00



30 MS - 30 MINUTE SISTERS, **OPTION HAIR STYLE PARTS VOL.6** ALL 4 TYPES (4)\$32.00

BNT 9034001.



30 MS - 30 MINUTE SISTERS, **OPTION HAIR STYLE PARTS VOL.8** ALL 4 TYPES (4)

BNT 9038030\$32.00



MASTERLISE ICHIBANSHO FIGURE - ONE PIECE, KOBY (LEGENDARY HERO)

BNT BAS66992\$40.00

MASTERLISE ICHIBANSHO FIGURE - ONE PIECE, KUZAN (LEGENDARY HERO)

BNT BAS66994\$35.00



MASTERLISE ICHIBANSHO FIGURE - ONE PIECE, MONKEY D. GARP (LEGENDARY HERO) BNT BAS66993\$42.00



Q POSKET ORIGIN -OSHI NO KO, RUBY BNT BPR89690\$27.00



WORLD COLLECTABLE FIGURE -

BNT BPR89729\$27.00

GUNPLA Scheduled to ship in July 2024.

ONE PIECE, SABO

1/35 SCALE MODEL KIT -BATMAN, BATMOBILE (THE BATMAN VER.)

BNT 2569336\$50.00



30 MM - 30 MM, #14 OPTION PARTS SET 6 (CUSTOMIZE HEADS A)

BNT 2584082\$10.00





30 MS - 30 MINUTE SISTERS. **OPTION HAIR STYLE PARTS VOL.9** ALL 4 TYPES (4)

BNT 9043752\$32.00



EXPLORE LAB NATURE -GREAT WHITE SHARK

BNT 2605762\$21.00



FIGURE-RISE STANDARD - KAMEN RIDER W, KAMEN RIDER SKULL

BNT 2612316\$41.00



FIGURE-RISE STANDARD LITE -**DRAGON BALL SUPER, SSGSS** SON GOKU

FIGURE-RISE STANDARD LITE -

BNT 2656476\$20.00

DRAGON BALL SUPER,

SSGSS VEGETA

BNT 2656475\$20.00



30MM 1/144 - 30 MINUTE MISSION, #57 EEXM-30 ESPOSSITO I³

BNT 2704771\$18.00

FACE PARTS

30MS - 30 MINUTE SISTERS,

OPTION FACE PARTS FACIAL



FIGURE-RISE STANDARD -**DIGIMON, (2602253) DUKEMON / GALLANTMON**

BNT 2625145\$29.00

FIGURE-RISE STANDARD -KAMEN RIDER KUUGA, MASKED RIDER KUUGA TITAN FORM/ **RISING TITAN**

BNT 2580898\$46.00



FIGURE-RISE STANDARD -THE WITCH FROM MERCURY, **SULETTA MERCURY** BNT 2617086\$41.00



FULL MECHANICS 1/100 -THE WITCH FROM MERCURY, **#03 GUNDAM AERIAL**

BNT 2641291\$49.00



DINOSAUR MODEL KIT LIMEX SKELETON - TRICERATOPS

BNT 2569527\$17.00



FIGURE-RISE STANDARD - KAMEN

RIDER KUUGA, TRYCHASER 2000

FIGURE-RISE STANDARD - KAMEN RIDER OOO, KAMEN RIDER OOO TAJADOL COMBO

BNT 2600788\$45.00



FIGURE-RISE STANDARD -**ULTRAMAN TIGA, ULTRAMAN** SUIT TIGA (ACTION)

BNT 2582489\$38.00





HG - MASHIN EIYUDEN WATARU, RYUJINMARU BNT 2657949\$34.00





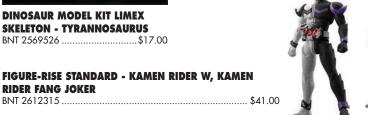


FIGURE-RISE STANDARD - ULTRAMAN, ULTRAMAN SUIT EVIL TIGA - ACTION-BNT 2621337\$41.00





HG - MASHIN HERO WATARU, JYAKOMARU

BNT 2662427\$35.00



HG 1/144 - THE WITCH FROM MERCURY, #06 CHUCHU'S DEMI TRAINER

BNT 2604766\$18.00



HG 1/144 - THE WITCH FROM **MERCURY, #09 DEMI TRAINER** BNT 2604770\$16.00



HG 1/144 - THE WITCH FROM **MERCURY, #13 MIRASOUL FLIGHT UNIT**

BNT 2616270\$11.00



HG 1/144 - THE WITCH FROM **MERCURY, #15 TICKBALANG** BNT 2620605\$17.00



HG 1/144 - THE WITCH FROM MERCURY, #17 **GUNDAM LFRITH UR**

BNT 2620606\$25.00



HG 1/144 - THE WITCH FROM MERCURY, #18 **GUNDAM LFRITH THORN**

BNT 2645143\$22.00



HG 1/144 - THE WITCH FROM **MERCURY, #23 DEMI BARDING**



HG 1/144 - THE WITCH FROM **MERCURY, EXPANSION PARTS SET** FOR DEMI TRAINER

BNT 2604771\$11.00



HG 1/72 - AMAIM: WARRIOR AT THE BORDERLINE, **#06 BRADY HOUND** BNT 2590598\$31.00



HG 1/72 - AMAIM: WARRIOR AT THE BORDERLINE, #07 MAILES KENBU ZAN

BNT 2590653\$32.00



HG 1/72 - AMAIM: WARRIOR AT THE BORDERLINE, #08 NYUREN

BNT 2590652\$31.00



HG 1/72 - AMAIM: WARRIOR AT THE BORDERLINE, #09 MAILES **JOGAN KAI**

BNT 2594540\$32.00



HG 1/72 - AMAIM: WARRIOR AT THE BORDERLINE, #10 BRADY **HOUND (BRAD EXCLUSIVE)** BNT 2590654\$32.00

HG 1/72 - AMAIM: WARRIOR AT THE BORDERLINE, **#13 MAILES REIKI KAI** BNT 2605099\$32.00



HG 1/72 - AMAIM: WARRIOR AT THE BORDERLINE, **00 MAILES BYAKUCHI**

BNT 2572077\$30.00



HG 1/72 - AMAIM: WARRIOR AT THE BORDERLINE, 01 MAILES KENBU

BNT 2572078\$30.00



HG 1/72 - AMAIM: WARRIOR AT THE BORDERLINE, **04 AMAIM GHOST**

BNT 2572091\$34.00



HG 1/72 - AMAIM: WARRIOR AT THE BORDERLINE, AMAIM WARRIOR AT THE BODERLINE

WEAPON SET 5 BNT 2672914\$16.00



HG 1/72 - AMAIM: WARRIOR AT THE BORDERLINE, AMAIM WARRIOR AT THE BORDERLINE WEAPON SET 6

BNT 2672916\$21.00



HG 1/72 - AMAIM: WARRIOR AT THE BORDERLINE, ARMORED SPECIAL CARRIER(ASC)

BNT 2572092\$37.00



HG 1/72 - AMAIM: WARRIOR AT THE BORDERLINE, SETSURO BNT 2621756\$30.00



HG 1/72 - AMAIM: WARRIOR AT THE BORDERLINE, V-33 **STORK CARRIER**

.....\$36.00 BNT 2590599



HG 1/72 - AMAIM: WARRIOR AT THE BORDERLINE, WEAPON SET 4 MULTI JOINT FRAME

BNT 2672913\$16.00

HG AMAIM 1/72 - AMAIM: WARRIOR AT THE BORDERLINE, **WEAPON SET**



HG BATTLOGUE - GUNDAM BREAKER BATTLOGUE, **BLAZING GUNDAM**

BNT 2555019\$26.00



HG BATTLOGUE - GUNDAM BREAKER BATTLOGUE, GUNDAM LIVELANCE HEAVEN

BNT 2555016\$26.00



HG BATTLOGUE - GUNDAM BREAKER BATTLOGUE, GUNDAM PERFECT STRIKE FREEDOM

BNT 2555018\$26.00



HG SEED - GUNDAM SEED, MSV #5 CGUE DEEP ARMS



HGBC - GUNDAM BUILD FIGHTERS TRY, #25 JIGEN **BUILD KNUCKLES (ROUND)** BNT 2342389\$10.00



HGBC - GUNDAM BUILD FIGHTERS, #08 UNIVERSE **BOOSTER PLAVSKY POWER GATE**

BNT 2221171\$10.00



HGBC - GUNDAM BUILD FIGHTERS, #13 VALUABLE POD BNT 2256324\$10.00



HGBF - GUNDAM BUILD FIGHTERS TRY, #60 HYPER GYANKO

BNT 2393106\$31.00



HGUC - #32 MS-06S CHAR'S ZAKU II

BNT 1112814\$13.00



HGUC 1/144 - GUNDAM NT, #217 SINANJU STEIN (NARRATIVE VER.)

BNT 2449049\$32.00



HGUC 1/144 - GUNDAM NT, #225 SILVER BULLET **SUPPRESSOR** BNT 2471954\$33.00



HGUC 1/144 - ZETA GUNDAM, #219 DIJEH

BNT 2436317\$24.00



HGUG - Z GUNDAM. **#35 SUPER GUNDAM**

BNT 1114207\$25.00



HOBBY DECAL - (2399779) **GD-105 MOBILE SUIT GUNDAM** THE ORIGIN 1 BAG (6)

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

BNT 2398996\$36.00



HOBBY DECAL - (2399781) **GD-107 MOBILE SUIT GUNDAM** UC 1 BAG (6)

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

BNT 2398998\$36.00









HOBBY DECAL - (2566032) GD-102 RG GUNDAM MK-II BAG (6)

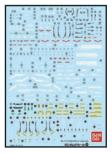
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BNT 2247101\$36.00



HOBBY DECAL - (2569895) GD-87 RG MS-06S ZAKU II BAG (6)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. BNT 2124953\$36.00



HOBBY DECAL - (2569899) GD-101 RG ZETA GUNDAM BAG (6)

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

BNT 2247100\$36.00



HOBBY DECAL - (2587845) **GD-121 GUNDAM AGE MS** MULTI-USE 1 BAG (6)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. BNT 2578990\$48.00



HOBBY DECAL - CHAR'S COUNTERATTACK, (2597348) GD-129 HG 1/144 **NIGHTINGALE DECALS BAG (6)**

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

BNT 2578998\$48.00

HOBBY DECAL - CHAR'S COUNTERATTACK, (2597371) GD-132 RG 1/144 HI-?U **GUNDAM DECALS BAG (6)**

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

BNT 2579001\$48.00



HOBBY DECAL - GUNDAM THE ORIGIN, (2427162) GD-119 MOBILE SUIT GUNDAM THE **ORIGIN MULTIUSE BAG (6)**

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

BNT 2421014\$36.00



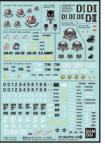
HOBBY DECAL - GUNDAM THUNDERBOLT, (2411356) GD-114 MULTI-USE GUNDAM THUNDERBOLT DECALS BAG (6)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. BNT 2407625\$6.00

HOBBY DECAL - MOBILE SUIT GUNDAM, (2597370) GD-131 RG 1/144 ZEONG

DECALS BAG (6)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. BNT 2579000\$48.00



HOBBY DECAL - MOBILE SUIT GUNDAM SIDE STORIES, GD-136 MOBILE SUIT GUNDAM SIDE STORIES MULTIUSE 1 BAG (6)

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

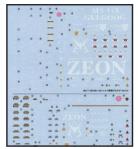
BNT 2653311\$54.00



HOBBY DECAL - MOBILE SUIT GUNDAM SIDE STORIES, GD-137 MOBILE SUIT GUNDAM SIDE STORIES MULTIUSE 2 BAG (6)

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

BNT 2653312\$54.00



HOBBY DECAL - MOBILE SUIT GUNDAM, (2569885) GD-41 MG CHAR'S ZAKU VER. 2.0/ **CHAR'S GELGOOG VER.2.0 DECAL BAG (6)**

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

BNT 2019434\$36.00



HOBBY DECAL - MOBILE SUIT GUNDAM, (2569898) GD-97 MG GUNDAM VER. 3.0 BAG (6)

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

BNT 2247096\$36.00



HOBBY DECAL - THE ORIGIN, (2411355) GD-113 **MULTI-USE BAG (6)**

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

.....\$36.00 BNT 2407624



IMAGINARY SKELETON 1/32 - TRICERATOPS

BNT 2569328\$46.00



IMAGINARY SKELETON 1/32 - TYRANNOSAURUS

BNT 2569327 \$44 00



MG - CROSSBONE GUNDAM, **CROSSBONE GUNDAM** X-1 FULL CLOTH

BNT 2000735\$47.00



MG - G GUNDAM, SHINING GUNDAM

BNT 1110535\$27.00





MG - GUNDAM 08TH MS TEAM, RX-79[G] **GUNDAM GROUND TYPE** BNT 1076371\$32.00



MG - GUNDAM UC, JESTA BNT 2204930\$42.00



MG - GUNDAM WING: ENDLESS WALTZ, WING GUNDAM (EW) BNT 2130873\$37.00



MG - GUNDAM WING: **ENDLESS WALTZ, WING** GUNDAM (VER. KA)\$37.00 BNT 1123714..



MG - RX-77-2 GUNCANNON BNT 1107017\$32.00



MG - RX-78-2 GUNDAM VER.KA BNT 1114215\$34.00



MG - Z GUNDAM, RICK DIAS (QUATTRO VER.) BNT 1131421\$44.00



MG 1/100 - GUNDAM 0080, GM SNIPER II BNT 2346809\$40.00



MG 1/100 - MOBILE SUIT GUNDAM, RGM-79 GM (VER.2.0) BNT 2049854\$43.00



MODEL KIT - DEMON SLAYER, (2612627) KYOJURO RENGOKU BNT 2638252\$31.00



MODEL KIT - DEMON SLAYER, **TANJIRO KAMADO**

BNT 10992\$33.00



MODEL KIT - DEMON SLAYER, TANJIRO KAMADO (HINOKAMI **KAGURA**)

BNT 13493\$31.00



ONE PIECE BEST MECHA COLLECTION MODEL KIT -(2230910) GENERAL FRANKY BNT 2250329\$47.00



ONE PIECE CHOPPER ROBO MODEL KIT - (2246110) #001 **CHOPPER ROBO - TANK**

BNT 2264235\$12.00



ONE PIECE CHOPPER ROBO MODEL KIT - (2246111) #002 **CHOPPER ROBO - WING** BNT 2264236\$12.00



ONE PIECE CHOPPER ROBO MODEL KIT - (2246112) #003 **CHOPPER ROBO - SUBMARINE**

BNT 2264238\$12.00



ONE PIECE CHOPPER ROBO MODEL KIT - (2246113) #004 **CHOPPER ROBO - DRILL**

BNT 2264239\$12.00



ONE PIECE CHOPPER ROBO MODEL KIT - (2246114) #005 **CHOPPER ROBO - CRANE**

BNT 2264237\$12.00



ONE PIECE CHOPPER ROBO **MODEL KIT MODEL KIT -**(2350702) CHOPPER ROBO **SUPER 1 GUARD FORTRESS**

BNT 2364481\$18.00



ONE PIECE CHOPPER ROBO MODEL KIT MODEL KIT -(2350703) CHOPPER ROBO **SUPER 2 HEAVY ARMOR**

BNT 2364482\$10.00









ONE PIECE CHOPPER ROBO MODEL KIT MODEL KIT -(2350704) CHOPPER ROBO **SUPER 3 HORN DOZER**

BNT 2370710\$10.00



ONE PIECE GRAND SHIP **COLLECTION MODEL KIT -**(2156318) #001 THOUSAND **SUNNY MODEL SHIP**

BNT 2174151\$20.00



ONE PIECE GRAND SHIP COLLECTION MODEL KIT -(2175678) #006 **KUJA PIRATES SHIP**

BNT 2207030\$20.00



ONE PIECE GRAND SHIP COLLECTION MODEL KIT -(2304055) MARSHALL D. **TEACH'S SHIP**

BNT 2318213\$16.00



ONE PIECE CHOPPER ROBO **MODEL KIT MODEL KIT -**(2350705) CHOPPER ROBO **SUPER 4 KUNG FU TRACER**

BNT 2370711\$10.00



ONE PIECE GRAND SHIP COLLECTION MODEL KIT -(2156319) #002 TRAFALGAR LAW"S SUBMARINE

BNT 2174152\$20.00



ONE PIECE GRAND SHIP COLLECTION MODEL KIT -(2203040) #007 MARINE SHIP

BNT 2214904\$20.00



ONE PIECE GRAND SHIP COLLECTION MODEL KIT -(2339712) SPADE PIRATES' SHIP BNT 2359032\$22.00



ONE PIECE CHOPPER ROBO MODEL KIT MODEL KIT -(2350706) CHOPPER ROBO **SUPER 5 WALK HOPPER**

BNT 2370712\$10.00



ONE PIECE GRAND SHIP COLLECTION MODEL KIT -(2156340) #003 GOING **MERRY MODEL SHIP**

BNT 2176824\$20.00



ONE PIECE GRAND SHIP COLLECTION MODEL KIT -(2215531) #008 GARP'S **MARINE SHIP**

BNT 2232130\$22.00



ONE PIECE GRAND SHIP COLLECTION MODEL KIT - (2378537) QUEEN-MAMA-CHANTER

BNT 2402842\$20.00



ONE PIECE GRAND SHIP COLLECTION MODEL KIT -(2109009) GOING MERRY **MODEL SHIP**

.....\$47.00 BNT 2126613 ...



ONE PIECE GRAND SHIP COLLECTION MODEL KIT -(2156341) #004 RED FORCE MODEL SHIP BNT 2176825\$20.00

ONE PIECE GRAND SHIP COLLECTION MODEL KIT -(2221356) #009 DRAGON'S SHIP BNT 2250328\$20.00





ONE PIECE GRAND SHIP COLLECTION MODEL KIT -(2426269) ARK MAXIM BNT 2449061\$23.00



ONE PIECE GRAND SHIP COLLECTION MODEL KIT -(2250043) #010 BARATIE



ONE PIECE GRAND SHIP COLLECTION MODEL KIT -(2475308) THOUSAND SUNNY (FLYING MODEL) BNT 2495140\$28.00



ONE PIECE GRAND SHIP COLLECTION MODEL KIT -(2146847) THOUSAND SUNNY **NEW WORLD VER.**

BNT 2157313\$47.00



BNT 2180863\$20.00



MODEL SHIP BNT 2272630\$20.00



ONE PIECE GRAND SHIP COLLECTION MODEL KIT -ORO JACKSON

BNT 2651397\$26.00



ONE PIECE SAILING SHIP COLLECTION MODEL KIT -(2521095) THOUSAND SUNNY LAND OF WANO VER.

BNT 2536251\$50.00



POKÉMON MODEL KIT -#049 GARDEVOIR

BNT 2595393\$15.00



POKÉMON MODEL KIT -**#050 CINDERACE**

BNT 2601813\$16.00



POKÉMON MODEL KIT -**#052 GYARADOS**

BNT 2638107\$17.00



POKÉMON MODEL KIT - ARCEUS BNT 2617944\$18.00



POKÉMON MODEL KIT -**BLACK KYUREM**

BNT 2730230\$12.00



POKÉMON MODEL KIT -**CHARIZARD & DRAGONITE** BNT 2528753\$16.00



POKÉMON MODEL KIT - EEVEE BNT 10954\$10.00



POKÉMON MODEL KIT -**EMPOLEON EVOLUTION SET**



POKÉMON MODEL KIT - ENTEI BNT 2730239\$10.00



POKÉMON MODEL KIT -**GARCHOMP**

BNT 2579576\$16.00



POKÉMON MODEL KIT - GENGAR

BNT 2528755\$13.00



POKÉMON MODEL KIT -GRENINJA

BNT 2574734\$16.00



POKÉMON MODEL KIT -**GROUDON**

BNT 2704423\$20.00



POKÉMON MODEL KIT - HO-OH

BNT 2524401\$10.00



POKÉMON MODEL KIT -**HYDREIGON EVOLUTION SET** BNT 2730251\$10.00



POKÉMON MODEL KIT -**INFERNAPE EVOLUTION SET**

BNT 2730255\$10.00



POKÉMON MODEL KIT - LUGIA



POKÉMON MODEL KIT - LUNALA BNT 2730233\$12.00



POKÉMON MODEL KIT -**METAGROSS**

.....\$17.00 BNT 2649138



POKÉMON MODEL KIT -

MEWTWO BNT 10953\$10.00







POKÉMON MODEL KIT - PIKACHU BNT 2730219\$10.00

POKÉMON MODEL KIT - RAIKOU

BNT 2730237\$10.00



POKÉMON MODEL KIT -**SOLGALEO**





POKÉMON MODEL KIT - YVELTAL

POKÉMON MODEL KIT - ZEKROM BNT 2524403\$10.00

POKÉMON MODEL KIT QUICK!! -**#002 MEW** BNT 2541923\$10.00

POKÉMON MODEL KIT QUICK!! -**#003 PIKACHU (BATTLE POSE)** BNT 2541924\$10.00



POKÉMON MODEL KIT - SUICUNE BNT 2730235\$10.00



POKÉMON MODEL KIT BIG -#001 MAGIKARP BNT 2561632\$39.00



POKÉMON MODEL KIT QUICK!! -**#004 EEVEE**



BNT 2536561\$20.00

POKÉMON MODEL KIT -

RAYQUAZA

POKÉMON MODEL KIT -RESHIRAM BNT 2524402\$10.00



POKÉMON MODEL KIT - XERNEAS

BNT 2733585\$12.00

BNT 2730257\$10.00

POKÉMON MODEL KIT -WHITE KYUREM BNT 2730231\$12.00

POKÉMON MODEL KIT -

TORTERRA EVOLUTION SET



#002 EEVEE BNT 2582300\$39.00



POKÉMON MODEL KIT QUICK!! -#005 SCORBUNNY



#001 PICKACHU

POKÉMON MODEL KIT QUICK!! -BNT 2541922\$10.00





BNT 2561634\$10.00



POKÉMON MODEL KIT -**RIOLU & LUCARIO** BNT 2528754\$15.00





POKÉMON MODEL KIT QUICK!! **#007 EEVEE (SLEEPING POSE)**



POKÉMON MODEL KIT QUICK!! -**#008 MIMIKYU**

BNT 2588388\$10.00



POKÉMON MODEL KIT QUICK!! -**#009 JIGGLYPUFF**

BNT 2601811\$10.00



POKÉMON MODEL KIT QUICK!! -**#010 ROWLET**

BNT 2617945\$10.00



POKÉMON MODEL KIT QUICK!! -**#011 CHARMANDER**

BNT 2617946\$10.00



POKÉMON MODEL KIT QUICK!! -**#012 ALCREMIE**

BNT 2638106\$10.00



POKÉMON MODEL KIT QUICK!! -**#013 BULBASAUR**

BNT 2662874\$10.00



POKÉMON MODEL KIT QUICK!! -**#014 TEPIG**

BNT 2662876\$10.00



POKÉMON MODEL KIT QUICK!! -**#015 SLOWPOKE**

BNT 2692451\$10.00



POKÉMON MODEL KIT QUICK!! -**#016 PIKACHU (SITTING POSE)**

BNT 2704421\$10.00



POKÉMON MODEL KIT QUICK!! -**#017 SQUIRTLE**

BNT 2704425\$10.00



POKÉMON MODEL KIT QUICK!! -**#018 SPRIGATITO**

BNT 2730079\$10.00



POKÉMON MODEL KIT QUICK!! -**#019 QUAXLY**

BNT 2730081\$10.00

RED ACTION BASE 2 DISPLAY STAND 1/144 (20)



SDCS - MOBILE SUIT GUNDAM, **#18 TORNADO GUNDAM CROSS SILHOUETTE**

BNT 2657990\$22.00



STAR WARS CHARACTER 1/12 MASS RETAILER VER (2607743) - THE MANDOLORIAN, BOBA FETT (THE MANDALORIAN VER.)

BNT 12285\$34.99



STAR WARS CHARACTER 1/4 MASS RETAILER VER (2607744) -THE MANDALORIAN, GROGU

BNT 12283\$30.99



STAR WARS CHARACTER LINE 1/12 - STAR WARS, **CLONE TROOPER**

BNT 2439832\$30.00



STAR WARS CHARACTER LINE 1/12 - STAR WARS, DEATH TROOPER

BNT 2439834\$33.00



STAR WARS 1/144 PLASTIC MODEL - STAR WARS, BOBA FETT'S STARSHIP

BNT 12284\$46.00









STAR WARS CHARACTER LINE 1/12 - STAR WARS, K-250

BNT 2439836\$30.00



STAR WARS CHARACTER LINE 1/12 - STAR WARS, **SANDTROOPER**

BNT 2439796\$33.00



ULTRAMAN ARMOUR OF LEGENDS, #13 ULTRAMAN GEED **SUN QUAN ARMOUR**

ULTRAMAN ARMOUR OF

JIAN ZIYA ARMOUR

LEGENDS, #12 ULTRAMAN ORB

BNT 2621383\$11.00



ULTRMAN THE ARMOUR OF LEGENDS - ULTRAMAN, **#09 ULTRAMAN ROSSO** CAO CAO ARMOUR

BNT 2604841\$12.00

GUNPLA



TOOLS - ENTRY NIPPER (RED) (4)

BNT 10917\$8.00

ULTRAMAN - ULTRAMAN THE ARMOUR OF LEGENDS, #11 **ULTRAMAN ZERO WUKONG ARMOUR DX**

BNT 2604843\$14.00



30MM 1/144 - EXM-H15D ACERBY (TYPE-D) BNT 2733963\$20.00

ULTRAMAN ARMOUR OF LEGENDS - ULTRAMAN, **#10 ULTRAMAN BLU XIAHOU DUN ARMOUR** BNT 2604842 \$12.00



30MS - KOGANE TSUKIOKA BNT 2700397\$42.00



30MS - OPTION BODY PARTS, SIGMA SISTERS PARADOX 1 [COLOR A]

BNT 2700401\$25.00



BB SENSHI - C.E. BATTLES OF DESTINY SET

BNT 2761644\$37.00



BEST MECHA COLLECTION -1/144 RX-78-2 GUNDAM (REVIVAL VER.)

BNT 2756462\$13.00



FIGURE-RISE STANDARD -**NIKA NANAURA**

BNT 2723571\$42.00



FIGURE-RISE STANDARD -**ULTRAMAN TIGA MULTI TYPE**

BNT 2723574\$36.00



FIGURE-RISE STANDARD **AMPLIFIED - EGYPTIAN GOD,** THE WINGED DRAGON OF RA

BNT 2695889\$85.00



HG - GUNLEON

BNT 2733973\$61.00



HG 1/144 - BLACK KNIGHT **SQUAD CAL-RE.A**

BNT 2679246\$41.00



HG 1/144 - GUNDAM REQUIM FOR VENGEANCE, GUNDAM EX BNT 2725232\$22.00



HG 1/144 - GUNDAM REQUIM FOR VENGEANCE, ZAKUA F TYPE SOLARI

BNT 2725233\$22.00



HG 1/144 - MURASAME KAI

BNT 2693617\$28.00



POKÉMON MODEL KIT QUICK!! -#020 FUECOCO

BNT 2752554\$10.00



Scheduled to ship in December 2024.



1/1000 - SPACE BATTLESHIP **YAMATO 3199**

BNT 2764446\$61.00



30MF - CLASS UP ARMOR (LIBER VIKING)

BNT 2723588\$8.00



30MF - CLASS UP ARMOR (LIBER WARRIOR)

BNT 2733967\$8.00



30MF - LIBER FIGHTER

BNT 2723587\$22.00



30MF - LIBER WARRIOR BNT 2745389\$30.00

30MM 1/144 - EXTENDED ARMAMENT VEHICLE (HORSE MECHA VER.) [WHITE]

BNT 2715312\$12.00



30MM 1/144 - OPTION PARTS SET 17 (WING UNIT 1)

BNT 2715311\$10.00



30MS - OPTION HAIR STYLE & FACE PARTS SET (YUIKA MITSUMINE/KIRIKO YUKOKU)

BNT 2700400\$31.00



30MS - OPTION PARTS SET 14 (SPOTTER COSTUME) [COLOR B]



30MS - RISHETTA (FREESIA WEAR) [COLOR A] BNT 2700402\$28.00



BB SENSHI - ZGMF ZAKU SERIES SET

BNT 2761645\$36.00



HG 1/144 - BOLINOAK-SAMMAHN BNT 2553522\$36.00



HG 1/144 - DESTINY GUNDAM SPECA...I & ZEUS SILHOUTTE

BNT 2679248\$80.00



MGSD - WING GUNDAM ZERO EW

BNT 2723581\$50.00



OPTION PARTS SET - GUNPLA 13 (GUNPLA BATTLE ARM ARMS)

BNT 2733965\$9.00



PLANNOSAURUS -**BRACHIOSAURUS**

BNT 2723576\$17.00

GUNPLA

Scheduled to ship in January 2025.



30MF - CLASS UP ARMOR (ROSAN VIKING)

BNT 2723590\$8.00



LIGER TAIL



30MF - CLASS UP ARMOR (ROSAN WARRIOR)





30MF - ITEM SHOP 2 (FIGHTER OPTION) BNT 2733972\$9.00

30MF - ROSAN FIGHTER

BNT 2723589\$22.00

30MM - ARMORED CORE A...Y

BNT 2724578\$53.00

FIRES OF RUBION BALAM INDUSTRIES BD-011 MELANDER





30MM 1/144 - EXTENDED ARMAMENT VEHICLE (SMART TRANSFORMABLE MACHINE VER.)



30MS - OPTION HAIR STYLE & FACE PARTS SET (MAMIMI TANAKA/SAKUYA SHIRASE)



30MS - OPTIONS PARTS SET 15 (NIGHTMARE COSTUME)





BB SENSHI - C.E.73 **STARGAZER SET** BNT 2761646\$36.00



CHOPPER ROBOT 1 & 2 (CHOPPER TANK & CHOPPER WING)



CHOPPER ROBOT 3 & 5 (CHOPPER SUBMARINE & **CHOPPER CRANE)** BNT 2766727\$17.00



GODZILLA (2024) FROM GODZILLA X KONG: THE NEW EMPIRE



POKÉMON MODEL KIT - SCIZOR BNT 2761017\$16.00



RG 1/144 - AKATSUKI GUNDAM **OOWASHI UNIT** BNT 2700763\$89.00

<u>MEGAHOUSE:</u> **KAITAI PUZZLES**

Scheduled to ship in December 2024.



NATTO BNT MGH51685\$9.00



SEA URCHIN BNT MGH51652\$9.00

NANOBLOCK Scheduled to ship in September 2024.



ADVANCED - CONTRABASS DISPLAY (12) BNT NAN22891.....\$180.00



ADVANCED - KAWAI GRAND PIANO BNT NAN22889.....\$50.00



ORBITER BNT 2724577\$26.00



ADVANCED - PEARL DRUM SET

BNT NAN22890......\$50.00



ADVANCED - STEAM LOCOMOTIVE 4-4-0 DISPLAY (6)

BNT NAN23320.....\$210.00



ADVANCED - STEAM LOCOMOTIVE DELUXE EDITION

BNT NAN22875.....\$80.00



KIRBY - KIRBY FIRE DISPLAY (12)

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

BNT NAN22896.....\$144.00



KIRBY - KIRBY ICE DISPLAY (12)

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

BNT NAN22895.....\$144.00





MINI - ALTO SAXOPHONE DISPLAY (12)

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

BNT NAN22948.....\$108.00



MINI - CHIIKAWA ASSORTMENT 1 BLIND BOX DISPLAY (12)

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

BNT NAN22756.....\$36.00



MINI - WHITE SNAKE DISPLAY (12)

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

BNT NAN22949.....\$108.00



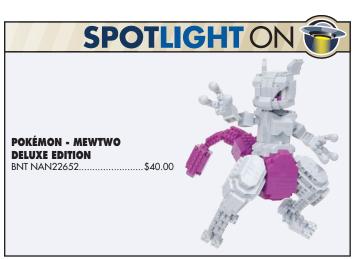
POKÉMON - CHARIZARD DELUXE EDITION

BNT NAN22306.....\$50.00



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

BNT NAN22897.....\$144.00









POKÉMON - SALAMENCE

BNT NAN22746......\$12.00



POKÉMON - TYRANITAR BNT NAN22747..... \$12.00



POKÉMON MINI - POKÉMON TYPE DRAGON SET 1 (BLIND BOX) (6)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. BNT NAN22459..... \$25.00



POKÉMON MINI -**POKÉMON TYPE FIRE SET 1** (BLIND BOX) (6)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. BNT NAN22363.....\$25.00







49











NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. BNT NAN22458.....\$25.00



POKÉMON MINI -**POKÉMON TYPE NORMAL**

in full displays. Please contact your retailer for availability.





HEXTECH

Scheduled to ship in July 2024.



DROPBASE DELTA (X34)

GF9 HFXT26



DROPBASE DELTA **COMMAND CENTRE (X8)** GF9 HEXT22.....\$35.00



DROPBASE DELTA ENERGY WALLS (X26)



DROPBASE DELTA **FORTRESS WALLS (X26)** GF9 HEXT20.....\$40.00



DROPBASE DELTA MAINTENANCE BAYS (X8) GF9 HEXT24.....\$35.00



DROPBASE DELTA PERSONNEL BUILDINGS (X10)

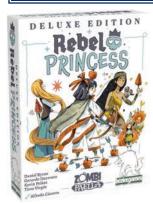
GF9 HEXT25.....\$35.00



DROPBASE DELTA POWER STATION (X8)

GF9 HEXT23.....

BEZIER GAMES



REBEL PRINCESS: DELUXE EDITION

Snow White, The Little Mermaid, Cinderella, and many other fairy tale princesses are celebrating a five-day party. The prince charmings, who have not been invited, will try to infiltrate the ball to propose marriage to the girls. As a princess, you have to avoid marriage proposals and remain single and independent after the celebrations. Rebel Princess takes place over five rounds, representing the five days of a party, and each round has a special rule that makes each game totally different. The general mechanisms are those of trick-taking games, in which each player plays a numbered card into each trick, following one of the four suits in the game. Scheduled to ship in August 2024. BEZ RPDX\$24.95

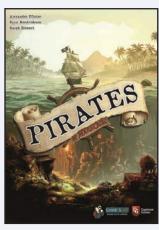
CAPSTONE GAMES

GAIA PROJECT: THE LOST FLEET EXPANSION

Ships of the lost fleet grant access to new technologies! Huge, deserted spaceships have been discovered in the galaxy, providing evidence of highly-evolved civilizations that have been forgotten through the mists of time. Your job is to explore and discover the secrets of these forgotten spacecraft! You can now also choose one of 4 new factions. The new factions start on asteroids or protoplanets - two new types of planets which can now also be colonized. These new planets can be found all across the galaxy! Scheduled to ship in September 2024. CSG GP124\$49.95



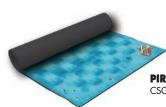
SPOTLIGHT O



PIRATES OF MARACAIBO

Face danger and adventure while you search for valuable treasures in the Caribbean. Set sail for an adventurous raid..for perhaps it will be your last! Face danger and adventure while you search high and low for the most valuable treasures the Caribbean has to offer, then quickly find a safe harbor to stash priceless gold, rare emeralds, and iridescent pearls. As you sail, be on the lookout for a place to settle after your life on the high seas has come to an end, but you must outpace your opponents as one trip around the Caribbean won't be enough. You must make three trips in order to retire as the richest and greatest buccaneer of all time! CSG POM01\$49.95

GF9 HEXT21.....\$40.00



PIRATES OF MARACAIBO: PLAYMAT

CSG POM01-PM\$24.95

PIRATES OF MARACAIBO: PROMO

Two additional Figureheads for your ship! Dolphin: Each time the player gains a pearl, they may bury it immediately. Hydra: Pay 1 fewer doubloon for every gained Improvement or Residence card. During each Explore action, the player may move 1 extra space. During each Raiding Action, gain 1 extra Raiding power CSG POMO1-PROMO.



\$5.00

CATALYST GAME LABS

FEATURED ITEM

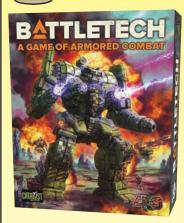


BATTLETECH: BEGINNER BOX - 40TH ANNIVERSARY

BattleTech is the worlds greatest armored combat game, filled with a myriad of epic stories and gaming experiences to satiate any player: miniatures to RPG play, hobby painting to fiction, and beyond. The BattleTech Beginner Box is the first step on that fantastic journey and includes everything you need to get started: two high-quality miniatures, quick-start rules, a mapsheet, cards to represent your MechWarriors unique skills, dice, and more

CAT 3502XL\$24.99

FEATURED ITEM

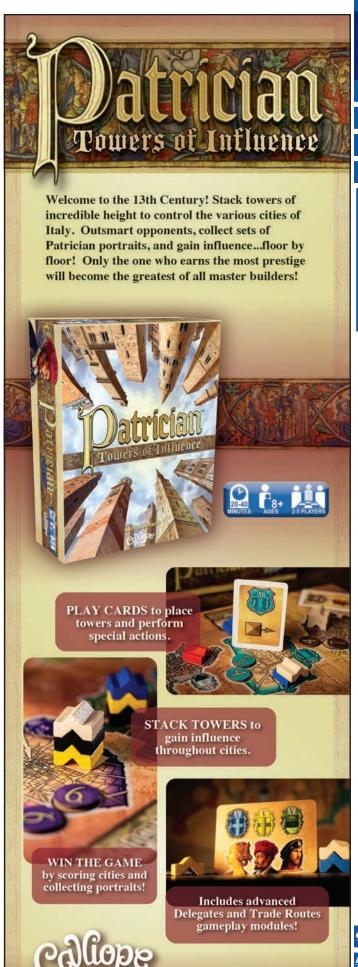


BATTLETECH: THE GAME OF ARMORED COMBAT - 40TH ANNIVERSARY

BattleTech is a science-fiction space opera: a factional, militarized universe set in the thirty-first century, a future where humanity has spread to the stars and spawned titanic interstellar empires, each nation controlling hundreds of worlds across a region of space stretching a thousand light years and beyond. Initially published over thirty years ago as a tabletop board game, BattleTech has gone on to become

one of the gaming industrys most important and longest-lasting science-fiction universes.

CAT 3500XL\$59.99



GIM

2024

CalliopeGames.com



IF YOU,





CALL OF CTHULHU: CTHULHU BY GASLIGHT - INVESTIGATOR'S GUIDE

Cthulhu by Gaslight takes the Call of Cthulhu roleplaying game to the Fog-shrouded streets of Great Britain and beyond. It is a stand-alone product and contains all the rules required for play. Scheduled to ship in November 2024.

CHA 23186-H

COLLINS EPIC WARGAMES

POLYVERSAL

Polyversal is an Origins Award-Nominated (2022, Best Miniatures Game) 6mm-15mm miniatures-agnostic sci-fi tabletop game designed by Ken Whitehurst and developed and published by Collins Epic Wargames, over a decade in the making. Polyversal uses 6-15mm miniatures you may already have and includes a free web-based design application called Arsenal. Scheduled to ship in December 2024.

CEW 00009.....\$75.00

POLYVERSAL: HEX BLANKS

Polyversal Accessory: 25x 3 chipboard hexagonal blanks plus 10 printable sheets of 8.5x11 thermal die-cut hexagonal peel-and-stick photo paper allows players to print out *Polyversal Combatant Tiles* from the Arsenal design application, then simply peel and stick the designs to the hexagonal blanks. Scheduled to ship in December 2024.

CEW 00015.....\$39.00

CRYPTOZOIC ENTERTAINMENT



EPIC SPELL WARS OF THE BATTLE WIZARDS: 6 - ANARCHY IN THE ARENA (STAND ALONE OR EXPANSION)

This is the brawl for it all, the Spell-slinging contest that puts it all to rest. That's right: We finally have the game that puts the EPIC in Epic Spell Wars of the Battle Wizards. So that just leaves you are you a lily-livered limp-wand lightweight or are you a WIZLORD WIZBANGER ready to ROCK DEM FOOLŚ!?!? I knew you were up to the challenge you are the chosen one of prophecy! Score points for RALLYING the crowd and bringing THE PAIN with the new RALLY cards! Wait till you get a load of these awesome cards they get your Spells PUMPED UP! And we even have the oldtime Wizard Champions on the field helping you create mega combos and deliver dirty damage to your Wizzy opponents! Scheduled to ship in August 2024.

CZE 780085.....\$34.99

EPIC SPELL WARS OF THE BATTLE WIZARDS DBG: ANNIHILAGEDDON 3 - SATANIC PANIC

Retake the arena in Epic Spell Wars of the Battle Wizards: Annihilageddon 3 Satanic Panic! Battle against or become Satan in a one-against-many deck-building throwdown. Murder your foes with cunning cruelty and torment their damned souls as you drag their asses to hell over and over again! Choose your Familiar and unique Wizard ability and



cause a panic as you crusade against magical mayhem and destructive demons. It's unrepentant spiritual warfare for the soul of the Epic Spell Wars Annihilageddon Arena and its bedeviled trophy! Scheduled to ship in August 2024. CZE 780061.....

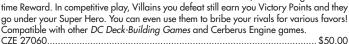
OFFERED AGAIN



O/A DC COMICS DBG: REBIRTH (STAND ALONE OR EXPANSION)

Compete for bragging rights against your fellow Super Heroes or work together as a team to defeat the Super-Villains before the Threat Meter maxes out. Thats right: The game features both competitive and cooperative modes right from the start! Either way you play, Villains don't go into your deck when defeated, but instead grant a one-

go under your Super Hero. You can even use them to bribe your rivals for various favors! Compatible with other DC Deck-Building Games and Cerberus Engine games.





WARHAMMER FANTASY RPG: TRIBES AND TRIBULATIONS

Orcs and Goblins infest the wild corners of the Old World and beyond. They are creatures bound by a common ancestry, a love of bloodshed and violence, and the unifying spirit of the Waaagh! Orcs and Goblins are the perfect antagonists for any game of Warhammer Fantasy Roleplay. Tribes and Tribulations provides details on a number of these belligerent and spiteful creatures: Goblins, Orcs, Black Orcs, Hobgoblins, and Snotlings, as well as sections on Ogres and Trolls. Each specific tribe receives its own chapter, demonstrating the variety of Orc and Goblin warbands that plague the Old World and beyond. Scheduled to ship in July 2024.

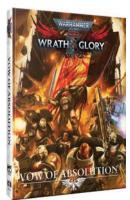
CB7 2494\$34.99



WARHAMMER 40K WRATH & GLORY RPG: AELDARI **INHERITANCE OF EMBERS**

Aeldari: Inheritance of Embers is the ultimate Wrath and Glory sourcebook for Aeldari players and Gamemasters alike. This expansive supplement is the perfect starting point for an entirely Aeldari-focused adventure or to expand the enigmatic xenos role in an existing campaign. Explore the shattered ruins of Craftworld Ul-Khari, raid unwary voidships as daring Corsairs, or even risk navigating the intricate and brutal politics of Commorragh itself. Scheduled to ship in July 2024.

CB7 2632



WARHAMMER 40K WRATH & GLORY RPG: **VOW OF ABSOLUTION**

Vow of Absolution introduces rules and mechanics focused around playing as an Absolver, including important GM advice on introducing Tier 5 Agents and running campaigns focused around the heroic military deeds of the most iconic warriors in the 41st Millenium! Scheduled to ship in September 2024.

CB7 2633\$39.99

CZECH GAMES EDITIONS



SETI: SEARCH FOR **EXTRATERRESTRIAL INTELLIGENCE**

Lead a scientific institution tasked with searching for traces of life beyond planet Earth in SETI: Search for Extraterrestrial Intelligence, a eurogame for 1-4 players inspired by existing or emerging technologies and efforts in spae exploration. By launching probes to investigate nearby planets and moons, directing telescopes to distant star systems, and developing your equipment back on Earth, you will investigate the Solar System and beyond, searching for signs of

life outside our planet. Scheduled to ship in October 2024.

DIETZ FOUNDATION **GAMES**

LITTORAL COMMANDER: **INDO-PACIFIC WOOD UNIT UPGRADE**

Scheduled to ship in August 2024. DTZ LCIPW\$55.00



SPOTLIGHT O



CLANK!: CATACOMBS - LAIRS & LOST **CHAMBERS EXPANSION**

deeper Delve than ever before in CLANK! Catacombs: Lairs and Lost Chambers! Strange sounds have been heard beneath the catacombs... Brave the lairs of the enigmatic Sphinx, the petrifying Medusa, or the formidable Living Statues. Discover lost chambers, each with aunique power found nowhere else in the dungeon.

Collect trophies of your adventures to help your legend grow! New mysteries and new dangers await in CLANK! Catacombs:Lairs and Lost Chambers. Scheduled to ship in

DWD 02013

EXALTED FUNERAL PRESS

BALLADS OF OREAD RPG

A mist of brackish water blows by as you walk along the western coast of your homeland, the island continent Ord. You close your eyes and imagine packing your belongings and setting sail, to discover the hidden Snake Elves who no outsider has seen, or to visit the Wish Wyrm in the Hills of Alchemy and ask for a boon. You see yourself running into druidic pilgrims out at sea, who would



lead you to the giant oracle Olgatha, that prophet who could unveil your destiny. Ballads of Ord contains a fantasy world with all its creatures, treasure, and quests, designed for compatibility with Old School Essentials. Scheduled to ship in October 2024.



HIS MAJESTY THE WORM RPG

His Majesty the Worm is a new-school with old-school sensibilities: a classic megadungeon experience given fresh life through a focus on the mundanities and small moments of daily life inside the dungeon. The Game Master is given tools to create a megadungeon called the Underworld. The players create adventurers to explore the Underworld in pursuit of their personal quests. Tarot cards are used as a randomizing element. Food, hunger, light, and inventory management are central to play and actually fun. Tarot cards are used to create an action-packed combat system that ensures that all players have interesting choices every minute of combat: no downtime! Scheduled to ship in October 2024.





MONTY PYTHON'S RPG: BLACK BEAST DICE SET

Polyhedral random number generators fit for a king. Or queen. Knights too. Peasants can use them, but only if they wash their hands thoroughly. This set includes all the dice needed for Monty Python's Cocurricular Mediaeval Reenactment Programme: the mighty 20-sided, the unheard of 18-sided, the rare and elusive 16-sided, the slightly more heard of 14-sided, the droll 12-sided, the mercurial 10-sided, the dashing 8-sided, the pedestrian 6-sided, and the sole-destroying 4-sidedplus the big bonker, the 30-sided, used exclusively for Special Serious Abilities. Scheduled to ship in October 2024.

EFP 01057\$25.00



MONTY PYTHON'S RPG:COCONUT DICE ROLLERS

A pair of all-natural, 100% plastic coconut shells stamped with the Monty Python's Cocurricular Mediaeval Reenactment Programme logo. Perfect for shaking up and rolling dice. It goes without saying that using them to make cloppity-clop noises to simulate the sound of equine travel is right out. Scheduled to ship in October 2024.



MONTY PYTHON'S RPG: COCURRICULAR MEDIAEVAL REENACTMENT PROGRAMME

Good heavens! What's this doing in a silly gaming catalogue? This is a fully licensed educational programme for serious students of History. It is by no means a comprehensive manual for running imaginative, Mediaeval-themed role-playing games lovingly ripped off from the works of *Monty Python*. Betwixt these firm yet supple covers, one shall find everything one needs to experience the joy of Mediaeval study, from character creation and factions to ready-to-run quests and monsters including the French! Scheduled to ship in October 2024. EFP 01053\$50.00



MONTY PYTHON'S RPG: COCURRICULAR MEDIAEVAL **REENACTMENT PROGRAMME -HEAD OF LIGHT**

ENTERTAINMENT SCREEN

Behold, the world's most advanced tabletop partition! Custom artwork on the one side, handy tables and info on the other. Eh? Nothing exciting about that? Well how about 18 interchangeable heads, one for each of the Head of Light Entertainment personae? Add to that 2 magnetized popups: one for when God shows up on his cloud, another for when a television studio scene is triggered? And let's not forget the rotating two-way dial for tracking Complaint Letters accrued by the HoLE! This astonishing, treble-ply screen is for use exclusively with Monty Python's Cocurricular Mediaeval Reenactment Programme. Yes, we're quite serious about that. And yes, we'll know. Scheduled to ship in October 2024.

EFP 01058\$33.00



MONTY PYTHON'S RPG: FETCHEZ LA VACHE! 3-IN-1 GAME SET

Custom-designed beechwood board, 2 dice catapults, 21 meeples (20 human, 1 ovine), 4 dice, 1 doubling cube, 30 checkers, and rules for THREE games. 1 - Fetchez la Vache! A madcap backgammon-based game that pits two teams against each other in a race to capture a cow and leave the field with it alive, all while dodging catapulted farm animals and scathing insults French taunts. (Note: this activity requires the Monty Pythons Cocurricular Mediaeval Reenactment Programme core book.) 2 - Squashez Í'Anglaise! Flip the board over and let fly with this point-based, historically accurate, terribly violent castle-siege simulator. 3 Backgammon! A fully functional backgammon board (for those who wish to appear smarter than people who play checkers but cant be arsed with chess) Scheduled to ship in October 2024. EFP 01054\$120.00





MONTY PYTHON'S RPG: DICE CATAPULT

A wooden catapult for launching dice and meeples while engaged in Monty Mediaeval Cocurricular Python's Reenactment Programme or a boring dinner party conversation. Sturdy, accurate, and proven lethal to voles that aren't very far away. Features stunning, laser-etched etchings of exciting visual details. Protective eyewear not included, but may we suggest coconuts. Scheduled to ship in October 2024.



EFP 01055

MONTY PYTHON'S RPG: MEEPLE SET

A set of 21 30-mm wooden meeples featuring Terry Gilliam's own artwork, for use with Monty Python's Cocurricular Mediaeval Reenactment Programme, its adjunct minigames, or anything else you can think of. Well, perhaps not anything, you heathens. The humans are knights, kings, manservants, and bishops. 10 in red, 10 in black. Those of you familiar with maths will have noted that we've left out the 21st one. That's the cow, you lummox Scheduled to ship in October 2024.





MONTY PYTHON'S RPG: MERIT & DEMERIT TOKENS

As participants stumble through quests in Monty Python's Cocurricular Mediaeval Reenactment Programme, they'll be accruing Merits and Demerits from their Head of Light Entertainment. These highly official and officious tokens have been designed specifically for this purpose! The set features forty 40mm x 40mm painted wooden tokens (20 Merit and 20 Demerit), along with a drawstring velvet pouch featuring an immaculately rendered colonic trumpeter in genuine, 24-carat screen-print gold Scheduled to ship in October 2024.

EFP 01059\$20.00



OUTCAST SILVER RAIDERS RPG

Outcast Silver Raiders is a distillation of the OSR in service of an occult medieval vision. The rules work within the familiar framework of old school Dungeons & Dragons and are popular with thousands of published supplements. Play is fast and simple, focused on exploration and player ingenuity. People who have never played a tabletop RPG pick up the rules quickly, and experienced gamers appreciate their elegance. If you love the OSR movement or 5E, you will love this game. If you don't know what the OSR is, this is a great place to start. Outcast Silver Raiders is a luxury game set which includes everything a group needs to play. Scheduled to ship in October 2024.





PUKEAPOCALYPSE RPG

The end is nigh, and it involves a whole lot of vomit spewing punks in a grimneon world of spew, grue and sprues. This is Pukeapocalypse, a nasty, violent, nihilistic, foul mouthed ride on a torrent of radioactive puke towards the end of the world. It's punk, horrible and full of gore and grue, knows lots of rude words and likes to use them. You'll be controlling a bunch of scumbags who are being melted from the inside out by acidic stomach juices, they're all going to die and have a thoroughly unpleasant time doing it, so they may as well find someone elses face to spray some of those juices into and share the experience around a bit. Scheduled to ship in October 2024.

EFP 01046\$35.00

FANROLL

SPOTLIGHT OF

DUNGEONS & DRAGONS DICE OF ADVENTURE ADVENT CALENDAR

A new addition to this holiday season is the 12 Days of Adventure Advent Calendar which includes all the accessories you need to play! Countdown the 12 days to Christmas with the official D&D advent dice calendar that includes a dice tray, a custom D&D inclusion dice set, a D&D mini dice set, an exclusive Beholder inclusion d20, a dice bag to carry your loot, and more! Scheduled to ship in September 2024.

MĖT 10974\$49.99



SPOTLIGHT O



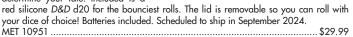
FANROLL ADVENT DICE CALENDAR 2024

Tis the season to roll with Santa! Our FanRoll advent calendar has 25 days of dice madness and includes: 1 Exclusive set of Inclusion Dice (Holiday Themed), 2 full sets of assorted dice (d4, d6, d8, d10, d12, and d20), 1 Exclusive Mini Set, 1 Exclusive Metal 20-sided die, 1 holiday themed FanRoll dice bag to carry your loot! Scheduled to ship in September 2024.

MET 1003.....\$49.99

DUNGEONS & DRAGONS ORB OF POSSIBILITY DICE ROLLER WITH SILICONE D20

The D&D Orb of Possibility offers an exciting new way to roll! This battery-operated dice spinner works with the press of a button. The Orb of Possibility will spin your dice to determine your fate. Included is a



FOLDED SPACE

BOARD GAME INSERTS

These designs provides both efficient storage and improved game play. The trays can be utilised during the game, and they greatly aid set-up and clear-away times. The rules act as a lid on top of the trays. Scheduled to ship in August 2024.



7 WONDERS FLS 7WO\$19.00



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LOST RUINS OF ARNAK FLS LRA\$27.00



MANSIONS OF MADNESS 2ND ED FLS MAN.....\$38.50



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DICE TOWER

FREE LEAGUE PUBLISHING



THE ELECTRIC STATE RPG

The Electric State Roleplaying Game is based on the narrative art book The Electric State by acclaimed visual artist and author Simon Stlenhag, which is being adapted into a major motion picture by the Russo brothers (Avengers: Endgame), starring Millie Bobby Brown (Stranger Things) and Chris Pratt (Guardians of the Galaxy). This is a game about a group of travelers heading out on a journey through a strange America in an alternate 1997. The ruins of gigantic battle drones litter the countryside, heaped together with the discarded trash of a high tech consumerist society in decline. Scheduled to ship in October 2024.

FLF TES001\$49.99



THE ELECTRIC STATE RPG: DICE SET

Scheduled to ship in October 2024. FLF TES003......\$19.99



THE ELECTRIC STATE RPG: GM SCREEN

Scheduled to ship in October 2024. FLF TES002.....\$24.99

FRYX GAMES



GET: MONSTER GET U

Mr U is running away from the Monster by placing direction cards, and the Monster is chasing him by placing cards on top of these. Switching roles and throwing bombs and dynamites are some of the cards in this language independent game. Scheduled to ship in October 2024. FGA FGG1FXG\$15.00

GIM









TENFOLD DUNGEON MINES OF KHAZAD



Take your adventure below the realms of mortal men with the Mines of Khazad Tenfold Dungeon set, a labyrinthine network where the echoes of pickaxes and the rumble of mining carts reverberate through stone.

Gaze in wonder at the great hall, navigate the lava tunnel, plunder the cave of riches and more with 12 durable, double sided locations, featuring 1" x 1" grids discreetly layered into the environment.

SEPTEMBER

TFD016

\$65

TENFOLD DUNGEON WIZARD'S SANCTUM



Enter a place of mystique and arcane power with the Wizard's Sanctum Tenfold Dungeon set, a haven where practitioners of magic delve into the depths of knowledge.

Explore the library, where magical bookshelves line the walls, the potions room, filled with bubbling cauldrons, the portal room, offering transportation to mysterious lands, and more with 12 durable, double sided locations, featuring 1" x 1" grids discreetly layered into the environment

\$65

TFD017

SEPTEMBER

TENFOLD DUNGEON RAVENHOLD CASTLE



Investigate haunting tales passed down through generations with the Ravenhold Castle Tenfold Dungeon set, a brooding monument to the past shrouded in mystery and steeped in centuries of history.

Make your way through the grand entrance, spend the night in the guest bedroom, sneak through the graveyard and more with 12 durable, double sided locations, featuring 1" x 1" grids discreetly layered into the environment.

SEPTEMBER

TFD018

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TENFOLD DUNGEON THE UNDERDARK



Head to a location hidden within the depths of your realm with The Underdark Tenfold Dungeon set, a place shrouded in mystery and intrigue where shadows hold sway over the souls that dare to venture within.

Survive the cavernous drop, navigate the bridge of roots, cross the cavern lake and more with 12 durable, double sided locations, featuring 1" x 1" grids discreetly layered into the environment.

\$65

TFD019

SEPTEMBER

GIM

202



ALIENS: ANOTHER GLORIOUS DAY IN THE CORPS

Aliens: Another Glorious Day In The Corps is a cooperative survival boardgame where you and your team of specialist Colonial Marines will gear up with serious firepower and head into Hadley's Hope to find survivors and answers.

- · Recreate awesome scenes from the movie
 - Play iconic characters
 - · Dynamic co-op gameplay
- · And all the Aliens you can kill!



\$70

ALIENS11

AVAILABLE NOW



DUNE: A GAME OF CONQUEST, DIPLOMACY & BETRAYAL

BEST SELLER

Dune the board game has established itself as an icon of the tabletop over the last 45 years; allowing players to take the role of one of the factions of Arrakis, all of whom have their own special powers that uniquely impact the game, and attempt to gain power through control of the strongholds of Dune.





\$70

DUNE01

AVAILABLE NOW

STAR TREK: AWAY MISSIONS

Lead your away team into the aftermath of the Battle of Wolf 359.

- Lead Riker's away team into the wreckage and defeat the Borg to save Earth
- Or join Locutus of Borg and the Borg Collective to assimilate your opposition.
- Complete missions & earn points, the player with the most points after three rounds wins.



\$60

STA001

AVAILABLE NOW



GIM

2024

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GIGAMIC



LOOOT

In Looot, you need to gather resources and capture buildings to develop your fjord. Fill your longships and complete your construction sites in order to rack up your victory points. Store up the most riches, and you'll be crowned Jarl of the Vikings! HBG GLOO-EN\$29.99

GOODMAN GAMES

DCC DICE



BLOODY KITH HORDE GMG 6096\$34.99



RUSTED DEATH HULK GMG 6094\$34.99

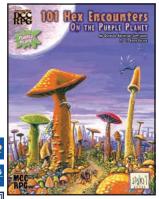


GREENSTONE SHARDS GMG 6093\$34.99



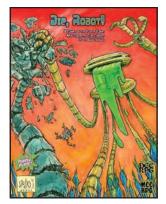
WYRDLING SUNBLEACHED BONE GMG 6095\$34.99

DUNGEON CRAWL CLASSICS RPG



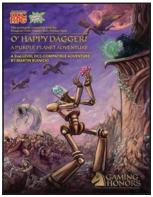
PURPLE PLANET ADVENTURE -101 HEX ENCOUNTERS

Bring your outdoor adventures to life! This booklet contains over 100 encounters developed to add sights, smells, sounds, and other dimensions to your PCs' wilderness travels. With this Judge's aid, you are equipped to develop rich, textured encounters on the fly. No need to panic when the group explores new sections of the world that you have yet to craft. With this booklet, your planets become vibrant and exciting without much preparation. GMG S9G10025......\$12.99



PURPLE PLANET ADVENTURE -DIE, ROBOT!

A O-level funnel set on the Purple Planet. To expand its mind, Tetraplex has sent a pulse of 4th-dimensional hyperequations across the vast expanses of space. A portion of the Purple Planet is bathed in waves of this chaotic energy. In this adventure, PCs awaken to the dynamic tension between the shackles of their rigid programming made to keep them under the thumb of their fleshy masters. For the first time in their ancient memory, the limits of synthetic life have been challenged and their overlords will pay the price. GMG \$9G10026.....\$9.99



PURPLE PLANET ADVENTURE -O' HAPPY DAGGER!

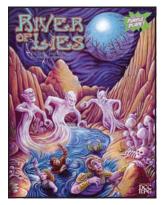
When two members of the long-warring Houses Cotcyst and Reagen'Tor fall for one another, one of them turns to the adventuring party for help. Can your heroes lead the fair Druliiedde safely to her secret rendezvous with Thromeo, the floating head in a jar of her dreams? GMG GHMPP2401\$10.99



PURPLE PLANET ADVENTURE -RANDOM ACTS OF VIOLET

This module is two books in one publication: "Cavern of the Purple-People Eaters" is a first-level adventure for PCs finishing their funnel adventures. "What the Hex" is a complete purple planet setting area with low-level adaptations of encounters, creatures, situations, plot hooks, and artifacts. Just as violet is a lighter shade of purple, "Random Acts of Violet" content represents risks that are (a little) less than the full force of what the purple planet has to offer.

GMG HDT02124.....\$18.99



PURPLE PLANET ADVENTURE -RIVER OF LIES

A great zephyr from the storm-wracked sky flings you into the waters and as you struggle against the mighty rapids, you wonder if the legendary deluge will truly grant everlasting life or is it just a - River of Lies!? River of Lies is a 3rd-level adventure designed for use with the Purple Planet setting by Goodman Games.

GMG HS008\$16.00





PURPLE PLANET JUDGE'S SCREEN

This judge's screen is printed on extra-thick, durable cardstock. One side features beautiful artwork, while the other side has tables and reference charts for the Purple Planet.

GMG 5104J \$19.99

SPOTLIGHT ON TO



SLIPCASED TOMES OF ADVENTURE

This beautifully constructed slipcase is custom-fitted to the four hardcovers contained within. The slipcase has new art by Doug Kovacs, and contains *Tomes of Adventure* #1, #2, #3, and #4

GMG 5135\$219.99



TOME OF ADVENTURE - VOLUME 2

DCC RPG Tome of Adventure #2 is a deluxe hardcover presentation book compiling seven out-of-print adventures for DCC fans new and old at an affordable price. Features brand new cover art by Doug Kovacs

GMĞ 5131\$49.99





TOME OF ADVENTURE - VOLUME 3, LANKHMAR

DCC RPG Tome of Adventure #3: DCC Lankhmar is a deluxe hardcover compiling the first seven hard-to-get adventures for DCC Lankhmar, as well as Masks of Lankhmar and select material from Patrons of Lankhmar. All are officially license by the estate of Fritz Leiber

GMG 5132\$49.99

TOME OF ADVENTURE - VOLUME 4, THE PURPLE PLANET

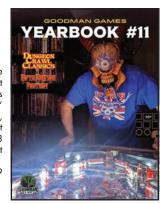
DCC RPG Tome of Adventure #4: The Purple Planet is a hardcover compilation of all the (known) adventures on the Purple Planet. It includes all the material from the long out-of-print DCC #84 boxed set, the material first published in the German Edition, along with much, much more-all at an affordable price

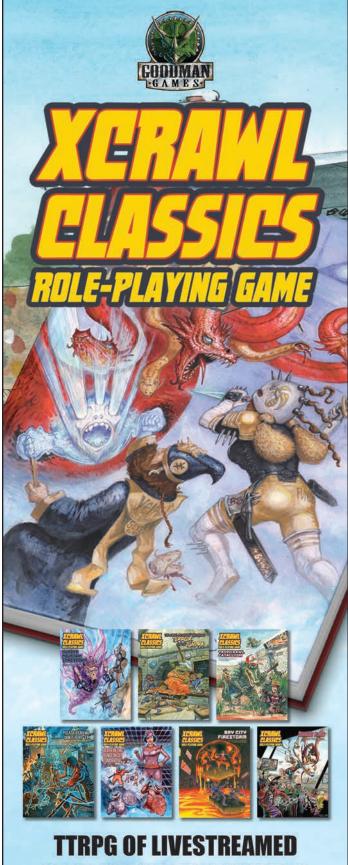
GMG 5134\$49.99

GOODMAN GAMES YEARBOOK #11 Goodman Games Year

Goodman Games Yearbook #11 is an 96-page softcover book containing a wide array of great (and sometimes off-beat) RPG content, plus essays and articles about Goodman Games' Road Crew, convention appearances, interviews, and wonderful, full color pictures. It's the perfect keepsake for everyone who was part of the 2023 Goodman Games' gaming experience or just wished they were part of the action

GMG GC23\$29.99





TTRPG OF LIVESTREAMED
XTREME FANTASY DUNGEON
CRAWLING—WITH CASH PRIZES.



XCRAWL CLASSICS CORE RULEBOOK, GMGXCC1, \$59.99

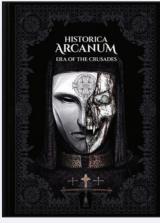
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SPOTLIGHT ON 8



HISTORICA ARCANUM: ERA OF THE CRUSADES

Welcome to the Era of the Crusades, Historica Arcanum's massive guide to the monumental conflict between Crusader Knights and the Forces of Saladin. The setting guide explores the sprawling open world of two legendary cities in 1182: Jerusalem and Cairo, with quests, character highlights and cultural articles allowing you to bring the era to your gaming table

GMG HA0301\$59.99

SPOTLIGHT ON



HISTORICA ARCANUM: THE SIGIL OF JERUSALEM

The Sigil of Jerusalem is a massive Adventure Module, spanning levels 1 to 10, filled with massive dungeons, legendary NPCs, immersive handouts and soundtracks and a deep and branching storyline. The year is 1182, and the Crusades came to a halt as an unexpected truce was struck between Baldwin and Saladin. Hidden behind this peace is an occult war, against an eldritch threat, awakening deep below in the catacombs of Jerusalem and the dunes of Cairo.

GMG HA0302\$59.99

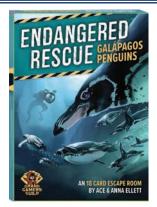
VALKA

VALKA is an action-packed multiplayer card game with dice chucking, tense critical choices, and a fair but fun amount of strategy where the players set forth their fighters, bolstering them to their best in a fast-paced clash where timing, tempo, anticipation, and preparation can lead you to victory.

GMG TG0014.....\$39.99



GRAND GAMERS GUILD



ENDANGERED RESCUE #1 GALAPAGOS PENGUINES

As the host of the conservation TV show WildWorld, you're currently in the Galpagos Islands filming a special in order to bring attention to the plight of the endangered Galpagos Penguin. Suddenly, your production tent is ransacked. Your hopes of helping the penguins are in jeopardy and time is running out to complete your production. Who did this? What are their motivations? You'll have to act quickly to solve puzzles, fix equipment, and navigate the island in order to finish your show and help save the Galpagos Penguin Galpagos Penguins, title 1 in the Endangered Rescue line, is an escape room style game in just 18 cards! As a group, you will solve a series of puzzles to unravel a mystery. Scheduled to ship in July 2024.

GGL 686021\$9.99



TIR NA NOG

In the Irish myth cycles, the land of Tr na ng is the realm of the Otherworld, the place where the Fairies lived and heroes visited on quests. It was a place just outside the realm of man, off to the west, where there was no illness or death or time, but only happiness and beauty. The golden path to Tr na ng is open once more, and the greatest Celtic storytellers have gathered for a once-in-a-lifetime journey. When they return, they'll bring with them tales of the creatures they met and the adventures they lived. Over time those stories will become a saga and the most epic saga will live on forever. Journey to the Otherworld in Tr na ng by placing storytellers between story cards in the shared grid. Scheduled to ship in July 2024.

GGL 685963.....\$34.99

HEIDELBAR GAMES



ANANSI

A unique trick-taking game with high replayability. Dynamic game play embedded in a beautiful message to inspire people. Set in the powerful African story-world around famous Anansi, the keeper of stories. Stunning illustrations by African artists. Eyecatching quality of pink metallic card back and box print Scheduled to ship in June 2024.

CGE HG007E.....\$15.95



FISH & KATZ

Fish & Katz delivers a reaction game at its best including your very own cat paw finger-clothing for full cat authenticity. Fish & Katz by Benjamin Leung is charm and fun all in one. It has very easy rules and can be played with the whole family any time. Cats and fish gather at the Korean fish market, bough to life by Korean artist Hami. For every game sold, one tree is planted by Trees for the Future. Included tokens are made from recycled plastic. Scheduled to ship in June 2024.

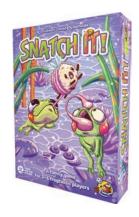
CGE HG014E.....\$19.95

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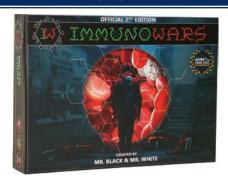
SNATCH IT!

Snatch It! Let's you experience the joyful weirdness of catching juicy flies for your froggies. But make sure to gobble them up fast before others snatch your food away. This game by Christward Conrad features accessible rule and is a perfect fit for family fun time. Snatch It! is a highly interactive game with enchanting artwork by German artist Gathuldis. For every game sold, one tree is planted by Trees for the Future. Scheduled to ship in June 2024.

CGE HG016E\$17.95



IMMUNOWARS



IMMUNOWARS

ImmunoWars is a strategic and competitive board game for 2-6 players, designed to combine scientific content with immersive gameplay. Players engage through biowarfare to be the last survivor in a battleground of infectious diseases, all while gaining valuable knowledge about pathogens such as salmonella, ebola, and tuberculosis. This game stands out by its scientifically accurate in-game content that shows what infectious diseases are out there and what can be done to prevent, treat, and cure them. Each player manages Health Points (HP) and Energy Points (ATP), reflecting their current health status and their ability to perform actions within the game. Scheduled to ship in December 2024.

IMW 01000\$49.95

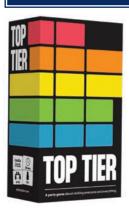
IMMUNOWARS: STD BOOSTER PACK

The ImmunoWars STD booster pack is a NSFW expansion that requires the base game to play. This expansion introduces 32 STD-related playing cards featuring ailments like chlamydia, herpes, along with items such as chastity belts and hangovers, adding a spicy twist to the gameplay as well as new pathogens to learn about. It's designed to appeal to students and gamers looking to add a humorous, adult-themed dimension to their game nights, making ImmunoWars even more engaging for those who enjoy a bit of risqu fun. Perfect for those who want to explore the infectious world of STDs in a lighthearted and educational way, this booster pack enhances the strategic depth and enjoyment of the original game. Scheduled to ship in December 2024.

IMW01001\$19.95



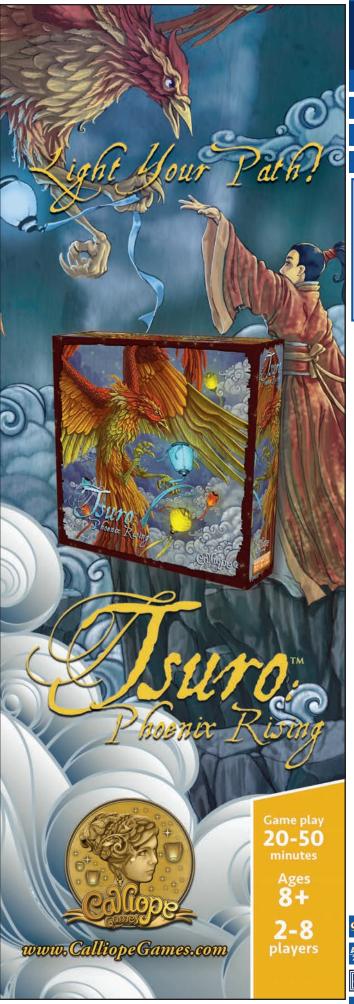
INDIE BOARDS & CARDS



TOP TIER

Top Tier is a light party game based on the internet phenomenon of tier lists. Each round, one player will be the Tier Wizard, and secretly draw a category card from the deck. This will be the category they are ranking all the contenders in for this round anywhere from who would be best at fighting a bear to who would have the most unread emails in their inbox! Without knowing the category, the remaining players will pick 8 contenders for the round. These can be characters, celebrities, or even personal friends. cheduled to ship in August 2024.

IBC TT1\$24.99



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IRONGUARD MINIATURE DISPLAY CASES

Ironguard Supplies is proud to introduce a line of miniature display cases, so you can put your proudly painted miniatures on display! Measuring approximately 2.75 inches tall and 1.5 inches square, this pack of two display cases will protect a pair of paladins from getting damaged, misplaced, or worse!

MINIATURE DISPLAYS COUNTER DISPLAY (12 PACKS OF 2) DIA STL260988



MAGNA-ARMOR

CARDHOLDER





Magnets are the future, and the future is now! Embrace the wonder of magnets and protect the jewels of your card collection with these high-quality single-touch cardholders! Designed for 2.5" by 3.5" cards, these card holders feature UV protection and simple magnetic closures. Available in 35pt to 130py thicknesses. And make your cards stand out with our new Yellow and Black-bordered 35pt cardholders, for those cards that are already standouts in your collection. Available in a counter display.

35PT MAGNA-ARMÓR HOLDERS (DISPLAY OF 25) DIA STL215480	PI
55PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL215481	PI
75PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258372	PI
100PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258374	PI
130PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258375	PI
YELLOW 35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL258750	PI
BLACK 35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL258371	PI



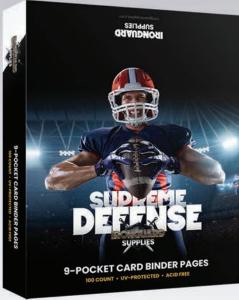


IRONGUARD MAGNA-ARMOR MAGNETIC CARD PACK HOLDERS

You have magnetic cardholders for your cards, but what about those sealed packs of cards you just can't bring yourself to open? Store a 10-card or 15-cardpack in safety and comfort with these magnetic-closure Magna-Armor cases, made of high-quality acrylic. You may not want to open a pack of cards again! Available in a counter display of 20.

9	10-Card-Pack Magna-Armor Holders DIA Stl258367	PI
•	15-Card-Pack Magna-Armor Holders DIA Stl258370	PI





IRONGUARD 9-POCKET PAGES

You're gonna need a bigger binder! For the ultimate collector, or the well-prepared retailer, it's a box of 100 or 250 9-pocket pages, sized for standard collector cards. Need a quick refill? Top off your card binder with a package of 25 9-pocket pages, with clear or black backs. Fill your binder to overflowing with pages to put your whole card collection on display! 25-counts are packaged in a hanging bag; 100- and 250-counts are packaged in a full-color counter display, because we roll like that.

25-COUNT PACK DIA STL23	0307	Pl
25-COUNT BLACK PACK DIA	A STL230313	PI
100-COUNT DISPLAY DIA ST	TL230304	PI
	TL230315	



IRONGUARD 9-POCKET DELUXE PORTFOLIO

No binder? No problem. Put your most collectible of cards in this "cardfolio," a bound set of 20 non-removable 9-pocket pages. Designed for standard collector cards, it is sleek and portable, and is sure to class up any card collection. Feel like a high-powered executive, but instead of a killer presentation, you have a killer deck on tap!

BLACK	
DIA STL230316	.PI
BLUE	
DIA STL230319	. PI

antimata.



it in s

Want to protect your card and do it in style? These matte card sleeves feature various colors of opaque backs, so you can easily sort different card types. Designed for standard-sized cards. Package of 50.

IRONGUARD CARD SLEEVES

Package of 50.	
BLACK (PACK OF 50) DIA STL230344	PI
GREEN (PACK OF 50) DIA STL230334 .	PI
GREY (PACK OF 50) DIA STL230332	PI
PURPLE (PACK OF 50) DIA STL230336 .	
RED (PACK OF 50) DIA STL230335	PI
YELLOW (PACK OF 50) DIA STL230333	PI





HEDO UD

IRONGUARD BOARD GAME SELEEVES

HERO UP

Got a board game you're looking to protect? Whether you're playing it, selling it or saving it for future generations, those board game cards need to be protected from dings and creases. Choose from standard American, mini American, standard European and mini European – we even protect Tarot cards! Who could have predicted that? Acid free and PVC free.

STANDARD (PACK OF 100) DIA STL230327	. PI
MINI (PACK OF 100) DIA STL230328	. PI
EU SIZE (PACK OF 100) DIA STL230329	. PI
EU MINI SIZE (PACK OF 100) DIA STL230330	. PI
TAROT (PACK OF 100) DIA STL230331	



IRONGUARD PENNY SLEEVES

A penny for your thoughts? Because we think your cards need to be protected at all times. Our penny sleeves do the job, and are an incredibly affordable way to maintain the value of your collection. Choose from standard, graded or 130pt card size.

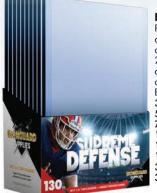
DIA STL230325	PI
GRADED (PACK OF 100) DIA STL230326	DI
130PT (PACK OF 100)	
DIA STL258392	PI



IRONGUARD SEMI-RIGID CARD SLEEVES

Not every card can get graded, but every card can be protected! Whether your hobby is sports cards, entertainment cards or CCGs, protect your favorite cards with these semi-rigid card holders! Designed for 2.5" by 3.5" cards, these card holders are made of clear vinyl, and feature a 1/2 inch lip. Perfect for long-term storage! 200 card holders per pack.

RETAIL PACK (200 SLEEVES) DIA STL215479



IRONGUARD TOP LOADERS

Protect your cardboard gold with these collectorquality toploaders, perfect for trading, storage, and sending cards in to be graded. Designed for 2.5" by 3.5" cards, these card holders are made of rigid PVC, and measure 3" by 4". Available in a range of thicknesses. Also available: Yellow and Black borders!

35PT (PACK OF 25) DIA STL215472	PI
55PT (PACK OF 25) DIA STL215477	PI
75PT (PACK OF 25) DIA STL215478	Pl
100PT (PACK OF 25) DIA STL258374	PI
130PT (PACK OF 10) DIA STL258388	
180PT (PACK OF 10) DIA STL258391	PI
35PT BLACK (PACK OF 25) DIA STL215473	
35PT YELLOW (PACK OF 25) DIA STL215474	PI

ALSO AVAILABLE:

IRONGUARD EASY SLIDE PENNY SLEEVES SMALL LIP (PACK OF 100) DIA STL230351	기
IRONGUARD EASY SLIDE PENNY SLEEVES LARGE LIP (PACK OF 100) DIA STL230353	기
IRONGUARD TEAM SET BAGS (PACK OF 100) DIA STL230418	7
IRONGUARD LABELED TOP LOADERS 35 PT "NUMBERED" (PACK OF 25) DIA STL215476	기
IRONGUARD LABELED TOP LOADERS 35 PT "ROOKIE" (PACK OF 25) DIA STL215475	기
IRONGUARD COMIC BOOK TOPLOADERS CURRENT SIZE (PACK OF 5) DIA STL258377	7
IRONGUARD COMIC BOOK TOPLOADERS SILVER AGE SIZE (PACK OF 5) DIA STL258379	7
IRONGUARD COMIC BOOK TOPLOADERS GOLDEN AGE SIZE (PACK OF 5) DIA STL258380	기
IRONGUARD COMIC BOOK TOPLOADERS MAGAZINE SIZE (PACK OF 5) DIA STL258382	7

IRONGUARD 8" X 10" PHOTO TOPLOADERS (PACK OF 5) DIA STL258383......PI

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JAPANIME GAMES



FRUITS BASKET: TILES OF THE ZODIAC SET 1

Embark on an enthralling journey with Fruits Basket: Tiles of the Zodiac Powered by Zu Tiles as it transforms the renowned Zodiac cursed family into a strategic tile placement adventure. Dive into the world of the Soma family, each member possessed by a Japanese Zodiac animal, and elevate family rivalry to new strategic heights! Featuring two sets to encompass the 12 Zodiac animals, each with distinct play styles, the game offers a dynamic experience. Scheduled to ship in September 2024.

GGD JPG284 PI



FRUITS BASKET: TILES OF THE ZODIAC SET 2

Embark on an enthralling journey with Fruits Basket: Tiles of the Zodiac Powered by Zu Tiles as it transforms the renowned Zodiac cursed family into a strategic tile placement adventure. Dive into the world of the Soma family, each member possessed by a Japanese Zodiac animal, and elevate family rivalry to new strategic heights! Featuring two sets to encompass the 12 Zodiac animals, each with distinct play styles, the game offers a dynamic experience. Scheduled to ship in September 2024.

GGD JPG285PI



Monster Vault Pawns features 300 foes. from tiny to huge, pulled straight from the pages of the Tales of the Valiant Monster Vault and ready to drop into your next game.

, KOB 9986.....\$34.99

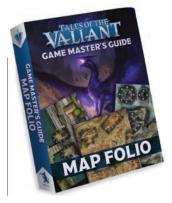


TALES OF THE VALIANT RPG: **GAME MASTER'S GUIDE** LIMITED EDITION Great storytellers make great stories.

SPOTLIGHT ON

The Game Masters Guide for the Tales of the Valiant roleplaying game contains evrything GMs need to build deep narratives, exciting combats, and compelling adventures.

KOB 9887.....\$79.99



TALES OF THE VALIANT RPG: **GAME MASTER'S GUIDE MAP FOLIO**

Game Masters! Send your players to exciting and far-flung locales in search of adventure with the Game Masters Guide Map Folio from Kobold Press! Storm impenetrable fortresses, travel to an arctic village, or rub elbows with the wealthy and powerful in a variety of unique and beautifully illustrated maps. KOB 9955.....\$59.99



TALES OF THE VALIANT RPG: **GAME MASTER'S GUIDE**

The Game Masters Guide for Tales of the Valiant, includes everything the aspiring GM needs to level up their campaign and customize their own content for the Tales of the Valiant Roleplaying Game.

KOB 9870.....\$59.99



HACKCLAD

Fight for Enclatiya, the last vanguard of civilization. The magical might you wield on this battlfield earns your clan the invence to rule the city they must protect. Choose one of the unique Witches to battle against the terrible Clad that assails humanity, bringing her power to bear as you customize your deck and earn the most Magic Shards to take home. Scheduled to ship in September 2024. GGD JPG660



HACKCLAD: CROSS FATE EXPANSION

Cross Fate introduces two new characters that unveil more about the city's underground machinations, a new Clad to ght, co-op mode, and all-new teleporting game mechanics. You'll use the same map board as the base game, together with a new Clad Sequence. Scheduled to ship in September 2024. GĠD JPG661PI

KOBOLD PRESS



MAP TILES: DUNGEONS

These Dungeon Map Tiles offer many options when going on an adventure in different types of dungeons. Some of these options include a feast hall, ancient crypt, giant pit, and many more! Contains 12 double-sided wet/dry erase cardstock tiles KOB 9962.....\$24.99

KONAMI DIGITAL ENTERTAINMENT





YU-GI-OH! TCG: RAGE OF THE **ABYSS BOOSTER DISPLAY (24)**

Descend to the deepest depths of the ocean with Rage of the Abyss! Rage of the Abyss unleashes a tidal wave of new cards revitalizing classic themes while introducing exciting new strategies! Including brand-new equipment for WATER enthusiasts that enhances Xyz Summoning in unprecedented ways! A new monster inspired by Big Jaws bursts forth from the depths! There is no escape from the wrath of the sea as this behemoth can attack twice (even directly) and inflicts piercing damage! There is all of this and so much more left to be

explored in Rage of the Abyss! Rage of the Abyss splashes down with 100 new cards in total, including the second wave for the World Premiere theme that debuted in The Infinite Forbidden. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

, KON 86602.....\$107.76

LOKE



THE TERRAIN SET

The two lay flat map books feature 80 map pages of plain terrain RPG maps. These beautiful maps are designed for maximum reusability flexibility, they can be used for any fantasy RPG and are easily customized to be reused infinite times! The Terrain Set contains 4 pages of reusable scenery stickers designed to customize the maps, allowing you to create bespoke encounter maps in seconds! The detailed artwork will create an immersive encounter scene almost instantly, and the reusable stickers can easily be added

or removed, allowing the encounter to unfold seamlessly before the players. Scheduled to ship in October 2024.

LBM 054\$49.99

MANY MOONS PUBLISHING

13 MOONS: A CELESTIAL ADVENTURE!

A celestial game of strategy and moonlight! 13 Moons is a rummy-style card game that invites you to befriend the moon. Combine lunar phases and events in this effortlessly educational and timeless game. The card values change in sync with the actual moon, revealing a different bonus card almost every time you play. In addition to 13 Moons, the 52-card lunar deck can be used with younger children for a game of Memory or Go Fish. The 13 Glossary cards serve as a visual reminder of the current moon phase and add an optional educational and conversational element to the game, bringing more depth and connection. Scheduled to ship in December 2024.





MOCO GAMES



SABOBATAGE: TASTEA **EXPANSION PACK**

Our first ever Boba Shop Collaboration - with none other than Tastea - the popular California Franchise that's won many hearts with their delectable drinks, punny names, and cute mascot! Tastea friends join the Sabobatage universe in this brand new expansion pack introducing new mechanics that enhance gameplay. A new draw pile called the Employee Roster - allows the hiring of employees across the board allowing their special abilities to help you in your goal of building 5 boba drinks! Scheduled to ship in July 2024.

MCO SBEXTASTEA01.....\$20.00

NERDVANA GAMES

BUNKERS & BADASSES RPG: SOURCEBOOK

Within the Sourcebook, you'll find over 200 pages of skag-shooting, skeleton-looting, treasure-hoarding tabletop action! The sourcebook doesnt just include everything you need to know in order to play Bunkers Badasses for yourself - its also got: Over a hundred pieces of custom art, over two hundred jokes, twenty of which are funny, three full adventure campaigns you can run straight out of the book, each chock full of Borderland's characters, enemies, and general badassery! Scheduled to ship in August 2024. NVG 01000.....\$59.99





BUNKERS & BADASSES RPG: DELUXE EDITION

The Deluxe Edition comes with a physical copy of the Sourcebook, plus lots and lots of other amazing stuff. Seriously. Bunker Master Game Screen; a four panel BM screen filled with information to aid the BM in running a fun and smooth campaign. Over 100 different collectible Gun Cards including dozens of blank, customizable cards. Custom Borderlands Dice Set forged from the highest quality eridium and comes with a one of a kind weighted Badass Die. keep rollin rollin rollin. Scheduled to ship in August 2024. NVG 02000.....\$119.99

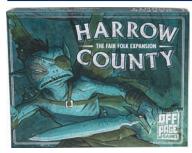


TINY TINA'S ROBOT TEA PARTY

Sometime after the fall of Handsome Jack, in-between bomb-making and banditkilling, Tina decided to try her hand at making her own board game. After all, everyone seemed to love her session of Bunkers Badasses and vault hunters need something to do in their downtime. She started by tearing apart and jamming back together ACTUAL Claptrap units, but the sounds of their protests and complaints got a bit annoying. Scheduled to ship in August 2024.

NVG 03000.....\$19.99

OFF THE PAGE GAMES



HARROW COUNTY: FAIR FOLK EXPANSION

Why stop at 3 players when 4 players can play together? The Fair Folk expansion allows a player to play as the third or fourth player in any game, or as the second player against Hester. The Fair Folk are minding their own business when someone kidnapped their queen as well as her crown and sword. The other players know where they are, but you do not. You have to locate them during the battles that are going on

above ground. To make matters worse, you're not able to do anything on your own due to ancient Fairy rules. Scheduled to ship in July 2024.

OTP GFFE001 \$20.00

ONE DAY WEST GAMES



MAIZE CRAZE

Get ready for a dice racing game where up to 6 players simultaneously race to navigate various corn mazes! In Maize Craze, 2-6 players will simultaneously roll and place dice on their player boards attempting to match various paths shown on a maze card in the center of the table. You earn points based on correctly placed dice and receive a bonus for being the first to exit the maze. Scheduled to ship in October 2024.

ODW G004MC001 PI

OSPREY GAMES

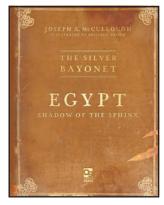


FREAKZ!

FREAKZ! is full of streamlined gameplay that gets you playing fast. Generate an entire squad in seconds by drawing from a standard deck of playing cards. Move your fighters without measuring. Resolve attacks in a single matched dice roll. Lead your fledgling group of nobodies through a campaign as they evolve into mutant killers and pledge their allegiance to the Atomic Godz! Scheduled to ship in October 2024.

OSP GNM561.....\$30.00





THE SILVER BAYONET: EGYPT -SHADOW OF THE SPHINX

Egypt - Shadow of the Sphinx is a supplement for The Silver Bayonet, in which the players special units explore the mysteries of this great land, venturing into lost cities, forbidden ruins, and even beneath the Pyramids themselves. Contained within are two campaigns, one competitive and one for solo or cooperative play. Also included is a new recruitment list as well as a number of new soldier types, and the equipment that might give them an edge. Scheduled to ship in June 2024.

OSP TSB003.....\$25.00



STARGRAVE: DEAD **OR ALIVE EXPANSION**

Dead or Alive gives Stargrave players all the tools they need to generate solo bountyhunting scenarios, including a variety of different settings and locations, a host of complications to be faced, and, of course, a large rogues gallery of unique outlaws. With the random scenario generators in this volume, players can set up a great number of games of Stargrave with no two being the same... all without an opponent! Scheduled to ship in July 2024.

.....\$30.00 OSP SGV015



THE TERROR BENEATH RPG

The Terror Beneath is powered by the GUMSHOE system, designed specifically to tell stories of mystery and investigation. With less emphasis on finding clues and more on interpreting them correctly, an investigation never stalls due to a critical clue being missed, but gives the heroes all the information they need to keep moving inexorably towards the horrors at the heart of the plot... Scheduled to ship in October 2024.

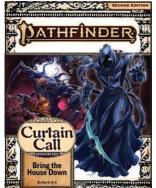
OSP RPG019.....\$35.00



WAR STORY: OCCUPIED FRANCE

War Story: Occupied France is a cooperative narrative game for one to six players set in World War II occupied France that captures the stakes and tension of espionage and resistance warfare. Your team of covert operatives is all that stands between the infamous German officer Heidenreich and the systematic destruction of French Resistance forces in Morette. Through three replayable story missions, you must exploit the specialties of your chosen agents to uncover information, enlist allies, and obtain weaponry. Engage occupying forces on tactical encounter maps where careless positioning could cost your agents' lives. Scheduled to ship in October 2024

OSP GAM058\$55.00



PATHFINDER RPG: ADVENTURE PATH -CURTAIN CALL PART 3 OF 3 - BRING THE HOUSE DOWN (P2)

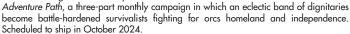
The time has come for your opera's premiere, but when an unexpected disaster strikes, the adventuring producers are forced to become adventuring heroes once again, as they scramble to untangle and then stand against a nefarious plot. Can you ensure all your hard work in producing an opera pays off while simultaneously opposing the plans of a malevolent god? Bring the House Down is a Pathfinder adventure for four 18th-level characters. This adventure concludes the Curtain Call Adventure Path, a three-part monthly campaign in which a group of adventurers help to produce an opera based on their own prior adventures while simultaneously facing a new threat that only the most powerful of

heroes can stop. This adventure also reveals long-standing truths about one of Pathfinder's most secretive and mysterious gods, powerful magical items and artifacts to discover, and several strange and devastating new monsters fit to challenge the game's most powerful heroes! Scheduled to ship in September 2024.

PZO 15206-SC......\$29.99

PATHFINDER RPG: ADVENTURE PATH -TRIUMPH OF THE TUSK PART 1 OF 3 -THE RESURRECTION FLOOD (P2)

For ages, the orcs of Belkzen have been marginalized, subjugated, and vilified, relegated to the rocky northern wastes. Yet in recent battles waged against their undead nemeses, orcs showed the world that they have a common enemy - the evil lich-lord known as the Whispering Tyrant. In the Triumph of the Tusk Adventure Path, the PCs are dignitaries representing the few orc communities or foreign organizations who answered Ardaxs call. The Resurrection Flood is an orc-focused Pathfinder adventure for four 3rd-level characters. The adventure begins the Triumph of the Tusk



PZO 15207-SC......\$29.99





PATHFINDER RPG: ARCANE SPELL CARDS (REMASTERED) (P2)

Master the secrets of arcane magic with Pathfinder Arcane Spell Cards! This essential accessory for arcane spellcasters collects all of the arcane spells from Pathfinder Player Core and Pathfinder Player Core 2. More than 250 spell reference cards put unrivaled understanding of the arcane directly into your hands! Players can easily arrange and plan their spells within moments, and a quick scan of the cards presents a caster's tactical options at a glance. The possibilities are endless, but *Pathfinder* Arcane Spell Cards let you master the mysteries of magic! Scheduled to ship in October 2024.

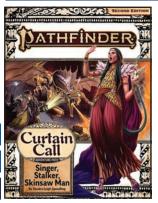
PZO 10003-BC.....\$32.99



PATHFINDER RPG: FLIP-MAT - MARSH

Put on your boots! There are times when your adventures bring you into sodden locales and marshy expanses and Pathfinder Flip-Mat: Marsh can help you set the scene. Dangers lurk amid tall grasses and deep silt, ready to spring on hapless adventurers. Don't waste time drawing a marsh when this Flip-Mat let's you play out your soggy encounters in style! Pathfinder Flip-Mat: Marsh measures 24×30 unfolded, and 8×10 folded. A Flip-Mat's coated surface can handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in August 2024. PZO 11017-FM\$19.99

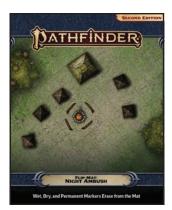




PATHFINDER RPG: ADVENTURE PATH -**CURTAIN CALL PART 2 OF 3 - SINGER,** STALKER, SKINSAW MAN (P2)

Production has begun on a brand new opera that promises to bring your group's heroic adventures to the stage, but as it turns out, producing an opera can be as complex and even at times as dangerous as adventuring ever is particularly when a mysterious stalker spreads mayhem. Can you keep your production on schedule and under budget in the face of nefarious sabotage and sinister agendas? Singer, Stalker, Skinsaw Man is a Pathfinder adventure for four 14th-level characters. Scheduled to ship in August 2024.

PZO 15205-SC.....\$29.99



PATHFINDER RPG: FLIP-MAT -**NIGHT AMBUSH**

Keep one eye open! Danger can come at any time, but sinister enemies attack while you're sleeping. This Flip-Mat presents two scenes ideal for nocturnal ambushes. One side depicts a woodland campsite, while the other shows the upper floor of a cozy inn. With Pathfinder Flip-Mat: Night Ambush, you're always ready to spring an after-dark attack. A special coating on each Flip-Mat allows you to use wet erase, dry erase, AND permanent markers with ease! Scheduled to ship in September 2024. PZO 11018-FM\$19.99



WILD (POCKET EDITION) (P2) A Wild Adventure! A sound echoes across

PATHFINDER RPG: HOWL OF THE

the worlds farthest wildernesses: the howl of countless animals and beasts! This softcover 224-page Pathfinder rulebook dives deep into the wilderness like never before! With new ancestries, character options, animal companions, wilderness foes and more, Howl of the Wild provides a travelers pack worth of value for players and Game Masters alike! The pocket edition presents the same contents as the standard edition in a smaller sized softcover for a lower price and better portability. Join a bumbling naturalist and an eccentric crew as they cross continents in their fantastic airship, searching for four legendary beasts. Scheduled to ship in August 2024.

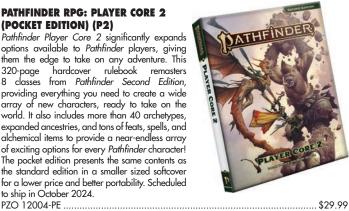
PZO 12005-PE\$29.99

PATHFINDER RPG: FLIP-MAT -HAUNTED BATTLEFIELD

Call to arms! Whether your players are engaged in a pitched battle or come across the carnage of a previous clash, no gamemaster wants to draw out an entire battlefield. Fortunately, with the latest *Pathfinder Flip*-Mat, you don't have to! This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set-pieces for the busy Game Master. Scheduled to ship in October 2024. PZO 11019-FM 19.99

PATHFINDER RPG: PLAYER CORE 2 (POCKET EDITION) (P2)

Pathfinder Player Core 2 significantly expands options available to Pathfinder players, giving them the edge to take on any adventure. This 320-page hardcover rulebook remasters 8 classes from Pathfinder Second Edition, providing everything you need to create a wide array of new characters, ready to take on the world. It also includes more than 40 archetypes, expanded ancestries, and tons of feats, spells, and alchemical items to provide a near-endless array of exciting options for every Pathfinder character! The pocket edition presents the same contents as the standard edition in a smaller sized softcover for a lower price and better portability. Scheduled to ship in October 2024.



PATHFINDER RPG: PRIMAL SPELL CARDS (REMASTERED) (P2)



Channel the power of storms and wild creatures with Pathfinder Primal Spell Cards! This must-have accessory is a comprehensive collection of the primal spells presented in Pathfinder Player Core and Pathfinder Player Core 2. Put the bounty of nature at your fingertips with over 200 spell reference cards! Players can easily arrange and plan their spells within moments, and a quick scan of the cards presents a caster's tactical options at a glance. Scheduled to ship in October 2024. PZO 10004-BC.....\$27.99



PLAYTEST ADVENTURE - EMPIRES DEVOURED (S2)

The Azlanti Star Empire and Veskariumtwo interstellar powers with a long history of conquest and war are set to sign a historic accord on the distant settlement of Atuity. A group of heroes attend the peace talks on behalf of the Pact Worlds, navigating civil unrest and negotiations to make sure everything goes as planned. When a surprise attack interrupts the diplomatic proceedings, the heroes must fight back against roque Azlanti forces and mysterious saboteurs to protect Atuity (and the entire Adalawe system) from the destructive schemes of Devourer cultists who are preparing to activate a weapon of cosmic destruction! Scheduled to ship in October 2024.

PZO 24003-SC.....\$24.99



As war and destruction spread across the world, new heroes must rise to the occasion and take arms to protect its mortal inhabitants. Two brand new classes provide new ways to engage with mythic themes. Lay claim to your own spark of divinity and charge into battle as a mighty exemplar, or call upon the power of spiritual allies as a wise animist. Alongside these new classes are rules for running mythic games, archetypes for playing legendary characters, and a wide array of new items, spells, and monsters to tell stories straight out of myth and legend but which fit perfectly into the remastered Pathfinder rules! Claim the power of the gods and battle the Universes most fearsome foes with War of Immortals! The deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in October 2024.

HARDCOVER	
PZO 12006-HC\$67.4	9
(SKETCH COVER EDITION) (P2)	
PZO 12006-SK	19
HARDCOVER (SPECIAL EDITION)	



STARFINDER RPG: FLIP-MAT -**BASIC TERRAIN**

Nothings basic in the future! From the open streets of a cityscape to the docking bay of a hi-tech station your journey into the science-fantasy setting of Starfinder starts here with Starfinder Flip-Mat: Basic Terrain. One side of this mat displays the open interior of a futuristic space station, such as the center of the Starfinder setting: Absalom Station. The other side depicts the open streets of one of countless concrete urban sprawls found throughout the galaxy. Both provide a blank canvas to draw any terrain or adventure set piece a Game Master might need. Team this with the upcoming Starfinder Flip-Mat: Planetary Terrain Multi-Pack, and you'll be set to run all the futuristic adventures you want! Scheduled to ship in September 2024.

PZO 21001-FM\$19.99





BIRDIE

Look up in the sky! It's a bird! It's a...um... another bird?! Find a spot next to an open window and enjoy the colorful spectacle in Birdie, where players will watch birds through the seasons as they collect sets of matching cards over two rounds. Birdie cards either take flight into your hand or roost into your ever-growing score pile. Once the round ends, cards are revealed and you will score for your chains of matching bird types and seasons. Additionally, you can keep a bird inhand to use its special, end-of-round ability. Scores are recorded on the included dryerase boards, but each category can only be scored asingle time the entire game. Choose wisely! Scheduled to ship in September 2024.

PNA 80004.USA\$19.95



Welcome to the beautiful island of the Repblica de las Bananas, where the air is thick with humidity, mosquitoes, and an unhappy local population. Welcome to JUNTA! First published in 1979, JUNTA pits 4-7 players against each other as members of wealthy ruling families siphoning foreign aid money into secret Swiss bank accounts. You are an unsavory lot. This classic satirical title is everything but politically correct and is rife with opportunities to lie, cheat, steal, and deceive your fellow players. Scheduled to ship in September 2024. PNA 51801.USA\$39.95

WITNESS: THE TREASURE OF OTHESIS

Witness: The Treasure of Othesis - A famous archaeologist is murdered. In his safe, you find clues that lead to the priceless treasure of Othesis, buried deep in along lost temple. While on your expedition through the deserts of Egypt, you encounter a gang of criminals led by your eternal adversary, The Chameleon. Scheduled to ship in August 2024. PNA 57818.USA\$19.95



WITNESS: ON THE TRAIL OF THE CHAMELEON

Welcome to a new edition of Witness, the cooperative deduction game for four players designed by Dominique Bodin. Players share in a thrilling adventure composed of 8 challenging cases that combine into one overarching storyline. Each case is composed of a deck of cards, making it simple to set up and quick to jump right into the action. In Witness, players individually learn clues each round and must whisper them to their teammates. Can everyone keep the facts straight and reach the right conclusions, or will someone mistakenly lead the team to a dead end? Your powers of deduction and recall will be pushed to their limits! Scheduled to ship in August 2024.

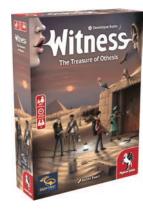
PNA 57817.USA\$19.95



WITNESS: THE SIGMA CLUB

Witness: The Sigma Club - A university in Lugano, Switzerland is suspected of being involved in criminal activities. When a student is murdered, your teams investigations lead to Italy - apparently the Mafia is involved in some way. Suddenly, events take a turn for the worse. Scheduled to ship in August 2024.

PNA 57819.USA\$19.95





SUMMONER WARS 2ND EDITION: CHOSEN GROVE FACTION DECK

Surrender to the cyclical ways of Nature with the Chosen Grove! A summoning stone has gifted sentience to the most legendary tree in Itharia. Now, the inscrutable Eldiri Nimid bestows the powers of the natural world upon its adherents. Master the ebb and flow of magical energy, letting your warriors embrace the true potential of symbiosis! Scheduled to ship in September 2024.

PHG 3619......\$14.95



SUMMONER WARS: DELUXE DECK BOXES SET 1

Master Set Factions at your fingertips! This set includes 6 Summoner Wars Second Edition Magnetic Deck Boxes - The Breakers, Cave Goblins, Polar Dwarves, Savanna Elves and Vanguards nestled in a display box for the low price of \$29.95. This set comes with one Faction Deck Display Case. Each deluxe deck box features a magnetic lid and is designed to store one sleeved Summoner Wars Second Edition Faction Deck and one full set of dice and tokens. Perfect for the Summoner on the go! Scheduled to ship in July 2024. PHG 3600C......\$29.95

SUMMONER WARS: DELUXE DECK BOXES SET 4

This set includes 6 Summoner Wars Second Edition Magnetic Deck Boxes - Mountain Vargath, Črimson Order, The Forged, Deepwood Groaks, Shimmersea Fae and

Storm Goblins nestled in a display box. This set comes with one Faction Deck Display Case. Each deluxe deck box features a magnetic lid and is designed to store one sleeved Summoner Wars Second Edition Faction Deck and one full set of dice and tokens. Perfect for the Summoner on the go! Scheduled to ship in August 2024. PHG 3603C.....\$29.95



SUMMONER WARS 2ND EDITION: THE FILTH FACTION DECK

Abandon your soul to the lies of demons! The Demagogue has thrust his band of infernal worshipers into the Summoner Wars. Warp their flesh and snap their bones, then shape them into just the right monster for the task at hand. When one is willing to sink to any depth, there is no limit to the power that can be achieved! Scheduled to ship in September 2024. PHG 3618.....\$14.95

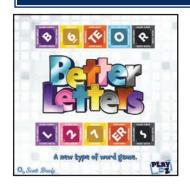


SUMMONER WARS: DELUXE DECK BOXES SET 3

This set includes 6 Summoner Wars Second Edition Magnetic Deck Boxes -The Obsidian Dwarves, Sand Goblins, Shadow Elves, Wayfarers, High Elves, Swamp Orcs nestled in a display box. This set comes with one Faction Deck Display Case. Each deluxe deck box features a magnetic lid and is designed to store one sleeved Summoner Wars Second Edition Faction Deck and one full set of dice and tokens. Perfect for the Summoner on the go! Scheduled to ship in August 2024.



PLAY TO Z



BETTER LETTERS

Come up with words that meet the criteria set forth by the board. Score points for difficulty and type, and meeting personal and public objectives. Scheduled to ship in October 2024.

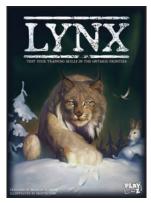
PTZ 73406\$35.00

ART NOT FINAL



KINGS COALITION

The King, facing unrest at home and abroad, has fired his key advisors. Now, you have an opportunity to assemble a coalition of his subjects to take their place. Maybe you'll unite the political power of an entire class, or perhaps build an alliance across the classes. As more subjects join the court, additional strategies may arise. In King's Coalition, each class has its own abilities and range of influence. Build your coalition by drafting a card, then discarding one from your hand but be careful not to give your opponents the exact card they need to make their coalition outpace yours. Scheduled to ship in September 2024. PTZ 73402\$20.00



In Lynx, an economic game with a historical and ecological theme, each player takes on the role of a late 18th century fur trapper in the Hudson's Bay region of northern Ontario who is exploiting the lynx-hare cycle and trying to outwit other trappers.
Traps are supplied by the Hudson's Bay
Company with the agreement that all pelts
be sold exclusively to them. By trapping
when the lynx are plentiful and selling pelts at high prices, the trapper who earns the most money pays off their debt and becomes a free trapper. Scheduled to ship in October 2024.

PTZ 73401\$40.00

HUNTER: THE RECKONING 5TH EDITION ROLEPLAYING GAME: ALMA MATERS SOURCEBOOK

HISTORY. MYSTERY. SECRETS.

- Over fifty concise, ready-to-use academic-themed locations.
 - · Four fully detailed academic institutions each with a chronicle's worth of problems.
 - Two antagonist groups that can be threats to any cell in any setting.
 - New and revised player options to tie a Hunter to the world of academia.

AVAILABLE NOW!





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PLEPIC GAMES



LUNAR BASE

Lunar Base is a 2-6 player strategy card game where you compete to build the most formidable moon base. Begin your mission at your unique base station, and build powerful modules by connecting cards with matching orb halves to expand your base. Recruit agents to infiltrate your opponents' bases, applying one-time effects. Win the space race by fulfilling one of four victory conditions: growing your colony, advancing scientific research, amassing lunar credits, or gaining the most influence. Scheduled to ship in October 2024. PLP 01000.....\$30.00

POKÉMON USA



POKÉMON TCG: HOLIDAY CALENDAR (2024)

Celebrate the season with 25 days of surprises in the *Pokémon TCG: Holiday Calendar!* From special foil cards to booster packs and more, there's a different Pokémon goodie to open every day. PUI 290-41274.....

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POKÉMON TCG: MIRAIDON EX / KORAIDON EX DELUXE BATTLE DECK

The new Pokémon TCG: Deluxe Battle Decks offer a step up for players who are ready for a challenge, with more advanced strategies and additional power cards. Each 60-card deck includes 3 foil cards and everything you need to play right away. Let the deluxe

PUI 290-41271.....PI

SPOTLIGHT ON



POKÉMON TCG: SCARLET & **VIOLET - SHROUDED FABLE** 3-PACK BLISTER

Get in on the latest Pokémon TCG action with three awesome booster packs from the new Scarlet & Violet -Shrouded Fable expansion, a special foil promo card, and a code card for Pokémon TCG Live.

PUI 290-85999.....PI

SPOTLIGHT ON



POKÉMON TCG: SCARLET & VIOLET - SHROUDED FABLE BOOSTER BUNDLE (6)

Rumors swirl and memories deceive as the march of time beats on in the land of Kitakami! Prepare for nightfall and discover a malevolent presence as Pecharunt ex commands the Loyal Three - Okidogi ex, Munkidori ex, and Fezandipiti ex - to do its nefarious bidding. Meanwhile, Revavroom ex plugs into the grid to Terastallize into a Lightning type, and Kingdra ex makes a royal splash in the Pokémon TCG: Scarlet & Violet - Shrouded Fable expansion! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 290-41309.....PI





POKÉMON TCG: SCARLET & VIOLET - SHROUDED FABLE ELITE TRAINER BOX

Rumors swirl and memories deceive as the march of time beats on in the land of Kitakami! Prepare for nightfall and discover a malevolent presence as Pecharunt ex commands the Loyal Three Okidogi ex, Munkidori ex, and Fezandipiti ex - to do its nefarious bidding. Meanwhile, Revavroom ex plugs into the grid to Terastallize into a Lightning type, and Kingdra ex makes a royal splash in the Pokémon TCG: Scarlet & Violet - Shrouded Fable expansion. PUI 290-85853.....PI



POKÉMON TCG: SCARLET & VIOLET -SHROUDED FABLE KINGAMBIT **ILLUSTRATION COLLECTION**

Kingambit overcomes all challengers to become the leader of its own army! With this noble collection, you can add the Big Blade Pokémon to your team as an illustration rare-style promo card, joined by foil cards featuring Pawniard and Bisharp. Youll also find four booster packs from the special Scarlet & Violet -Shrouded Fable expansion.

PUI 290-41246......PI







POKÉMON TCG: SCARLET & VIOLET -SHROUDED FABLE KINGDRA EX / GRENINJA EX SPECIAL **ILLUSTRATION COLLECTION**

Adorn your collection with artistic flair in this special collection from the Pokémon TCG: Scarlet & Violet -Shrouded Fable expansion! Inside is a special illustration rarestyle promo card featuring one of two Pokémon ex, plus foil cards of their Evolution chain. PUI 290-41243.....PI



POKÉMON TCG: SCARLET & VIOLET -SHROUDED FABLE MINI TIN DISPLAY (10)

In this Pokémon TCG: Scarlet & Violet Shrouded Fable Mini Tin, you'll find: 2 Pokémon TCG: Scarlet & Violet Shrouded Fable booster packs, 1 sticker sheet, and a Pokémon art card showing the art from this Mini Tin you can collect and combine all 5. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 210-86860.....PI

Q-WORKSHOP

SPACE DICE SETS (7)





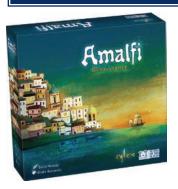
APOLLO

QWS SSPAT02\$19.00

VOYAGER

QWS SSPAT01\$19.00

R & R GAMES



AMALFI: RENAISSANCE

In the 14th century, the once flourishing port town of Amalfi was devastated by a tsunami. This led to a serious decline in wealth and power. As a merchant family, you are eager to rebuild. You will use your small fleet and desire to explore to restore your homelands greatness. Amalfi - Renaissance is a ship placement game in which players use their ships to establish trade routes to return with treasures. Navigate, discover, and acquire as you lead Amalfi to its renaissance. Scheduled to ship in August 2024.

RRG 308\$59.99

EAST INDIA COMPANIES

East India Companies puts you in charge of growing one of these four empires. Will you purchase fast ships with small tonnage, or slower ships that can carry more cargo? Will you expand your port or set up trading outposts? Perhaps invest your money in shipping stocks? Just remember, the key is purchasing valuable goods at a reduced rate that can be sold for a profit! Scheduled to ship in August 2024.

RRG 360\$59.99



PASS THE POT

Dice rolling family game for all ages. Will you try to cash in the lucrative combos or go for the high? Scheduled to ship in August 2024.

RRG 420\$14.99



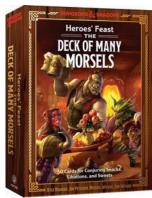
ECRET

SECRET IDENTITY

In Secret Identity, players must guess the hidden identity of opponents while trying to make them guess their own identity. In each round, players use double-sided picto cards, to give clues to their own character, while simultaneously guessing their opponents character. To win, players must be both skilled informers AND sharp observers. Scheduled to ship in August 2024.

RRG 951\$29.99

RANDOM HOUSE



DUNGEONS & DRAGONS: HEROES' FEAST THE DECK OF **MANY MORSELS - AN OFFICIAL D&D RECIPE DECK**

This oversize deck of 50 cards with photographs brings to life festive foods and drinks that span the vast multiverse of Dungeons & Dragons culled from the menus of taverns and markets to the recipe books of halflings and night hags. Just pick a card, use it as a shopping list at the store, and then reference the photograph on the front while you follow the heroically simple steps on the back. You'll find 10 new recipes and 25 photographs exclusive to this deck and a mix of noshes, cocktails, and desserts sure to satisfy the most mystical of cravings, including Underdark Forage Board, Halfling Tea Sandwiches, Exploding Cheese Puffs, Butternut Beer, and Figs Cakes. cheduled to ship in October 2024.

RHP 0738.....\$25.99

WARHAMMER 40,000: THE ULTIMATE GUIDE

Warhammer 40,000: The Ultimate Guide dives into the vast universe of the 41st Millennium with hundreds of beautiful photographs showcasing miniatures from every faction, following key characters through the evolution of their models and exploring Warhammer 40,000 in pinpoint detail through the lens of its incredible miniatures.

RHP 114.....\$45.00



DUNGEONS & DRAGONS WORLDS & REALMS: ADVENTURES FROM GREYHAWK TO PLANESCAPE AND BEYOND

An immersive exploration of fifty years of Dungeons & Dragons through the art and lore of the worlds, planes, and settings that have captivated players throughout D&Ds decades of adventures and campaign storytelling. Each chapter of this sumptuously illustrated guide focuses on an iconic world or setting in the D&D multiverse, narrated by legendary mage Mordenkainen and filled with official artwork curated from fifty years of source books and adventures. Daily life in each world is creatively explored through exclusive stories penned by Jasmine Bhullar, Geoffrey Golden, Jody Houser and Eric Campbell, and Jaleigh Johnson. RHP 500.....\$50.00



DISNEY LORCANA TCG: SHIMMERING SKIES -DECK BOX, ALADDIN



DISNEY LORCANA TCG: SHIMMERING SKIES -DECK BOX, TIANA RVN 11098406.....\$5.99



DISNEY LORCANA TCG: SHIMMERING SKIES - DECK SLEEVES, ALADDIN (65)

RVN 11098404.....\$9.99



DISNEY LORCANA TCG: SHIM MERING SKIES -**DECK SLEEVES, TIANA (65)** RVN 11098403.....\$9.99







DISNEY LORCANA TCG: SHIMMERING SKIES -BOOSTER DISPLAY (24)

Unlike starter decks, booster packs contain twelve random cards from Disney Lorcana: Shimmering Skies. Use booster packs to build and customize your deck with abilities and characters beyond those found in starter decks. Each booster contains twelve randomized cards: 6 common cards, 3 uncommon cards, 2 rare, super rare, or legendary cards, 1 foil card (random rarity level). NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

RVN 11098455......\$143.99





DISNEY LORCANA TCG: SHIMMERING SKIES - DECK SLEEVES, BRANDED (65) RVN 11098405......\$9.99



DISNEY LORCANA TCG: SHIMMERING SKIES -PORFOLIO, BRANDED

RVN 11098412.....\$24.99

C FE

FEATURED ITEM



DISNEY LORCANA TCG: SHIMMERING SKIES - ILLUMINEER'S TROVE

The ultimate treasure for both collectors and players, the *Illumineer's Trove* includes a full-art storage box, two deck boxes, eight booster packs, a player's guide, and more. The player's guide offers a look into the world of Lorcana as well as a complete visual guide to all cards in *Disney Lorcana: Shimmering Skies*. Also included are deckbuilding tips and game strategies. The *Illumineer's Trove* includes: 1 storage box, 2 deck boxes, 8 booster packs, 15 game tokens, 1 player's guide.

RVN 11098396.....\$49.99



SHIMMERING SKIES PLAYMAT, BELLE
RVN 11098409......\$19.99

LORGANA

DISNEY LORCANA TCG: SHIMMERING SKIES -PLAYMAT, MIRABEL

RVN 11098408.....\$19.99







DISNEY LORCANA TCG: SHIMMERING SKIES -STARTER DECK CARTON (8)

To play the *Disney Lorcana TCG*, each player will need a deck of sixty cards. Ready-to-play starter decks contain a preconstructed deck with a specific card list. If you're new to trading card games, or if you want to experience the game with a deck designed and tested by Team Lorcana, this is a good place to start. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

RVN 11098448.....\$135.99

REAPER MINIATURES

PATHFINDER

Scheduled to ship in September 2024.

GOBLIN PYROS (4)

NEW IJA

GOBLIN WARRIORS (4)



NEW FUMBUS



NEW KORAKAI

RPR 89102.....\$7.99



NEW HARSK RPR 89105.....\$7.99



NEW SELTYIEL

RPR 89104.....\$7.99

GIM





CROSSBOWS AND CATAPULTS: FORTRESS WAR

Crossbows & Catapults: Fortress War is a restoration of Crossbows and Catapults, the 1983 classic game of kinetic warfare. Each player builds their castle, then players take turns using their weapons to fire discs at their opponent's castle, trying to knock over their warrior figures. This new version features highly engineered weapons, more detailed building bricks, and deeper game play. The new weapons no longer use rubber bands, replaced by spring-powered and pinch-to-fire technology that ensure reliable velocity and reward player skill. Scheduled to ship in October 2024. REO 9601\$89.95

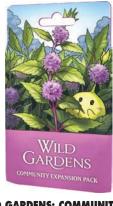
RIO GRANDE GAMES



FIVE CUCUMBERS

Five Cucumbers is a trick taking game with the goal of NOT winning the last trick! It's not easy. You have two choices on your turn: Take over a trick by playing a high card or discard your lowest card. It is not enough to keep a low card in your hand for the last trick. You will also need some high cards for taking over key tricks. Five Cucumbers is a modern variant of the trick taking game "Agurk", wellknown primarily in Scandinavia. We are excited to bring you our modern version. Scheduled to ship in September 2024.

RĠG 677\$19.95



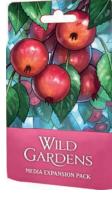
WILD GARDENS: COMMUNITY EXPANSION PACK

Get ready to step into the limelight and become the next big thing in Wild Gardens with the community pack! The content inside was voted on by our fans as the most requested ingredients and recipes. The Community Expansion Pack includes 8 new guests, tantalizing recipes, a new location, and a new solo adventure. RGB 03005\$9.99



WILD GARDENS: PREMIUM WOODEN SOURCE TOKEN PACK

Prepare to indulge in a veritable feast for the senses with these tactile source tokens. In addition to the tokens, this pack also comes with two gorgeously illustrated trays that will keep your discarded recipe and guest cards in order. Get ready for a gaming experience thas sure to satisfy even the most discerning appetite. RGB 03003\$19.99



WILD GARDENS: MEDIA **EXPANSION PACK**

Prepare for an electrifying cast of characters packed into this expansion! 8 beloved from the tabletop world have arrived in Wild Gardens, each bringing their own unique abilities to the table. With 18 brand new cards, including new guests, tantalizing recipes, a new location, and a new solo adventure, the Media Expansion pack is bursting with exciting new content

RGB 03004\$9.99



WILD GARDENS: PREMIUM WOODEN INGREDIENTS PACK

Transform your gaming experience with these deliciously vibrant wooden tokens! With each token pack featuring a generous 160 tokens, you'll have all the flavorful variety you need to create a truly immersive gaming experience.

RGB 03002\$31.99

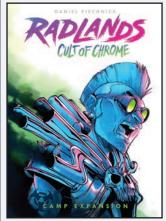
ROSE GAUNTLET ENTERTAINMENT



Dive into a beautiful strategy game inspired by those who love foraging and turning wild ingredients into amazing dishes! In Wild Gardens, 1-4 players take on the role of a forager, carefully planning their movements around a path to find flavorful ingredients, cook delicious recipes, and serve fascinating guests. Explore the multiple paths to victory by carefully crafting your skills to become the best forager you can be! Designed by Isaac Vega, an award winning designer of titles such as *Dead of Winter, Forgotten Waters*, and Ashes Reborn.

ROXLEY GAMES





RADLANDS: CULT OF THE CHROME EXPANSION

Crash through enemy gates in chariots of chrome! This high-octane expansion introduces 32 new camps that bring devastating combos, clutch play, and endless replayability for the aspiring Radlands diesel-head. This pack also features 10 rebalanced replacement camps to shift your existing copy of *Radlands* into high gear. Scheduled to ship in September 2024.

ROX 905.....\$19.99









HEROSCAPE: BATTLE FOR THE WELLSPRING BATTLE BOX

- · 6 new highly detailed miniatures for Heroscape.
- Includes an exclusive new terrain tile type: Wellspring water.
- · Features 4 new scenarios to support hours of gameplay.







RGS02694

\$45





HEROSCAPE: AGE OF ANNIHILATION MASTER SET

- · 20 new highly detailed miniatures for Heroscape
- · 74 locking hex tiles and interlocking Laur wall terrain.
- Features 9 new scenarios to support hours of gameplay.



RGS02693





\$125

- HEROSCAPE: THE GROVE AT LAUR'S EDGE: TERRAIN EXPANSION
- · New Laur Jungle Trees and underbrush Unique locking hex-tile terrain system.
- Introduces the Heroscape Terrain System product line.



RGS02695

\$50

AUGUST RELEASE!

AUGUST RELEASE!

AUGUST RELEASE!



HEROSCAPE: REVNA'S REBUKE: IRON LICH VISCEROT AND NECROTECH WRAITHRIDERS ARMY EXPANSION

- . Four new highly detailed and fully assembled miniatures.
- . One new unique hero and one unique squad for Heroscape.
- · Featuring additional support for Valkyrie General Revna.

HEROSCAPE: REVNA'S REBUKE: KYRIE WARRIORS ARMY EXPANSION

- · Five new heroes for Heroscape.
- · Featuring the Kyrie Warriors summoned during the Age of Annihilation
- · Highly detailed and fully assembled.





HEROSCAPE: WATERS OF VALHALLA TERRAIN EXPANSION

- · Over 40 hexes.
- · All new 3-hex water tiles.
- · Includes healing Wellspring Water Tiles.





\$70

HEROSCAPE: LANDS OF VALHALLA TERRAIN EXPANSION

- Unlock a plethora of map-building possibilities and expand your creative horizons.
- 63 Hex Terrain Tile Pieces.
- · Features a new sand 24-Hex Tile.

RGS02699



RGS02698



RGS02700

\$30

OCTOBER RELEASE!

OCTOBER RELEASE!



\$45





\$45



VEGAS SHOWDOWN

- Same great gameplay with all new art and graphic design.
- Outbid your opponents to get the best contractors to work on your project.
- · The builder of the most famous hotel/casino





OCTOBER RELEASE!



\$40

RGS02716



RISK GODSTORM

- · Includes 382 playing pieces with highly detailed miniatures.
- · Includes rules for RISK Godstorm and Classic RISK.
- Command five ancient cultures Greek, Celtic, Babylonian, Norse, and Egyptian.

RGS02720



OCTOBER RELEASE!

\$75

VAMPIRE



ACQUIRE: 60TH ANNIVERSARY EDITION

- Deluxe Acquire themed weighted poker-style money chips and drawstring tile bag.
- Removable Stock & HQ tray.
- · Reintroduces the Player Powers game variants.



RGS02711

WEREWOLF





\$100

OCTOBER RELEASE!



ROBO RALLY: 30TH ANNIVERSARY EDITION

boards and improved painted minis.

4 New double-sided game boards.

Trundle Bot included.

RGS02675

· Deluxe Components including dual layered player

• Now plays up to 8 players, adding Twitch and





\$65

NEXUS OPS

RGS02712

- . Control the Mines to collect Rubium.
- · Hidden objectives create fun surprises and comebacks.
- · Includes translucent "Blacklight Glow" minis and a molded plastic 3D Monolith.



· Play the tribes head to head or against Vampire

VAMPIRE THE MASQUERADE:

RIVALS EXPANDABLE CARD GAME: FANG & TALON EXPANSION

2 Pre-constructed Werewolf player decks: Silver

and Hunter decks from previous sets!

· Includes Den Pack to customize your decksl

RGS02709

Fangs & Red Talons!

\$30

AUGUST RELEASE!





THE SEARCH FOR UAPS

- · Survey the skies for objects such as Spy Satellites, the I.S.S. and space junk to find and confirm the location of the UAP.
- · Players use innovative magnetic, rotating Space Boards to track their sightings.
- · Follow up to The Search for Planet X and The Search for Lost Species!







RGS02692 \$45

AUGUST RELEASE!

AUGUST RELEASE!

\$120

AUGUST RELEASE!





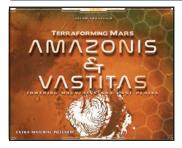






D20 NECKLACE: EYE OF RA

A fusion of ancient Egypt and gaming chic for the stylish adventurer. Wear it as a talisman, allowing the watchful eye to guide your fate in both realms. SDZ 0022-05\$25.00



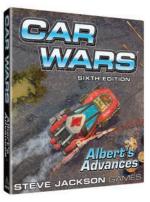
TERRAFORMING MARS: AMAZONIS & VASTITAS EXPANSION

Scheduled to ship in October 2024. SHG 7211.....\$24.99

STEVE JACKSON GAMES

CAR WARS: 6TH EDITION

Scheduled to ship in October 2024.



ALBERT'S ADVANCES SINGLE-PLAYER EXPANSION

Uncle Al is at it again! He's put together 45 cards from Uncle Al's Upgrade Pack. Why, with your Sharkfin Aero Package and your Drag Chute, you'll be unbeatable in the arenas of the future!

SJG 2458.....\$10.95



OFFENSIVE ORDNANCE SINGLE-PLAYER EXPANSION

Includes all the cards from Miniatures Set 2 and the hazard cards from Road Tiles. Twists and turns await on the freeways of the future, but Offensive Ordnance will help you come out on top! SJG 2449.....\$10.95



GONZO GEAR SINGLE-PLAYER EXPANSION

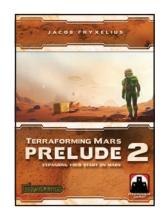
Add more thrills to every turn! Gonzo Gear brings you 40 all-new cards, and with your Wrecking Ball and your Roman Candle, victory is within your sight!

SJG 2457......\$10.95



TERRAFORMING MARS: PRELUDE 2 EXPANSION

Terraforming Mars: Prelude 2, the sixth expansion for Terraforming Mars, focuses on cross-expansion effects, prelude cards with ongoing effects and actions, and more project cards for your tableau...not to mention five new corporations. Scheduled to ship in October 2024.

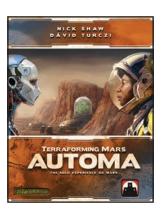


AUTOMA EXPANSION

TERRAFORMING MARS:

Terraforming Mars: Automa provides a new solo experience when playing Terraforming Mars. Instead of racing against the clock, the Automa lets you compete against corporations run by algorithms and special cards, and makes it possible for you to add any expansions to create the challenge you are looking for. Scheduled to ship in October 2024.

SHG 7208.....\$34.99



TERRAFORMING MARS: MILESTONES AND

This expansion gives players a chance to randomize or customize their setup

of Milestones & Awards. Rules include a

complete index of all Milestones & Awards

and explanations. Scheduled to ship in

SHG 7209.....\$14.99

AWARDS EXPANSION

October 2024.

SHG 7207.....\$24.99





DOGGERLAND

In *Doggerland*, you play a clan at around 15,000 BCE. Your goal is to expand your clan in order to leave a trace of its existence for centuries to come. Players increase their population, make crafts, paint murals in caves, raise megaliths for the gods, and (most of all) survive the rigors of the seasons. To do this, they explore the surrounding territory and adapt to the resources at their disposal. The territory differs in each game, thanks to modular tiles. Each round, players program their actions, then carry them out.

HBG SPM-DOGG-EN \$79.99

MUNCHKIN: TAKEN FOR **GRANITE EXPANSION**

56-Card new cards! Run from the Sock Golem, have a drink with the Calcium Golem, and chill out with the Frost Golem. Watch out, though, because even non-Golem monsters can become Hard as a Rock, so you'll need your Hard Hat and an Automatic Chisel to really Break the Mold. Scheduled to ship in October 2024. SJG 1591......\$11.95





KRONOLOGIC: PARIS 1920

Investigators, embark on an unprecedented voyage with Kronologic and play in an era of your choosing! Unravel a series of unexplained affairs at the Paris Opera to reestablish the truth. Collect clues about the movements of the implicated characters by determining where they were at the time of the incident: on your turn, align a suspect's card with a special perforated tile and get two pieces of information about their movements. The first piece is for your eyes only, but the second one must be shared with other players! So do you think you have what it takes to be the first to solve the mystery?

HBG SPMKR1920EN.......\$24.99

TRICK OR TREAT STUDIOS

SPOTLIGHT ON



BLOOD ORDERS

SPOTLIGHT ON



A HIDDEN MOVEMENT GAME

HALLOWEEN II: A HIDDEN MOVEMENT GAME

Laurie Strode needs your help get her some medicine, or a wheelchair, or why did the lights go out? Michael is coming for you. He knows where you are. You must get Laurie to safety! In this 1-versus-many game based on the Halloween II movie, you'll need to run around the board to accomplish your objectives while Michael stalks you from the darkness. Michael will track his movement secretly on a separate board, revealing his location only when he is seen by your character or when he attacks! Co-operation is key, so you'd better get moving before its too late. Scheduled to ship in October 2024. TOT H2B01

500PC PUZZLES

Scheduled to ship in September 2024.



BILLY THE PUPPET/SAW

A creepy 500-piece jigsaw puzzle featuring Billy the Puppet from the SAW movies, illustrated by master artist Terry Wolfinger!

TOT BPP01\$19.95



HALLOWEEN AT THE CEMETERY

Put together the 500 pieces of this spooky jigsaw puzzle from master artist David Hartman!

TOT HCP01\$19.95



GIO

2024

79



HAPPY HALLOWEEN

Celebrate Halloween with this 500 piece Toxictoons jigsaw puzzle from master artist Eric Pigors!

TOT HHP01\$19.95



PHANTOM'S PARTY

Put together the 500 pieces of this spooky jigsaw puzzle from master artist David Hartman!

TOT PPP01\$19.95



THE CROW

A dark and brooding 500-piece jigsaw puzzle featuring *The Crow*, illustrated by master artist Terry Wolfinger!



THE RETURN OF THE LIVING DEAD

It's party time with this 500-piece The Return of the Living Dead jigsaw puzzle, illustrated by master artist Terry Wolfinger! TOT RLDP1\$19.95

ULTRA PRO INTERNATIONAL



POKÉMON TCG: RAYQUAZA LEGENDARY FOIL PLAYMAT

Scheduled to ship in November 2024.
UPI 16426.....PI

POKÉMON TCG: SCARLET & VIOLET - SHROUDED FABLE Scheduled to ship in August 2024.

4-POCKET PORTFOLIO

UPI 16344......PI

9-POCKET PORTFOLIO

UPI 16343......PI





POKÉMON TRAINER: GUESS - UNOVA EDITION



SHIP SHOW

In Ship Show, players work together as Everything, Inc. employees to group and guess Product Tiles inside a busy warehouse. Everyone has a role in this game of shipping mayhem, where cooperation is key if employees want to keep things running ship shape! Working as either a Stocker or Shipper, employees will locate and ship out Customer Orders by successfully guessing how different Product Tiles have been grouped together. Enough correct orders can earn you equipment upgrades to assist you during your shifts but be careful! Too many Customer Returns can shut down the Warehouse for the day and upset the Higher Ups. Get through the Sales Quarter with minimal mistakes and you'll be climbing that corporate ladder in no time! With 300 Product Tiles to organize, and multiple modes

of play, this game of grouping, guessing, and shipping is the most fun youll have at work all week! Scheduled to ship in August 2024.

UPE 11233......PI

UPPER DECK ENTERTAINMENT



HALO: MISSION COMMAND

HALO: Mission Command introduces a fresh new way to experience a HALO game! It is a 2-5- player card game where players collect weapons, vehicles, and locations from the HALO franchise to complete missions. At the same time, players will play cards to hinder their opponents missions while trying to accomplish their own. All aged 14+ can enjoy this newest matching play to explore thrilling adventures! Scheduled to ship in October 2024.

LEGENDARY

LEGENDARY DBG: MARVEL - WEAPON X EXPANSION

USAOPOLY/THE OP



CLUE: GOOSEBUMPS

Introducing Clue: Goosebumps an exhilarating twist on the classic mystery game! Slappy, the mischievous ventriloquist dummy, has unearthed a cursed secret, unleashing spine-chilling monsters from Horrorland upon the unsuspecting town. Your mission: thwart Slappy's sinister plan by uncovering which monster is aiding him, where they are concealing him, and the treacherous traps they've laid. Will you save the town from the clutches of these nightmarish creatures, or succumb to their terror? Gather your courage, sharpen your wits, and prepare for a frightful adventure in Clue: Goosebumps! Scheduled to ship in July 2024.

USO CL091-866......PI





GNOME HOLLOW: DELUXE UPGRADE KIT

Make your Gnome Hollow playing experience unforgettable with the Deluxe Upgrade Kitl Colorful wooden pieces enhance and enrich your game. Scheduled to ship in August 2024.

USO HB173-881 PI



GUESS WHO? THE CARD GAME: HELLO KITTY AND FRIENDS

Introducing the all-new Guess Who? Card Game: Hello Kitty and Friends Edition a charming twist on the classic guessing game! Join Hello Kitty and her adorable friends as you compete to uncover their identities in this delightful, family-friendly game. With many lovable characters to choose from, take turns asking questions to narrow down the possibilities and eliminate characters. Is your character wearing a bow? Does your character have whiskers? Pay attention to the answers and strategically eliminate the wrong characters to win the game. Scheduled to ship in July 2024.

USO GW075-296 PI



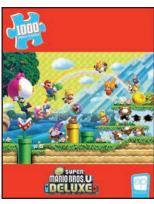
GUESS WHO? THE CARD GAME: THE OFFICE

Enjoy a twist on classic Guess Who? gameplay with this fun, fast card game. Guess Who? Card Game The Office puts a hilarious spin on the classic guessing game by including iconic characters from the hit TV show! Featuring 20 adorable illustrations of your favorite Dunder Mifflin employees, this card game has players ask yes or no questions to guess each other's Mystery Character. With a blend of humor and strategy, this game captures the essence of the workplace comedy, making it a must-play for fans looking to test their knowledge of the Dunder Mifflin team. Scheduled to ship in July 2024.





thrilling experience, illuminating the unknown with haunting symbols and mysterious spirits. Scheduled to ship in July 2024. ÚSO OU010-680PI



PUZZLE: SUPER MARIO -CHAOS AND FUN 1000PCS

Scheduled to ship in July 2024. USO PZ005-825......PI



PUZZLE: THE GRINCH -POPPIN 1000PCS

Scheduled to ship in July 2024. USO PZ154-874......PI



TRIVIAL PURSUIT: GREY'S ANATOMY EDITION

Dive into the drama and excitement of Seattle Grace Mercy West Hospital with Trivial Pursuit: Grey's Anatomy Edition! This captivating trivia game is designed for on-the-go fun. 100 Question Cards boasting a total of 600 questions, ensuring a variety of challenges to test your Grey's Anatomy knowledge. Scheduled to ship in July 2024.

USO TP118-867 PI

OUIJA: BEETLEJUICE

Unleash the Netherworld's secrets with Ouija: Beetlejuice. Summon the spirits by saying Beetlejuice three times and get answers to all of your burning questions! With a gothic Beetlejuice-themed design, this vintage-inspired Ouija board offers a



YAHTZEE: MY MELODY

Join My Melody from Hello Kitty and Friends on a fun-filled adventure with YAHTZEE: My Melody! With customdesigned dice, adorable artwork, and a custom My Melody dice cup with a bow on her hood, this Yahtzee will delight fans of all ages. Scheduled to ship in July 2024. USO YZ075-868PI



YAHTZEE: WEDNESDAY

Enjoy the timeless fun of Yahtzee with the dark charm of the Wednesday series. Channel your inner Wednesday Addams as you roll the custom dice, featuring symbols reflecting the show's dark theme. Housed in a collector's edition coffin-shaped dice cup, this set is an ideal choice for both avid fans of the series and board game enthusiasts. Scheduled to ship in July 2024. USO YZ169-853PI

UVS GAMES

ATTACK ON TITAN TCG: BATTLE FOR HUMANITY -BOOSTER DISPLAY (24)

Contains 24 Attack on Titan: Battle for Humanity booster packs. Each booster contains 11 total cards: 1 character card, 6 commons, 3 uncommons and one of the following: Rare, Ultra Rare or Secret Rare. Double sided cards debut in this set as both transforming Titan characters and as other exciting card types 6 different serialized Chrome Rare character cards appear in this set. Featuring over 300 cards, this set will have a wide variety of items for players to collect, including parallel foil cards and alternate art cards. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.



ATTACKONTITAN

ATTACK ON TITAN TCG: BATTLE FOR **HUMANITY - HANGING BOOSTERS (144)**

Each cardboard wrapped booster contains 11 total cards: 1 character card, 6 commons, 3 uncommons and one of the following: Rare, Ultra Rare or Secret Rare. Bringing the manga to life in this set gives it a distinct visual style that is sure to attract a lot of attention. Double sided cards debut in this set as both transforming Titan characters and as other exciting card types. 6 different serialized Chrome Rare character cards appear in this set. Featuring over 300 cards, this set will have a wide variety of items for players to collect, including parallel foil cards and alternate art cards. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

ÚVS AOT01-HB.....\$646.56

ATTACK ON TITAN TCG: **BATTLE FOR HUMANITY -CLASH DECK DISPLAY (8)**

Each display box contains 8 decks: 4 featuring Levi and 4 featuring Mikasa. Each deck contains 61 cards (60 cards + 1 character card) focused on that characters particular strengths. Decks also contain a learn to play guide and a paper playmat. Built with the new players in mind, these decks feature cards that will help new players get to the fun faster. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. UVS AOT01-CDD\$119.92







ATTACK ON TITAN TCG: BATTLE FOR HUMANITY **CHALLENGER SERIES DISPLAY (4)**

Each display box contains 4 Challenger Series decks, a ready to play deck built with the advanced player in mind. Each deck contains 62 cards (60 cards + 2 character cards) giving players 2 different ways to play the deck. Each deck contains a Collector Booster pack containing 5 foil cards and 1 alternate art card. Key cards found in this deck are exclusive to this release and not found in the regular boosters. A few common and uncommon cards found in this deck are also found in boosters. NOTE: This item is sold to retailers in full

WARLORD GAMES

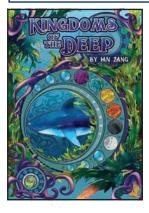


BOLT ACTION 3E: WORLD WAR II WARGAME RULES

A revised and updated third edition of the best-selling Bolt Action World War II wargaming rules. Bring the great battles of World War II to your tabletop with Bolt Action. Strike out from the beaches of Normandy. Sweep across the deserts of North Africa in lightning raids. Battle the enemy and the sweltering heat in the jungles of Asia and on the islands of the Pacific. Fight doggedly from street to street in Arnhem, Stalingrad, and Berlin. Whatever your preferred style of play, your miniature collection, or your historical interests, the diverse army and scenario options will allow you to build a force that fits. Scheduled to ship in September 2024.

WLG BOLT47

WEIRD GIRAFFE GAMES



KINGDOMS OF THE DEEP

In Kingdoms of the Deep, you control six underwater factions and vie to control the most underwater territories, while gaining the most influence to call yourself ruler of the Underwater Realms. Kingdoms of the Deep is an area control and simultaneous action selection game for 1-6 players that plays in about an hour. Balance deploying your aquatic forces across the capitals of Atlantis with fulfilling specific goals while also trying to be the only player to choose a specific action each round. Each round, players choose their actions simultaneously, then reveal. Scheduled to ship in June 2024. GIR GTC008.....\$39.00

WISE WIZARD GAMES

HERO REALMS: WATERY GRAVES CAMPAIGN DECK

Set sail in Watery Graves, the next chapter of the Ruin of Thandar Campaign! Your party will select one of four Ships to take on your journey. Each ship has its own special ability, such as launching a giant harpoon. Take your ship through three very different Encounters, each with several different potential adversaries, but be careful, each ship also has a Hull score and if it's reduced to 0, the players lose! WWG HR532D\$23.99



WIZARDS OF THE COAST





DUNGEONS & DRAGONS RPG: DUNGEON MASTERS GUIDE HARD COVER (2024)

Create thrilling adventures with this revised and expanded Dungeon Master's Guide for fifth edition Dungeons & Dragons. Inside this essential guide is everything new and experienced Dungeon Masters need to weave epic tales, build fantastical worlds, and inspire memorable moments for your party.

HARDCOVER

WOC D37100000.....\$49.99 ALTERNATE HARDCOVER WOC D39210000......\$49.99



DUNGEONS & DRAGONS RPG: CHARACTER SHEETS (2024)

Inside the pockets of this lavishly illustrated folder are 50 double-sided character sheets for use in any fifth edition Dungeons & Dragons adventure. Each character sheet provides plenty of room to keep track of everything that makes your D&D character unique. Stock up for the next 50 years of your D&D adventures today.

WOC D38980000......\$14.99

FEATURED ITEM





DUNGEONS & DRAGONS RPG: PLAYERS HANDBOOK (2024)

This revised and expanded *Player's Handbook* contains rules for character creation and advancement, exploration, combat, equipment, spells, and much more. Create fantastic *D&D* heroes from the wide selection of character origins, classes, and subclasses provided. Explore ancient ruins and deadly dungeons. Battle monsters while searching for legendary treasures. Gain experience and power as you trek across uncharted lands with your companions.

HARDCOVER

WOC D37090000.....\$49.99

ALTERNATE HARDCOVER

WOC D39200000......\$49.99

FEATURED ITEM



DUNGEONS & DRAGONS RPG: DUNGEON MASTERS SCREEN (2024)

Every adventure bring Dungeon fantastical worlds epic quests to life. Every Dungeon Master needs their quintessential companion the Dungeon Master's Screen. The 2024 Dungeon Master's Screen features a spectacular panoramic scene by Joy Ang depicting every core class of fifth edition Dungeons & Dragons. The interior rules content on this new screen has been revised and refreshed to

deliver the most useful information to any DM in their games.

WOC D38970000.....\$19.99





www.CalliopeGames.com

GIM

2024

83

players







DUNGEONS & DRAGONS HEROCLIX: ICONIX -CAVE OF THE OWLBEAR

For the first time ever, some of the most incredible elements of Dungeons & Dragons are entering HeroČlix! You won't need keen sight or smell to know that this Owlbear is awesome! Bring the monstrous power of the Owlbear to your next HeroClix game! Scheduled to ship in December 2024.

WZK 95901 \$29.99



DUNGEONS & DRAGONS HEROCLIX: ICONIX -DEN OF THE DISPLACER BEAST

For the first time ever, some of the most incredible elements of Dungeons & Dragons are entering HeroClix! Believe your eyes - the Displacer Beast is coming to HeroClix! Bring its monstrous power to your next HeroClix game! Deceive opponents with a Mimic! Scheduled to ship in November 2024. WZK 95900 \$39.99



ADAMANTINE DRAGON BOXED MINIATURE

Expand your Pathfinder collection with the Adult Adamantine Dragon, featured on the cover of the new Pathfinder: Monster Core book! The adamantine dragon - one of the skymetal dragons - got its name due to the adamantine covering its body. The magic that flows through them draws adamantine to their bodies like a magnet. These dragons can burrow through solid stone, emerging from the ground to ambush their prey. This pre-painted miniature comes on a 75mm clear base with a Huge-sized threat ring. The Pathfinder Battles: Adult Adamantine Dragon is perfect for display or use at the table. Scheduled to ship in November 2024. WZK 97572 \$79.99



PATHFINDER DEEP CUTS **UNPAINTED MINIATURES:** ADULT ADAMANTINE DRAGON **BOXED MINIATURE**

Expand your Pathfinder collection with the Adult Adamantine Dragon, featured on the cover of the new Pathfinder: Monster Core book! The adamantine dragon - one of the skymetal dragons - got its name due to the adamantine covering its body. The magic that flows through them draws adamantine to their bodies like a magnet. These dragons can burrow through solid stone, emerging from the ground to ambush their prey. Instead of a typical dragon breath, adamantine dragons belch up huge boulders they consume while burrowing. Scheduled to ship in November 2024.

WZK 90104......\$69.99

WARNER BROS. HEROCLIX: ICONIX -**BEETLEJUICE IT'S SHOWTIME**

He attended Juilliard, graduated Harvard Business School, he enjoyed the Black Plague - if anything, he's OVERQUALIFIED to join your HeroClix collection! The fun and frights of Beetlejuice are ready to join your HeroClix collection! Scheduled to ship in October 2024. WZK 84109 \$19.99



DC HEROCLIX: ICONIX -TRIGON AND RAVEN

Trigon is many things - tyrant, monster, father. Now he's also one of the most badass oversized figures to add to your HeroClix collection! At nearly 4 inches tall, Trigon is ready to menace opposing forces on the HeroClix tabletop. He'll be even more prepared for the task with the help of his daughter Raven! Whether you love magic users, villains, or incredible looking sculpts - this item has something for you! Scheduled to ship in November 2024.

WZK 84117.....\$49.99





STAR TREK: CAPTAIN'S CHAIR

In Star Trek: Captain's Chair, you will go head-to-head with an opponent, each stepping into the shoes of an iconic captain from across Star Trek's galaxy and history. Command ships, crew, and away teams, while you manage resources and alliances! Each of the six captains come with their own unique, asymmetric deck of cards, themed to that captain's personality strategies, allies, and assets. Each deck creates different strategic directions, based on what common cards are available and what strategy your opponent deploys. Scheduled to ship in October 2024.

WZK 87601\$59.99

DC HEROCLIX: MR. FREEZE (SNOWGLOBE)

See your opponents scattered like snowflakes in the wind with the coolest Mr. Freeze figure to ever make it to HeroClix! Whether you know him from your favorite comics, TV, or the big screen, Mr. Freeze is one of the most recognizable Batman villains of all time. He has it all: memorable quotes, awesome gear, and a compelling origin story. Bring him to your next HeroClix game and send shivers down your opponents' spines! Does not contain liquid. Scheduled to ship in November 2024.



DC SUPER-SKILL PINBALL: HARLEY QUINN BALL

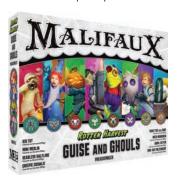
DC Super-Skill Pinball: Harley Quinn Ball brings the excitement of pinball arcades to your table, with no reflexes required! Join the infamous Harley Quinn, as you hit bumpers, drop targets, gain skill shots, activate the multiball, and play minigames on the backglass! About to lose a ball? You can even "nudge" the table - but be careful not to "tilt!" Challenge your friends, or play solo to try to beat your high score! Scheduled to ship in August 2024.

WZK 87600\$24.99



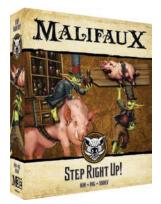
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WYR 21443\$60.00



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VAGRANTSONG: ENCORE



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WYR 23829\$42.00



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WYR 23830 \$27.00



VAGRANTSONG: OFF THE RAILS
Scheduled to ship in September 2024



VAGRANTSONG: WESTBOUND MINI PACK

Scheduled to ship in September 2024. WYR 11627 \$45.00



MANTIC GAMES PRESENTS



AUG 2024

85



KOBOLD Press

SO, YOU WANT TO GM



TALES OF THE VALIANT RPG: GAME MASTER'S GUIDE

KOB 9870.....\$59.99

Available Now!

You love RPGs, having played in others' games for years. Or maybe you've never played, and the idea of leading friends, old or new, through collaborative storytelling around a table, real or virtual, while rolling dice and having fun just sounds amazing. But where do you start? It can all feel super daunting, like you would need advanced degrees in organization, storytelling, game design, and theater — at least. Well, there's a book that can help you with all of that without needing to go back to school.

The Tales of the Valiant Game Master's Guide gives you the tools to be the awesome GM you've imagined, from learning how to better facilitate a sense of fun at the table to understanding how to build immersive roleplaying opportunities and exciting encounters. Whether you're new to the game or a seasoned adventurer yourself, you'll find the guidelines, tips, optional rules, and general inspiration within to be invaluable to your game:





Chapter 1

How to Be a GM provides advice on the interpersonal and organizational elements of being a GM, including finding players, creating effective session notes, dealing with player conflict, and maintaining healthy, long-term campaigns.

Chapter 2

Adventures and Campaigns breaks down the basics of what constitutes great fantasy adventures and campaigns. It also includes guidance for building your own adventures from scratch and for incorporating published modules and settings.

Chapter 3

Worldbuilding covers strategies and considerations for fleshing out the world of your game—a process called worldbuilding. Within, you'll find guidance for creating evocative locations, cultures, civilizations, pantheons, and more.

Chapter 4

Advanced Combat expands on the basics of creating thrilling combat encounters, providing detailed guidance on everything from ways to depict the battlefield to new mechanics for unique encounter scenarios. It also includes new options for players in martial-focused campaigns.

Chapter 5

Advanced Exploration presents new ways to make exploration a thrilling pillar of your campaign, including guidance on building dungeons, spicing up travel, and crafting effective puzzles. It also covers new options for running hex crawls and adventuring in unusual environments.

Chapter 6

Advanced Social dives into enhancing social encounters and provides extensive guidance on creating and portraying memorable NPCs. It also includes mechanics to help guide roleplaying, including systems for tracking attitude and status.

Chapter 7

Adventuring Options contains a compendium of game elements ready to drop right into your game. Make your adventures even better with this suite of rewards, hazards, traps, downtime options, weapons, vehicles, and so much more.

Chapter 8

Homebrewer's Toolbox sets you up with all the tools you need to modify existing content or create new options from scratch. Learn the theory, components, and math required to make great monsters, magic items, and character options.

Appendix A

A: Random Encounter Tables lists random encounters perfect for filling in the gaps of any adventure—covering every environment type and tier of play.

Appendix B

Fantasy Inspiration suggests books and other media to further inspire and guide you on the path to becoming a great fantasy storyteller.

FOR NEW GMS

For those who are new to the role of GM, chapters 1–3 provide guidance on how to get started and walk you through what you need to know. In a nutshell, you are the one that makes sure everyone is having fun. Everything else is secondary. Inventing cool mechanics, telling stories, running campaigns, and making maps are all just dressing. If all your players have a good time, it doesn't matter what your story is about or how many notes you made. The faster you internalize that facilitating fun is your number-one job, the faster you become a great GM.

FOR SEASONED GMS

Once you're comfortable with the basics, maybe have a few games under your belt, this book helps you take it to the next level. In fact, no matter what level of experience you have, there are elements to both make your job easier and make your game better. For instance, chapters 4-6, respectively, are devoted to making your combat, exploration, and social encounters better. For combat, there are extensive details on how to build appropriate and balanced encounters, going in depth into your encounter budget and providing templates for specific encounters. Need a boss fight? Or a horde fight? You're covered. There are also details for special combat situations, such as aerial or underwater combat, siege combat, vehicle combat; details for special monster scenarios, such as brawls/mobs and colossal creatures; and a slew of variant rules, such as called shots, lingering injuries, morale, and more.

Chapter 7 brings you a ton of new adventuring options, expanding on what's presented in the Player's Guide with new curses, diseases, hazards, and traps, plus guidelines on how to create your own. For downtime options, there are rules for crafting magic items. Beyond that, there are new optional rules for incorporating dread, firearms, artifacts and sentient items, poisons, siege weapons, and vehicles—each with both guidelines and a slew of usable samples. There are also extensive guidelines on rewarding PCs with treasure and optional rules for new mechanics like chases and monster harvesting.

Chapter 8 is all about giving you guidelines for building your own original elements, including character options, magic items, spells, hazards, and monsters. There are also templates to slap on existing creatures to make them bigger, stronger, faster, such as the clockwork construct or dragon lich or zombie.

The book closes out with a double appendix. The first is full of random encounter tables designed to give you a quick encounter based on terrain type and party tier. The second provides lists of inspirational media to help inspire your game. So, if you're ready to step behind the GM's screen, ushering players through your own adventures, then *Game Master's Guide* has you covered.

•••

Scott Gable lives in the beautiful underwater city of Seattle, where he edits, writes, and publishes all the merry day. He is an editor at Kobold Press (having just finished Game Master's Guide and working hard on something else!), lead designer at Zombie Sky Press (producing strange new gaming options), and publisher at Broken Eye Books (purveying fine weird fiction).

GTM AUGUST 2024 87





BEFRIEND AND TRAIN 162 ELEMENTAL MONSTERS AND MASTER A BRAND NEW MAGIC SYSTEM!

BATTLEZOO ELDAMON (5E)

Available September 2024 RFC 23031 \$59.99

BATTLEZOO ELDAMON (P2)

Available September 2024 RFC 23030.....\$59.99



"Ooh! Ooh! That one!" Cinder chirped, the little fiery squirrelash hunched up excitedly on Fraxi's shoulder, eager to choose some fresh produce from the stand.

Breeze flapped up to whisper something in airy susurrations in Fraxi's ear, the air bat shy as ever, while Morty the morpup leaped up

"Breeze is right," Fraxi pointed out to Cinder, "You can't keep these in your collection. They'd rot."

"I know! I know!" Cinder squeaked, "But it looks tasty! Phase me in so I can eat it."

While an elven passerby stared in surprise to see so many eldamon in the marketplace, the bespectacled dwarven merchant was completely unfazed by the sight. "Finest in the land," he assured Fraxi and Cinder, "Fit for royalty or spirits alike!"

"I'm not a spirit. I'm Cinder!" the little squirrelash quibbled.

"Of course," the merchant pivoted quickly, clearly experienced with eldamon's flights of fancy, "And it is fit for you, O Cinder, incarnation of fire."

"OK, OK," Cinder giggled, "I'm not a kitopaz or something. You don't have to convince me. I want it anyway! Get it for me Fraxi?

"Fine then, but don't come asking later if you find something for your collection," Fraxi bargained, wisely realizing that she should take the chance to rein in Cinder's spending habit, "And we'll get some fruit for Breeze too.

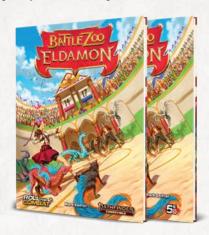
At this, the shy little tairopoof's tiny red eyes lit up with delight, as Morty, having lost interest in the produce, glanced over at an orc traveler smoking his pipe.

You have a problem with me?" the orc narrowed his eyes and turned to address the death dog eldamon, as well as Fraxi by association.

"Don't mind Morty," Fraxi assured him, "Although... he has something of a sense for endings and new beginnings. If he's taken an interest in you, be careful on your journey."
"I shall have to remember that, then. My thanks," the orc replied

politely, as he turned his back and strode out of the marketplace.

Battlezoo Eldamon, available for both 5th Edition and Pathfinder 2nd Edition, brings a brand new magic system with 13 elements, each with a unique playstyle, over 300 elemental powers to master, and 162 elemental monsters to find and befriend. With this massive expansion for your favorite tabletop RPG, you can introduce exciting new depths of elemental magic to your character, game, or world.



Eldamon are strange monsters representing the fundamental elements of creation and existing slightly out of phase with the reality of the mortal world. As a result, they usually prefer to meld into a creature, object, or location that suits their elemental nature. This leads to two possibilities for unique new characters:

Any character can befriend eldamon across the world, encountered through normal adventuring without the need to change the campaign for you (you can find eldamon after encountering elementally appropriate creatures, magic items, or locations, or use a simplified method for gaining new eldamon if you and your group prefer). But as an eldamon trainer, you have the unique ability to trade your phase with your eldamon's, bringing them into reality fully in their battle form to fight your foes on your behalf. You can train with the eldamon and help them evolve into their more powerful evolved battle form.

On the other hand, if an eldamon melds into you and stays that way for long enough, if you have the right affinity for the element, it's possible you will become an elemental avatar, a being capable of channeling pure elemental power from the eldamon within. This allows you to manipulate your chosen element and bend it to your will with a new magic system based on refreshing the elemental energies around you, rather that preparing a certain number of spells each day. Even if your group isn't interested in befriending eldamon, you can still use the elemental avatar to bring a completely different magical feel to your games with over 300 new elemental powers, and there are plenty of other suggestions in the book for how you can adjust the lore to fit your group's preferences.

Mark Seifter has been the design lead on hundreds of tabletop RPG game titles and worked on even more for various companies in the tabletop RPG industry, including Paizo. Some of his credits as primary design lead include Pathfinder 2nd Edition Gamemastery Guide and Pathfinder 2nd Edition Advanced Player's Guide, and he was one of the four leads on the creation of Pathfinder Second Edition. You can check out Mark's Twitch stream, Arcane Mark, with Linda Zayas-Palmer at twitch.tv/arcanemark and youtube.com/@arcanemark2562.

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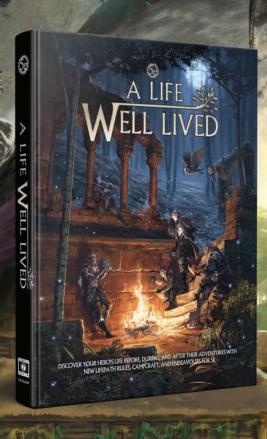
VISIT US AT **GENCON**, BOOTH 2121 TO EXPERIENCE OUR TWO NEWEST GAMES!

BROKEN WEAVE

A brand new post-apocalyptic tragic fantasy campaign setting for 5e!

Magic is broken, the gods are dead, and survivors are scattered across a shattered land. Hope and community are the only path to creating something new. Explore a post-apocalyptic world of horror and hope where you must fight for survival and try to rebuild the world!





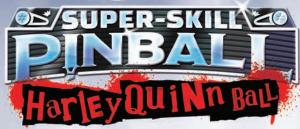
Discover who your characters are when they're not dungeon-delving in this 5e supplement for the world's most popular roleplaying game!

Explore what your adventurers get up to before, after, and in between dungeon crawling, from small moments of bonding around the campfire while crafting potions, to life events such as running a business, starting a family, and ultimately retiring...
Until trouble comes knocking.









DC SUPER-SKILL PINBALL: HARLEY QUINN BALL

WZK 87600 \$24.99 | Available August 2024

ROLL YOUR WAY TO THE HIGH SCORE!

Use skill, strategy, and timing to become a pinball champ — no reflexes required!

In DC Super-Skill Pinball: Harley Quinn Ball, players use the results of two dice to make strategic decisions on where their ball tokens land. This allows them to collect stars and trigger bonuses. If there is no place to land one of their ball tokens based on the results of the dice, they "lose a ball," and the chance of collecting points

until the next turn. After all players have completed their final round, the player with the most points wins!

DC Super-Skill Pinball: Harley Quinn Ball features four tables, including Harley Quinn Vs. Coney Island, The Joker Tower, Suicide Squad, and Gotham City Gems. The game is great for beginners and experienced tabletop gamers alike, as it includes skill levels ranging from Easy to Advanced. If there are new players in the group, it is recommended that they start with Harley Quinn Vs. Coney Island.

INTERVIEW WITH THE DESIGNER

Super-Skill Pinball is a well-loved game with an established following, so we caught up with Geoff Engelstein, the game's designer, to discover a bit of what makes DC Super-Skill Pinball: Harley Quinn Ball special. As a bonus, we found out a little about his favorite Harley Quinn comics!

What is your favorite comic that features Harley Quinn?

Mad Love is deservedly a classic of course. However, I also really connected with Hot in the City since my family roots are in Coney Island.

What was your favorite part and/or most rewarding experience when designing DC Super-Skill Pinball: Harley Quinn Ball?

Getting to read comics as part of your job is never a bad thing, of course! But also, it was fun to see how these iconic Harley matchups and situations could be expressed in pinball form. I'm glad I was able to dip into my Coney Island

roots and incorporate the Wonder Wheel and Parachute Drop as part of gameplay and not just window dressing for the Coney Island table.

Can you talk about some of the challenges you encountered while working on this game?

The biggest was how to represent Harley as a character in the game in a way that was both light-hearted but also true to her nature. She has a dark backstory and a really tragic relationship with the Joker. I wanted to acknowledge that for players that were familiar with her story while still having a fun play experience.

Which part of the gameplay are you most excited for players to experience?

All the tables feature gameplay that is unique to the *Super Skill Pinball* series. But I am most excited for players to try the Joker Tower table, where you battle your way through four separate pinball tables to defeat the Joker at the top of the tower. It is the first table in the series to have a specific goal and forces you to make tough choices along the way, as once you leave a table and move up the tower you can never go back. It was inspired by the very rare pinball table The Pinball Circus, which I got to play at the Pinball Hall of Fame in Las Vegas. The machine is oriented vertically, and you have to work your way through the levels to get to the top. Only two were ever made, so I was happy to have a

chance to try it. The theme and structure made it a natural fit for Harley Quinn.

PLAY PINBALL AT YOUR TABLE!

Pinball fans will love the zany art found on each of the boards, reminiscent of their

favorite pinball games, while Harley Quinn fans will enjoy the unique brand of chaos that this eccentric character brings to the table. All will have fun playing pinball in a new way!

DC Super-Skill Pinball: Harley Quinn Ball is for one to four players ages 12 and up and takes about 45 minutes to play. Look for it at your friendly local game store in August!

• • •





MAKE YOUR CHOICE SAFELY OR ELSE LOSE CONTROL



PLAYERS

AGE

TIME 5-25 min







MONSTER HUNTER WORLD:

THE BOARD GAME

MONSTER HUNTER WORLD - ANCIENT FOREST

SFL MHW-001 \$119.99 | Available Now!

MONSTER HUNTER WORLD - WILDSPIRE WASTE

SFL MHW-002......\$119.99

Available Now!

A BOARD GAME WORTHY OF THE MONSTER HUNTER NAME

Just like the monsters that populate it, the Monster Hunter: World universe is HUGE. If you are not familiar with the IP, the tabletop adaptation is based on the very popular video game by CAPCOM, which is celebrated for its rich world, explosive mechanics, and thrilling monster hunts!

GATHERING YOUR PARTY

The board game adaptation focused on cooperative gameplay, where players work together as hunters to track and hunt down massive monsters. The Steamforged Games team, with Project Lead Jamie Perkins, ensured that the social and collaborative aspects of the video game were preserved, providing a shared adventure experience on the tabletop. As the video game is very rich in content. Monster Hunter World: The Board Game comes in two core sets: Ancient Forest and Wildspire Waste. The two core sets are fully compatible, both with each other and with expansions, so you can freely mix and match for your party adventures!

THE HUNT

Central to the board game is the hunt itself. Players must strategize and plan their approach, much like in the video game. Each monster

hunt is designed to be a challenging encounter, requiring teamwork and tactical decision-making as you progress together through a choice driven narrative in search of your quarry.

Unlike the video game, where players can switch weapons, the board game requires choosing a hunter at the start, which influences the entire campaign. Each hunter has unique fighting styles, weapons, and upgrades.

The game consists of three phases: gathering, hunting, and HQ. The hunting phase, which focuses on combat, involves managing the hunter's stamina board and attack cards. The stamina board includes an attack deck, stamina bar, and damage deck. Players use attack cards to perform moves, with stamina slots limiting the number of actions. Weapons can wear down, requiring sharpening to reset the damage deck.

Attack cards display various symbols indicating movement, damage, and special effects like stun.

THE MONSTERS

In Monster Hunter World: The Board Game, monsters control the flow of battle, and you will need to react to their behaviors and anticipate their next moves. Monsters are the ones that dictate combat since they take their turns first, and their behavior determines how many hunters can act before they strike again, and how many actions each hunter can use. Each monster has a unique set of behavior cards that introduce

variability and unpredictability in battles. These cards define the monster's actions, including movement, targeting, and attacks.

Let's take the Great Jarga for example: its behavior card "Belly Charge" indicates it targets the furthest hunter, moves towards them, and inflicts significant damage within its front arc. The card details include the attack's range, damage, and the number of hunter turns allowed before the monster's next move. Players must strategize their movements and attacks,

considering the monster's behavior patterns and attack arcs.

Additionally, behavior card backs have symbols providing clues about upcoming actions, allowing experienced players to predict and react more effectively. This complex interplay between monster behavior and hunter reactions forms the core challenge and excitement of the game, requiring careful planning and teamwork to succeed in the New World!

And of course, what better way to get deep into the world, than having detailed top quality miniatures on your table! A significant feature of the board game, these miniatures are crafted with high

attention to detail, aiming to bring the fearsome creatures of Monster Hunter: World to life on the tabletop.

THE CRAFTING

After completing a quest, players enter the HQ phase to craft new equipment using gathered resources. Each hunter can craft specific weapons from ore, bone, and monster parts, as detailed on their forge reference card. The crafting process involves collecting the necessary resources from gathering and hunting phases.

Monster reward tables and dice rolls determine the loot, and players use these resources to craft new weapons and armor. New weapon cards replace the old ones on the hunter's stamina board, and players update their attack and damage decks accordingly. Armor cards, which do not require sequential crafting, provide additional abilities and resistances. Throughout the campaign, players accumulate various equipment, enabling strategic selection for upcoming quests, enhancing their chances of success with tailored gear.

Hope this gave you a good understanding of *Monster Hunter World:* The Board Game and what you should expect as a hunter! And if the two core sets are not enough, you can experience by adding expansions; unlock new monsters, weapons, and quests to expand your adventures and strategies!



THE BOARD GAME







PARACHUTE PANDA

RDS 1051.....\$24.99 **Available Now!**

FANDOOBLE AND THE DRAGON'S EYE

CAT 55010.....\$24.99

Available Now!

Forms Bauser

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What happens when you take an airplane full of cute, fluffy pandas and toss them out at ten thousand feet over a bask of ravenous crocodiles? Why the cutest, most adorable stab your friends in the back game you've ever played!

Parachute Panda, recently released by a joint venture between Redshift Studios and Catalyst Board Games, has already been turning heads with retailers and convention goers alike. In this 2-6 player game, pandas

have decided to go skydiving. Why? Well... because it looks fun! Unfortunately, these pandas hired a shady pilot (who may or may not be a crocodile) who chose a dangerous landing zone full of hungry crocodiles. Each panda realizes that maybe, just MAYBE if they're the last panda to touch the ground, those hungry predators will be too stuffed full of their fellow skydivers to try to eat them too.

Apparently, it's a panda-handanother-panda an anvil kind of world out there.

Parachute Panda is a fast tactical game of outmaneuvering your fellow pandas in a race to not get to the bottom first. It's a board game/card game hybrid, where pandas' altitude and position over crocodiles are represented by nice chunky panda meeples. Using very "looney toons"style humor, cards are played to manipulate the pandas. Float a little higher with balloons, hand your friend

a bag of anvils, use the Panamatic Leaf Blower 5000 to deftly sidestep a falling piano (yes, there are falling pianos) or swap places with another panda using the mystical Panda Portal. But don't worry, if another panda is mean to you, just hand them some Cake and they'll be too distracted to attack. Also, players need to strategically decide when to use cards, as you only get more at the end of your turn. Mess with other pandas too much and you may find yourself lean on options. And let's be honest, pandas don't do "lean" very well. Additionally, it's not uncommon to reshuffle the deck once the draw pile is exhausted, but some cards, the really powerful cards that can help pandas stay aloft, do NOT get reshuffled in, so the odds of not plummeting on a given turn decrease significantly.

Parachute Panda also has an alternative form of play, significantly increasing the strategy by adding a single, solitary card... Squishably Soft, a.k.a. Mr. Snuggle Wuffles.

Squishably Soft is not shuffled into he deck of cards. Instead, it remains in front of the active player, passing each turn. If a player has Squishably soft when their panda hits the ground, the card text activates; "You never jumped out of the plane and sent Mr. Snuggle Wuffles in your stead. You Monster!" This adds a layer of tactical thinking in that if you can time it just right or even drop your panda yourself, you can essentially get a do over. Of course, that will make you the target of every other player, but such is the burden of playing well.

Parachute Panda was designed and created by Conner Coleman and Mike Richie, both of Catalyst Game Labs. Conner brought an amazing idea with boundless silly energy and Mike brought his years of design experience. We are pleased with the result, and think you will be as well.

Catalyst Board Games also recently released Fandooble and the Dragon's Eye. Like Parachute Panda, it's silly, fast, and fun, and will make you question your friendships, at least till the game is over. Like all good games should, right? It's a push-your-luck dice game but one with some

interesting tactical decisions along

the way.

So, roll the three Dungeon Dice and the Hero Die to see how well you've looted the Dragon's Hoard. Warriors and Wizards will protect you from the Dragons, but who knows when they'll show up. Fandooble will steal gold and gems for you or you can buy Frothy Mugs of Root Beer to hire needed adventurers. Press your luck and roll as much as you like, but push too hard and you can lose it all!

With a little good fortune, maybe you can escape the dungeon with the most treasure and even the coveted Dragon's Eye! And remember the wise words

Fandooble himself, only thing better than stealing treasure from a dragon... is stealing it from your friends!"

HEFTY ANVIL



Mike Richie is the Creative Director for Catalyst Board Games, as Division of Catlayst Game Labs. Mike currently lives in Kentucky with his son, Cuileann, dog Rocky, and four rambunctious guinea pigs.



In 4606, Aroden, the god of humanity died, ushering in the Age of Lost Omens, and throwing the world into a century of chaos. In 4724—this year another god will die...

CODSRAIN: A PATHFINDER NOVEL

The first Pathfinder novel in years promises a world-changing tale of epic scale set amids t the War of Immortals! Using their unique skills, nascent god-sparks, and even the blessings of one of Golarion's deities, four heroes must race against time and fate to prevent the greatest threat to Golarion and beyond. Plus, two digital novellas that add background information: The Godsrain Prophecies and Before the Godsrain.

PZ018001-HC- \$29.99







WAR OF IMMORTALS

A god has been slain and nothing shall ever be the same again! In addition to two new classes are rules for running mythic games, archetypes for playing legendary characters, and a wide array of new items, spells, and monsters to tell stories straight out of myth!

PZ012006-HC-\$67.49

DIMINE MYSTERIES

This 320-page resource for both players and Game Masters is the comprehensive look at all things divine, making it an essential addition to any Pathfinder Second Edition campaign and a remastered update and expansion of the popular Lost Omens Gods & Magic volume!

PZ013003-HC- \$79.99

PRINT FOR DEATH

The Red Mantis assassins are feared throughout the world for their ruthlessness. When a group of assassins are met with treachery, they must clear their names as greater plots and shocking truths reveal themselves.

PZ014002-HC-\$44.99

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PANTHER PANTHER PANTHER PANTHER

WiZK!DS

MARVEL HEROCLIX: BLACK PANTHER BOOSTER BRICK

WZK 84946 \$169.90

Available Fall 2024!

With a history of over 20 years, HeroClix has an established following of fans who love to play the game, and those who love to collect the characters found in their favorite comics and movies brought to life. That loyal following means that the HeroClix team needs to find fresh ways of representing beloved, familiar characters while at the same time being respectful of the stories so many fans have grown up knowing and loving.

While there are many HeroClix releases every year, the graphic and game design teams work to ensure that each one gets special care and attention. One of the most anticipated HeroClix releases for this year is Marvel HeroClix: Black Panther, which features 60 figures and includes both allies and enemies of Wakanda.

development and graphic design teams to ask them about the development of Marvel HeroClix: Black Panther!

mechanics. Normally, we flow card text around a full render of the sculpt, but sometimes that doesn't give quite enough space for the text to be legible. For this set we explored moving the render lower on the card, layered in front of the arc at where the dial chart sits. Entirely by chance, one each of the Black Panther and Killmonger cards were the best candidates for this treatment. It made those two pivotal characters feel extra special, breaking the normal "rules" of HeroClix card layout.

> What was most exciting for the team about working on Marvel HeroClix: Black

Game Design Team: We always enjoy finding the deep cuts, easter eggs, and iconic appearances for any set. In this case, we of course have a deep dive into the Wakandan roster like Ramonda, Shuri, and the Dora Milaje. Since we have Bast in this set, that opened opportunities for an expanded pantheon of deity base figures like N'Jadaka, Chaos King, and Loki. We even have a Phoenix Force Black Panther! Bringing things back down to Earth, we also got to play with more grounded characters like Luke Cage, Ironheart, and Miles Morales.

Can you talk about some of the challenges you encountered?

Graphic Design Team: We assume every character we depict is someone's absolute favorite and we try to do that character justice. That's partly why we switched our card design a few years ago to show the entire sculpt rather than cropping to just a portrait. It's taken a few sets for us to find the right balance of text and imagery, but each set has gotten better than the last. Game Design Team: Some of these characters have seen

HIGH LEVEL play in their previous versions, so they'd have to stand out for sure. Thankfully, we have such a stellar team. They were able to take designs and refine/improve them before being sent to the playtest teams to hammer out any remaining rough patches. When we finally saw the finished product, we were so happy. If players are even half as happy with our designs as the team was by the time the set releases, this is going to be one of the best sets ever.

Was there something that surprised you while working on Black Panther?

Game Design Team: There is just way too much cool Black Panther stuff to fit into just one set! There are some great teams and storylines that we just didn't have the space for. Getting to feature the Wakandan Pantheon as well as regular soldiers was a ton of fun.

Look for Marvel HeroClix: Black Panther at your friendly local game store this Fall!



Is anyone in the team a Black Panther fan, and can you talk about something in the game design process that was particularly exciting for you? Game Design Team: It was such fun to work on Marvel HeroClix: Black Panther. Not only because it was my first official design assignment, but also because I got to know these characters much better through the process. I am a Black Panther fan, but admittedly my exposure to that corner of the Marvel Universe had come

mostly from the movies. So, when it came time to design 5 different Wakandan characters for the set, I jumped in with both feet and read somewhere close to 100 different Black Panther books over the course of two

I discovered, much to my surprise, that the design process is an organic one. Ideas are formed, wiped clean, turned on their ear, wiped clean again, and ultimately end up better than I could have imagined. I tweaked and revised many times over as I uncovered story beats and plot points that helped inform my decisions.

> Can you share a bit of the process for signing character cards for Marvel HeroClix: Black Panther?

n: One of the fun challenges of laying out HeroClix cards is showcasing the sculpts while still clearly communicating the game







A CLEVER DECKBUILDING RACING GAME!



CTHULHU by GASLIGH

CTHULHU BY GASLIGHT

CHA 23186-H \$49.99

Available Fall 2024!

Cthulhu by Gaslight takes Chaosium's classic game of investigative horror to the fog-shrouded streets of Great Britain and beyond. Secret cabals commit grisly murder, wicked crimes, and pledge to bring about the ruin of civilization—all within the square mile of the City of London.

We sat down with editor Keris McDonald and creative director Mike Mason to learn more about this haunting new way to play Call of Cthulhu.



IN A SENTENCE, HOW WOULD YOU SUMMARIZE

THE CTHULHU BY GASLIGHT EXPERIENCE?

Mike: The fog-shrouded streets and alleys of the late-Victorian era, where the hustle and bustle of life hides dark secrets and mysteries, and where the horrors of the Cthulhu Mythos are ever lurking. Here, heroic investigators seek out the very darkness that threatens to consume them, and it is they alone who fight a secret battle against strange cults who worship otherworldly monsters and gods. Whether in Old London Town or across the Atlantic in New England, perplexing mysteries call for desperate measures.

WHAT EXCITED YOU MOST ABOUT WORKING ON CTHULHU BY GASLIGHT?



Keris: The Victorian period is just one of the most fun and fascinating eras to roleplay in, full of outrageous contradictions. The Victorians were admirable and awful and ridiculous, often all at the same time. They were straitlaced and hidebound-and they constantly defied the rules and broke the mold in every field. They loved

science and they clung to the darkest superstitions. They were inventive, idealistic, and unbelievably hard-working—and they were responsible for jaw-dropping horrors and injustices.

OTHER THAN THE SETTING, WHAT MAKES CTHULHU BY GASLIGHT UNIQUE?

ke: For me, it's one of Call of Cthulhu's most compelling settings. A strange mix of science and belief produces a quest for understanding, drawing people into the secrets of the past to inform the future. Fringe sciences like mesmerism and phrenology are seen as pathways to the future. All of this provides a heady mix of possibilities for Call of Cthulhu scenarios, whether you want to tell citybased stories, engage on grand expeditions into the unknown, or venture out into the foreboding

countryside where folk horror can be found. Cthulhu by Gaslight has it all and enables you to explore the Victorian era wherever your interests lies.

WHAT HAS CHANGED FROM THE PREVIOUS ITERATIONS OF CTHULHU BY GASLIGHT?

Keris: This version tries to move away from the "gentleman-investigator" party model. We explore how working-class people can encounter and confront the Mythos—the resources open to them in terms of libraries and mutual societies for example, and the ways doors can open to working-class investigators that are closed to the toffs. We also look at how women, in a frequently gender-segregated society, found paths to action and power. So, your investigator group can be much more diverse and interesting now. Of course, if you want to run a game that doesn't worry about any of those things, that's just fine and up to you every style of Gaslight campaign works-but we didn't want to waste any of the storytelling opportunities the Victorian era presents.

MOST CALL OF CTHULHU PLAYERS ARE USED TO THE 1920S NEW ENGLAND SETTING, WHAT WILL BE DIFFERENT FOR **INVESTIGATORS IN GASLIGHT?**

Keris: Cthulhu by Gaslight is set by default in late-1800s Britain and her Empire (though we do provide paths to transferring the action to the USA). So that's a whole other culture. Social class is the starting point for understanding this setting - every character interaction will be seen through the prism of class, first of all, in a way that is very different to the American mindset.

WHAT ARE SOME MEDIA TOUCHSTONES YOU'D RECOMMEND TO PLAYERS AND KEEPERS LOOKING TO **GET INTO THE MOOD FOR THEIR GASLIGHT GAMES?**

Mike: We've included a bunch of inspirational suggestions, from books to television shows. I think key cornerstones were The Elephant Man (film), Ripper Street (tv), and Penny Dreadful (tv), but there were plenty more. One of my favorites is Murder by Decree (film), which tells a version of the Ripper case.

WHAT NEW MECHANICS DOES CTHULHU BY GASLIGHT **BRING TO THE WORLD OF CALL OF CTHULHU?**

Mike: Apart from a swathe of new investigator occupations, there's some tweaks to skills and new skills like Mesmerism and Pilot Balloon! There's the optional Reputation rule that warns players about getting a "bad reputation" and its effects, and in-game effects of social class, such as when trying to persuade someone or pass oneself off as another class. We have an adjusted series of

Pulp Cthulhu Talents too.

Your first chance to get your hands on Cthulhu by Gaslight will be during the pre-release event at Gen Con Indy! The Cthulhu by Gaslight: Investigator Guide will release widely in PDF and hardcover in 2024, with the Cthulhu by Gaslight: Keeper's Guide to follow.



SHADOWRUN: SIXTH WORLD
BEGINNER BOX

SHADOWRUN: SIXTH WORLD
CORE RULEBOOK:
CITY EDITION: BERLIN







SHADOWRUN: FIRST EDITION CORE RULEBOOK



SHADOWRUN: EDGEZONE MAGIC & MAYHEM

35 YEARS OF SHADOWRUN



SNATCH IT!

AN EATING COMPETITION OF EPIC PROPORTIONS

SNATCH IT!

CGE HG016E.....\$17.95

Available Summer 2024!

The pond is bustling with life, as butterflies, ants, and other critters skitter around going about their day — unaware of the mayhem about to unfold. You and your amphibious brethren are about to embark on a glorious feeding frenzy, and it's every frog for themselves. Snatch It! is a delightfully chaotic card game for three to six players where feasting froggies are fighting frantically for food in a crowded pond. It's also the latest new release from HeidelBÄR Games that's being distributed by Czech Games Edition in the US!

Snatch It!, you compete to earn creature cards by snatching them from the pond or by stealing them from other players. The goal is to grow stacks of creature cards as much as possible, then swallow them up to score them before they get stolen by others. Rival frogs aren't the only predators on the pond, however. After every round of feeding chaos, storks will swoop in and attempt to gobble up some of the remaining food stacks you can try to lure them towards your opponents by leaving a morsel of your hand behind.

that stack to your patch in front of you. You can steal cards from an opponent's patch by playing a card to one of their stacks (they have the opportunity to reclaim it if they can immediately play a card that matches yours or is one higher in value). You can swallow one of your own stacks into your frog belly where you'll score them at the end of the game. Or you can stalk a creature by playing it to the pond (potentially to hunt on a future turn). If you can't perform any of these actions, you must toss a creature by removing it from the pond and discarding it.

The snatching phase winds down when either the pond is empty of all its cards' or all players hands are empty. At this point, maybe you were lucky to swallow some of your food, but it's more than likely that players will have uneaten piles in front of them. Uh oh... did you hear that fluttering sound? Run, the storks are coming!

During the stork phase, pesky birds swoop in to gobble the leftovers, but you can try to nudge them towards an opponent's pile. Each player will select a card from their hand and play it face down in the pond. One of these cards is then selected at random and revealed — each player that has a pile that matches the corresponding color of the cards must discard their highest stack of that color.

Once the storks have had their fill, the game continues! The pond refreshes and you continue this cycle until the "last bite" card is revealed, triggering one final round (without the stork phase) for players to try to scramble to finish their meals. At the end of the game, the player with the most points wins (you earn 1 point for each creature card you've swallowed and 5 points for every swarm card).

If you like your party games with a little spice and a lot of chaotic fun, you'll love playing *Snatch It!*. Check it out this summer at your favorite Friendly Local Game Store.

GTM AUGUST 2024



number or one higher than the card you're playing to. You can snatch from the pond, by playing a card from your

hand on top of a card from the pond, then moving



NET RORRINGRICANIER

As the sharpest hacker in your district, you're determined to make a name for yourself amidst all the opportunities a dystopian future has to offer.



AUS 2024
GEN CON BOOTH #1363

> Resource management and contract fulfillment

HUNDERWATERKS

REMNUS

> Rondel worker movement

> Challenging tile puzzle mini-game





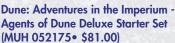
LIFTING THE LI HOW TO BUILD A STARTER SET

LEARN HOW MODIPHIUS ENTERTAINMENT IS INTRODUCING NEW WORLDS IN THESE CAREFULLY CURATED STARTER SETS

MODIPHIUS

Introducing role-players to new worlds can be a daunting task. Since their inception, starter sets have provided basic rules and a short adventure to begin campaigns; however, the age-old issue remains: someone has to learn the rules and prepare the adventure before play. Until a few years ago, it was only the likes of Wizards of the Coast with their Dungeons and Dragons starter sets that effectively used the format to onboard new players.

Over the last few years, publishers have been taking advantage of the format; innovating to provide sleek introductions to their games for first-time players and gamemasters. Modiphius has been iterating on the idea of playing 'straight out the box' since its first Star Trek Adventures starter set in 2018.



The Agents of Dune Deluxe Starter Set was Modiphius' first starter set that taught gaming groups the rules as they played. It offered a complete introduction to the world of Dune and the Dune: Adventures in the Imperium roleplaying game, and contained everything needed to start playing - no preparation required! The experience even begins with an in-character letter to the



player characters, before prompting the gamemaster to read aloud and learn as they go. As the group progresses, more of the game is unlocked and taught, taking away the responsibility of the gamemaster to be the group's tutor.

> **Dreams And Machines: Starter** Set (MUH 1140105 • \$34.99)

As a new world for players to explore, the Dreams and Machines starter set does double introducing roleplayers to both its evocative, beautiful landscape as well as its sleek 2d20 mechanics. Learning from

their experience with Agents of Dune, the team honed their 'no prep' experience into a tutorial booklet that allows players to rapidly create their characters from a deck of cards and learn the fundamentals of the game before stepping forth into adventure!

Fallout: The Roleplaying Game - Starter Set (MUH 052192 • \$34.00)

With the Fallout franchise taking over the world, there has never been a better time for a tabletop roleplaying game to allow fans to explore more of the genre-defining franchise. This starter set explores the Commonwealth Wasteland, just before the events of Fallout 4. Players pick one of six pre-generated characters—from a naive Vault Dweller to a violently unstable Mister Handy — and head out on a 60-page quest designed to teach everyone how to play in a smooth and immersive way.





Achtung! Cthulhu 2d20 Starter Set (MUH 0080308 • \$37.00)

Welcome to World War Weird! In the Achtung! Cthulhu 2d20 Starter Set, players get their first glimpse into the hidden globe-spanning conflict between the forces of good and evil! Punch brain-sucking horrors in the tentacles! Ride drilling machines at top speed through terror-filled tunnels! Peer deeply into musty tomes of eldritch knowledge never meant for the eyes of mere mortals!

Streamlined rules, pre-generated character sheets, maps, and tokens help players get into the game right away, while a 60-page three-act starter mission teaches the system as you play.



Fallout Factions: Battle for Nuka World Starter Set (MUH 107001 • \$100.00)

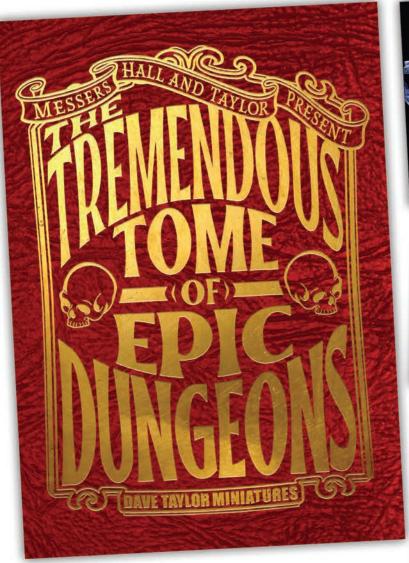
Fallout: Factions is the brand new Fallout miniature skirmish game from Modiphius and acclaimed game designers James Hewitt and Sophie Williams. Lead a gang of Raiders through the ruins of Nuka-World, cutting out the competition, and watch Scavvers, Psychos, and more grow with every hard-won fight. The Nuka World Starter Set contains everything needed to play, with full rules and a choice of the Operators or the Pack as starting gangs, before taking the fight to a rival Raider boss!

The multi-part hard plastic miniatures with optional parts and 30mm bases require assembly and are supplied unpainted.

Samantha Webb is an award-winning tabletop game publisher, designing, producing, and marketing games for 8 years. She has worked with Modiphius on licenses like Star Trek, Fallout, and Dune, as well as helping develop original

properties like Dreams and Machines. As one part of indie RPG publisher Black Cats Gaming she published her own 5e-compatible title The Spy Game and is releasing an upcoming piratical title Cursed Captains of Cthulhu. She is currently Head of Brand at Modiphius Entertainment.

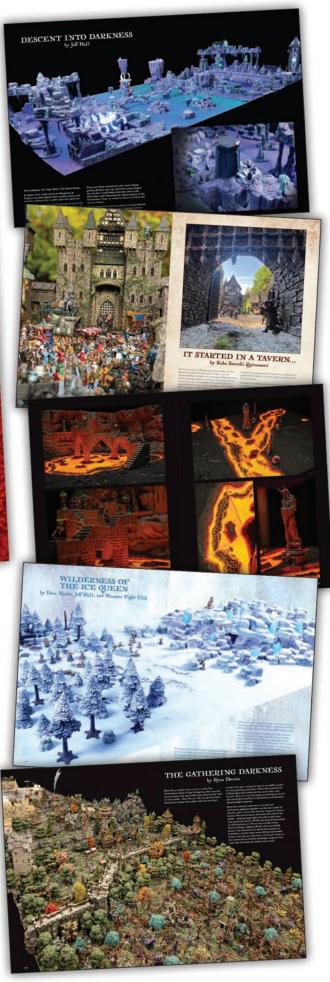
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Jeff Hall and Dave Taylor absolutely LOVE miniatures and scenery and combining them with roleplaying games. Over the last few years they've been stalking some of the best RPG table builders online, and in this Tremendous Tome they've brought together more than 20 builds from around the globe.

From the teams at Dwarven Forge, Printable Scenery, Steve Jackson Games, Monster Fight Club, WizKids, and more than a dozen incredible individual builders, you will be excited and inspired by the amazing builds that cover many wonderful fantasy environments. As you enjoy this lavish book that highlights the incredible imaginations and crafting skills of the builders, you'll be inspired to start on your own amazing creations!

THE TREMENDOUS TOME OF EPIC DUNGEONS (160p) - \$55 MSRP





Welcome to the latest "episode" of Painting Happy Lil Minis in Game Trade Magazine. Each month, Dave provides 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 talking about miniatures, painting, and gaming on his YouTube channel – Build Paint Play – Tuesday evenings at 7pm EST. Dave is joined by veteran hobbyist (and gaming store owner) Jake Krajeski, and occasionally by other painters who each bring great advice and their own style to the conversation.





USING MODELS FROM DIFFERENT RANGES FOR A SINGLE ARMY.

For many tabletop wargames, there are ranges of miniatures designed specifically to be used with that game and for specific types of units in the games. An excellent example of this are the games and ranges of Games Workshop.

However, there are plenty of other games out there that are known as "miniatures agnostic" or they are not dependent on specific models. These include the games from Osprey Games, and many others that we might dabble with in future.

I mention these two approaches primarily because it can be fun to bring the latter into the former, as I've done here. In Warhammer 40,000 there is an "army list" called Agents of the Imperium that includes a variety of more esoteric characters and units of warriors - Navy Breachers, Adeptus Arbites, and of course agents of the powerful Inquisition.

Imperial armies such as Space Marines and the Astra Miltarum can include Inquisitors and their retinues of Imperial Agents. There's a boxed set you can get (top left) but when it comes down to it, the individuals all have prescribed stats, weapons and abilities, regardless of the models you choose. This opens your collecting up to incorporate models that are unique to you while still obviously representing the various model types.

When painting disparate forces like this, I recommend choosing a few colors that you can use in different places on each model. For my warband I've used a rusty orange-brown and a desaturated deep blue, using paints from The Army Painter and Monument Hobbies (left). Other colors can add that individual element, but the core colors (and basing) help tie everything together.

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THE BASING TIES IT ALL TOGETHER

I've said it before and I'll say it again, consistent basing is the most important thing for tying models together as a cohesive group. This retinue are tied in with my Imperial Navy Breachers through the use of the desaturated blue and orange, but it is the scuffed and rusty bases that really do the trick. Across the squads you'll find heavily rusted surfaces and pale, indudtrial greens that have accumulated a lot of grime.



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

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QUEEN BY MIDNIGHT (DRP QBM-BOX)

From Darrington Press, reviewed by Eric Steiger



The Queen is dead! Long live the...oh. There are 3-6 of you. Well, it's early afternoon, and at midnight, one of you will be crowned, whether it's the princess with the most power and influence, or simply the last one standing. So, it's time for a battle royale in this deckbuilding brawler from Darrington Press. But there's a literal clock counting down, so you need to secure your throne quickly.

Queen by Midnight is a semi-asymmetrical deckbuilding game where you take on the role of a princess who probably reminds you a little of somebody from a children's cartoon, but not enough to infringe any trademarks. Your absolutely-not-a-Disney-princess will be battling against 2-5 others, each with their own specific strengths, weaknesses, and fighting style. You'll be buying cards from both a personal Vault and a communal Bazaar that changes as the clock counts down, and using them to inflict damage on your opponents and secure your own position.

During the game, you will have two different trackers: health and clout. Health is relatively self-explanatory — when you run out, you are eliminated (but only a little bit. More on this in a bit). Clout is your resources; you will spend it both to buy cards, and to play them. Running out of clout can severely limit your options, so carefully managing it will be key to success. On your turn, you do the typical deckbuilder thing — play cards from your hand (paying their "to play" cost in clout), buy cards from the Bazaar or your personal Vault to put in your discard pile (to be used the next time you reshuffle your deck), discard your hand (if you choose — unlike in many other deckbuilders, you do not have to), and then draw back up to your hand size. Additionally, you can spend 2 clout to flush the Bazaar or your Vault if you don't like any of your available options.

Your cards will typically be used to improve your game state or attack other players, but you also have

access to Reaction cards, which are free to play, face down, in your play area, but you can choose to trigger (and pay their cost) when someone targets you with an attack or other effect. That's one of the interesting innovations to Queen by Midnight. Additionally, your princess will have two out of three available classes, and cards from the third class are unavailable to you. They will also have an Ultimate move, which can be purchased at any time (although it's expensive) and placed in your deck for an incredibly powerful effect (usually an unblockable attack of some type). Finally, the clock advances at the end of the round, and at certain hours, the pool of cards in the Bazaar will shift from afternoon to twilight, then to midnight, increasing in power

and aggression as the evening goes.



But the biggest twist to *Queen by Midnight* is that at 6 PM, you must choose another player to secretly support in the event that you are eliminated before midnight. If you get knocked out early, you can reveal your allegiance and have the opportunity to give them limited support on your turn. If they win, you do as well. This isn't a perfect solution to the problem of early player elimination, as you only have two possible actions to take on your turn, but it is an interesting innovation and keeps everybody involved until the very end.

Furthermore, I'm just going to say it: this game is *gorgeous*. The art is amazing, evoking a noir aesthetic just reminiscent of the source material to be an homage, and the clock is both a beautiful centerpiece, and functional turn counter and dice tower (some attacks require die rolls). The only thing that makes me sad about the art in this game is that there isn't more of it — the cards are well laid-out, but don't have individual illustrations.

If you like deckbuilders, you will enjoy the innovations that Queen by Midnight brings to the genre, and I'm personally a sucker for any game with individualized roles that reward practice. Additionally, being a brawler removes one of the "typical" downsides to deckbuilders — the experience of playing "multiplayer solitaire," where your ability to interact with other players is minimal and negligible. However, that does leave the potential for a king... queenmaking experience, if you get knocked out of the running and your only option is to reveal and support your secret liege, who may very well have been the person that defeated you. If that's something you take personally, this might not be your jam. But if you can roll with that punch and enjoy the experience, then this game is for you.

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



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ADVENTURE PARTY: THE ROLE-PLAYING PARTY GAME (SND 1011)

From Smirk And Dagger, reviewed by John and Dell Kaufeld

Every fantasy adventure features the stuff of bardic songs: terrible monsters, dangerous locales, dastardly villains, and heroic deeds — and, of course, a tavern where our heroes gather and enjoy each other's company. That sounds like a party to me!

Adventure Party from Smirk & Dagger Games turns the classic tropes and tales of fantasy role-playing games into a rules-light story telling game where players narrate the action, roll a die, and describe how well or poorly things turned out so the other players can guess their roll.

Grab a drink and a snack from the kitchen and settle into a fantasy frame of mind as we delve into the top five things you need to know about Adventure Party.

PICK A CHARACTER AND A D20

An adventure needs characters, so players begin the game by choosing or randomly picking their character card, taking a D20, and drawing two magic item cards.

The game's 12 basic characters cover the clas-

sic fantasy tropes like ranger, monk, necromancer, and rogue. Each card includes a portrait of the character, a brief description of them, and an outline of special abilities and standard gear. It also includes a guide for interpreting the die roll in your story. (More about how your D20 fits into this in a moment.)

LET'S GO ADVENTURING!

At its heart, Adventure Party is a lightly structured story telling game. The first player becomes the Guess Master (yes, the GM). They draw and read an adventure card, showing the artwork to all players. The player next to the GM in a clockwise direction becomes the first adventurer.

For example, the GM's adventure card says that the brave adventurer got kidnapped by pirates. The pirates set sail and put the character to work aboard their ship. Will the adventurer try to escape or will they join the band of cutthroats and call the sea their home?

Now it's the adventurer's turn. Drawing from the abilities and gear outlined on their character card — combined with a healthy dose of imagination — the adventurer figures out what their character will do to meet this challenge.

TELLING THE TALE

The adventurer then narrates their plan. They describe how their character rises to the occasion, whether it's dashing into battle with fists and spells blazing or stealthily sneaking toward their goal. If they use a magic item card, they play it face-up so everyone can see.

Your character's story can be as heroic, humorous, or outlandish as the player wants. In the pirate example, maybe your character started enjoying the buccaneer life but something changed their mind, so they decided to jump ship at the next opportunity.

GUESSING THE ROLL FROM THE STORY

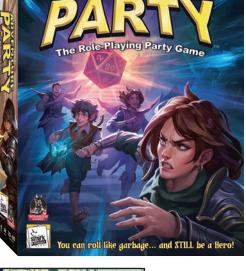
After describing the plan, the adventurer secretly rolls a d20 to find out how things actually went. Low numbers are bad and high numbers are good.

Using the chart on the character card as a guide, the adventurer describes the outcome in a way that gives the other players clues about the hidden die's number.

Let's say you rolled a 12. The character guide says a 10 is "barely a success" — you made it, but things didn't go entirely as planned. Your 12 is a little better than that.

You say that your acrobatic monk's flying kicks surprised the pirates. You knocked out the captain and her first mate, grabbed a rope, and swung toward the dock and your freedom. Unfortunately, the rope was slicker than you thought. Instead of gracefully landing, you crashed into a stack of crates and landed in a fish barrel. You're free, but fragrant.

The GM gets to ask one short question to clarify your story, then the other players set their dice to show the number they think you rolled. Everyone earns points on how close their guesses were to the actual number. The adventurer gets the highest point value that the players earned.



ADDING THEME MUSIC

To make your story-telling experience even better, the team behind *Adventure Party* included recommended tracks and settings to play with the Pocket Bard app (Android, iOS, and Apple Silicon).

Download the app for free, then launch it and activate the free "fantasy essentials" and "seafaring" sound collections. There's no sign-in or registration required, which made me very happy.

When a player draws an adventure card during the game, find the card on the soundtrack cheat sheet, call up the recommended track, and set the intensity and volume as shown. Feel free to have fun in the moment by triggering one-off sound effects like an explosion or a body hitting

the ground.

ore fortunate. Give prove thermoleves a row control for the co

Since leaving Guilliberry, the forest has grown flicker, darker and more malevolent of the every stride. Your steeps seem multide, as though choked in the certe silence. Your twisted path through the gnatified trees grown narrow and pers you in. The dense weed lakes action and will allow no advancement or retreat. The roots and vitness mere to wrarp your andess and tug at your arms. A great maw forms in the trunks of the largest trees as you are pulled towards flemin. By out not act quickly, you may end up as a quickly, you may end up as a uurirent-risk loam to feed the firest. What do you do?

VERDICT

Adventure Party could well be the next roleplaying gateway game. It gives everyone a chance to weave a tale and have fun, even the folks who normally feel shy or who object that they're "just not creative that way."

New players can feel intimidated and overwhelmed by roleplaying games. Remembering character details, grasping rule mechanics, and doing it all inside the whole "theater of the mind" thing creates a steep barrier to entry.

This is where the magic of Adventure Party lives. By presenting players with a bare-bones outline of their character, abilities, and the challenge they face, Adventure Party gives players permission to let their creativity run free as they imagine outlandish scenarios. The D20 roll adds an element of uncertainty that can lead to hilarious outcomes and memorable guesses.

•••

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



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SEERS CATALOG (BEZ SEER)

From Bezier Games, reviewed by Brian Herman

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Thriller Jacket

Perfect for werewolf dance-offs (moonwalking too)

8 & Up 30 - 45 Minutes 2 - 5 Players

\$14.95

One of my favorite experiences is when a company takes a tried-and-true gaming mechanic and twists it just enough to create something new. I had previously thought when it came to trick-taking games that there was nothing new under the sun; that all possibilities for mechanics had been explored. However, upon opening up Seers Catalog from Bezier Games, I could tell immediately that I had to buckle up for a wild ride. Taking on the role of a seer during the precipice of a full moon in prime werewolf hunting season, competing with other seers and trying not to get left behind is risky but exciting business.

To set up the game, a deck of suited cards is created based on the player count, shuffled, and set to the side. Each player is also given a hand of two artifacts chosen randomly from the artifact deck, but one of them must be the "Go First" item that will allow the player dealt this to reveal it to other players at the start of TAYLOR a round and take the first lead. Each player REINER is also given a token with the value "6+" printed on it in front of them. Finally, each player is dealt a "Wild" card that can be played 6 10 8 as any number and any suit. Finally, the deck of suited cards is shuffled and dealt fully to each player until it is empty, and the

Seers Catalog is played over a series of four rounds, each of which finishes when a single player runs out of cards. To start, the "Go First" player can play a meld to the table, which can consist of either a single card, multiple cards of the same value but different suits, or a run of the same suit. Other players can play in order, if their meld has a higher value than the previous player. So, if the first player plays three 7's, the only thing that can beat it is three 8's or higher. Play continues in this fashion until all players have to pass and the pile of cards is cleared with the player who had the highest value on the table taking the

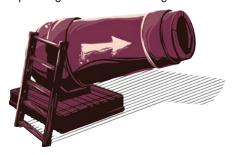
However, this isn't just a numbers game, as each player has Wild cards and Artifacts in their hand as well. The Artifacts can really impact a game; some can be played alongside other cards to give them a different value or allowing you to play again on your own trick. Others can be played as their own card as well with a variety of effects

game can start.

next lead.

from adding a ½ value to being the highest possible single card in play. Knowing when to use your artifacts and when to hold onto them is the key to winning a round of Seers Catalog.

The endgame and scoring are where the game really gets interesting. The "6+" token each player was given at the beginning of the game is flipped over to the alternate side for each player the moment that player has less than 6 cards. Flipping this token over does two things. First, that player can no longer "optionally" pass. If they have the cards in hand to beat a trick when it's their turn, they must play them, accelerating the endgame. Also, this player qualifies for a bonus at the end of the round, which is the other incredibly unique thing about Seers Catalog.



A round ends when a single player plays their last card(s), and no other plays can be made. However, running out of cards is NOT the

goal of the game. In fact, a player that runs out of cards scores 0 points for that round. All other players get -x points where x is the cards left in their hand, but those that have their "6+" token flipped to the "Bonus" side can get a bonus equal to the value of the lowest value card in their hand. Furthermore, all Artifact and Wild cards have a value of 0, so if you happen to have one left in your hand, you will also be penalized.

Seers Catalog is easy to learn and challenging to master. Just when you think you have the play of the game lined up, you will find yourself with six cards left in your

hand and a score of -6 for the round. With so many options, four rounds can go by too quickly, but don't take my word for it - pick up Seers Catalog and enjoy the challenge for yourself!

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



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VERDANT (AEG 7134)

From Alderac Entertainment Group, reviewed by Whitney Grace

YF	10 & Up	#	1 - 5 Players
Ø	30 - 45 Minutes	8	\$39.99

When I first read *Verdant's* description, I thought it was a game about being a houseplant. I thought, "Stranger games have existed, why not one about being a houseplant?" Rereading the description, I realized it was about being a houseplant enthusiast. Houseplant enthusiasts are the botanical equivalent of crazy cat ladies (or men). I am a houseplant enthusiast, or I was until my dachshunds ate my (thankfully non-toxic) plants. I remember my flowers fondly and can still visualize my little canine biting off the plant's head or dragging an entire fern through the house.

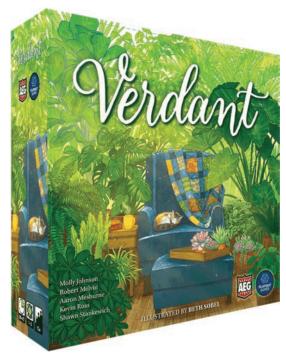
While my home became a barren wasteland, my mood bloomed into happiness as I played *Verdant*. Artfully arranging plants is like a 3D puzzle and the team from AEG and Flatout Games designed *Verdant* to be a spatial puzzle about collecting and nurturing plants. The entire goal is transform your abode into a cozy, verdant sanctuary — something I can't do IRL because of two rotten wienerschnitzels.

As a spatial puzzle game, *Verdant* includes a plethora of tabletop gardening accessories. There are abundant cards: 60 plants, 60 room, 30 goal, 5 player aid, 5 storage and many tokens: 20 pet, 25 furniture, 36 green thumbs, 36 pots, 45 nature items, and rounded out with 60 wooden verdancy ones. There's also a score pad and cloth bag.



Verdant is a colorful, simple game and everything is named with a word that roots back to plants. You ready your bed... er... game by mixing the item and furniture tokens in the bag, then draw 4 out and place them in a row to start the market. Shuffle the plant cards, draw four, and place them in a row next to the facedown deck. Repeat the same with the room cards except place them below the plant cards. Place the green thumb and verdancy tokens in piles near the market. Assign pot tokens to everyone based on the number of players, then place two player aids and one storage card in front of each person. Each player next draws one plant and one room card from the facedown decks and places them in their area. Lastly, green thumb tokens are dealt based on turn order. Before the game starts, players orthogonally arrange their plant and room cards.

The market is the center of the play area and is arranged in four columns. During their turn, each player selects 1 token or card from the same column. They'll place the card in their area, building a 5x3 grid that represents a houseplant enthusiast's ideal home. While building the home, all plant and room must be adjacent to one another in a checkerboard pattern. Once a card is placed, it's rooted and can't move. Players try to place their plants in rooms with optimum lighting based on their specific needs. Lighting conditions are written on each room card's



edge. When a plant is matched with its preferred lighting, the player earns one Verdancy token. The verdancy tokens are different colors for different points. The light green is 1 Verdancy and the darker green is 3 Verdancy. Players can collect more verdancy tokens is they make multiple optimal lighting conditions with card placement. Pet and furniture tokens may be placed in homes. Nature tokens: hand towel, watering can, and fertilizer, can make plants healthier, but can only be used once. erdancy tokens are added to a plant until it reaches the maximum needed to pot the plant. Any unused items are placed in storage if unused. Green thumb tokens add a tad of chaos to the game, such as resetting tokens, ignoring selection criteria, card resetting, and obtaining more verdancy. Once the player completes all the planting activities, their turn ends and the market resets.

The game ends when all homes have 15 cards. Points are tallied on number of completed plants, extra verdancy on incomplete plants, pots, pets, furniture, decoration, extra verdancy, and rooms. The player with the most points wins.

While there are games that are less about competition and more about teamwork, *Verdant* is about being calm, building an ideal home for plants, and enjoying yourself. I adore the art, because it's reminiscent of those old science compendiums with hand drawn images of plants. I also love that they use real plant nursery symbols to show the optimal lighting conditions. The solo mode and scenarios augment the gameplay so there are multiple ways to play. The game continues to grow well past the main rules like healthy, happy plants.

I wish there was a dachshund as a pet token. It would be a reflection of my life, except the token dachshund couldn't destroy the bonsai I'd been nurturing for years. It was gone in quick chomps while my roommate and I played a board game. Oh well, at least the pet tokens can't eat your home garden in *Verdant*.

•••

Whitney Grace is a professional writer, pop culture historian, podcaster, and game creator. She was kicked out of her first D&D group because she didn't take the game seriously. Her roommate is an oversized, loud-mouthed kiwi bird.



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WARHAMMER 40K RPG: IMPERIUM MALEDICTUM - CORE RULEBOOK (CB7 2700)

From Cubicle 7, reviewed by Thomas Riccardi

16 & Up # 2+ Players

120-140 Minutes \$59.99

In the 41st Millenium there is only war, and that holds true for the planets that make up the Macharian sector. Named after the great Lord Solar Macharius these planets are in dire turmoil as they have fallen under the dreaded Noctis Aeterna; with the opening of the great rift, planets have been reduced to ruins or fallen to powers that humankind is afraid to whisper about. Will you be able to turn the tide in reclaiming these planets, or will you succumb to the xenos that inhabit them? This is the latest role-playing setting from Cubicle 7: welcome to the Imperium Maledictum.

Before embarking into this dangerous sector, the players and the game master need to create a patron. This is the individual that has rescued the players from their lives of mediocrity, and the players pledge themselves to their service. Each patron comes with various boons, such as granting access to a void ship or being able to summon a squad of soldiers to assist the players. However, there are also liabilities that not only affect the patron, but the players themselves as they might find themselves embroiled against a common enemy or nemesis of their patron.



Next step is for each of the players to create their characters following a career path by first rolling for each of the nine characteristics and then determining the origin of the character. This is where the character grew up, what faction they belong to, etc. These details not only serve to flesh out your character, but they also provide bonuses to certain attributes and skills. This all culminates in what role in which you serve your patron and there are six to choose from. The rest of character creation is intended to further flesh out your backstory all the choices that have either been rolled or made. This includes giving them goals, connections, faith, family along with other questions that will encourage you to get into the shoes of your newly created character.



A character is only as good as the skills they have, and there is a broad list of skills the character can also specialize in as well. For example, if the character is adept at stealth, they are also able to specialize in concealing their surroundings, moving silently or to hide from enemy forces. Of course, characters are also going to need gear, and that brings us to the various weapons, armor, and

equipment that are available, of which there are plenty of options to further customize one's character.

The rules section of the game is broken down into tests and success levels which are assigned by the GM. You are looking to roll under your skill level and the amount of ten that you are under equals one success. These can stack either way through success and failures along with modifications as you are hoping to get at least one to two successes. Failures also work this way with getting an astounding failure makes it worse for the players as unforeseen consequences will not only hamper their role but may also draw unwarranted attention. These rules also apply to combat with modifiers such as range, cover and other factors thrown in for good measure. There is even a section of what to do between missions and those can even lead the characters on even more adventures!



The rest of the book is broken down into the Macharian sector, where the players are going to be stationed. This chapter gives a little history about the rise of Lord Solar Mecharius, the various factions that occupy this sector including cults and criminal cartels along with some of the more notable planets in that sector. The Game Master section gives ideas on how to run a successful game of Imperium Maledictum, including what session zero should entail, and some rewards and hazards for the players to encounter. And the last is a bestiary having all manner of humans and xenos to throw at your characters.



With a rich and in-depth sector of space to play in, an easy patron and character creation system and streamlined rules to make combat quick and dynamic, Imperium Maledictum is a wonderful role playing game to get started in the world of Warhammer 40k. For more information on this and other games head over to and get ready to explore the Macharian sector.

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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A GAME OF POTION CRAFT AND DEDUCTION FOR 2-4 YOUNGER PLAYERS AND THEIR FAMILIES!

FROM THE DESIGNER OF













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TREX INTO THE UNKNOWN

NEW SCENARIO - DELICATE NEGOTIATIONS

ADDITIONAL RULES

This article introduces a new scenario that expands upon the Into the Unknown preview kit. Though it only requires the preview kit components to play, it does introduce additional rules that require cutting out cards and tokens from the included cardstock sheet.



Welcome to a fun, diplomatic scenario for Wizkids' upcoming new game, *Star Trek: Into the Unknown!* This scenario expands upon the components from the Preview Kit and gives you another taste of what to expect from the complete rules. You can find out more and check out our Learn to Play Guide by scanning the QR code to the right or going to:

http://www.wizkids.com/intotheunknown



THE HAIL PHASE

This scenario uses the hail mechanic, used in scenarios found in the core game. Presented here are the rules for how to integrate these mechanics into your games. These rules are covered in more detail in our Additional Rules reference online.

Opposing captains must sometimes settle their conflicts with shrewd negotiation instead of destructive combat. This happens during the Hail Phase, when fleets can open hails to communicate, collaborate, or apply diplomatic pressure in service of their goals.

During the Hail Phase, the players resolve the following steps in order.

- 1. Open Hail: Starting with the player with priority and continuing in player order, players have the opportunity to open a hail (see page 2). If a player cannot or does not wish to open a hail, the opportunity passes to the next player in order. If no player opens a hail, the phase ends.
- **2.** Resolve Hail: Players participate in that hail and use their trust tokens to resolve it (see page 2).
- **3.** Refresh Trust Tokens: If any players have 1 or fewer trust tokens, each player refreshes all of their trust tokens by flipping them faceup (see below).

Only one hail can be resolved during each Hail Phase. Each of that hail's steps (opening and resolving) is a part of the same hail. It is possible that no player chooses to open a hail, in which case no hail occurs in that phase. Depending on the players' choices, this phase can end after any step.

TRUST TOKENS

Hails use trust tokens, which have a player color on one side and a number on the other. Each player has a pool of trust tokens. Each player has one refusal trust token with an asterisk (*) next to its number. This token can be used to refuse a hail (see Resolving a Hail, on the following page.)

MANAGING TRUST TOKENS



Each player keeps their trust tokens in the play area next to their own diplomacy () directive. Each available trust token is kept faceup to signify that it has not yet been used.

After a trust token is used in a hail, flip it facedown next to the directive card to show that it is spent. Spent trust tokens cannot be selected during a hail. Which trust tokens are available and spent is public information to all players.

REFRESHING TRUST TOKENS

At the end of any Hail Phase in which one or more players have 1 or fewer available trust tokens, each player refreshes all of their trust tokens by flipping them faceup. These trust tokens become available again.

OPENING A HAIL

To open a hail, a player must be able to open hails, and must have at least one hail available through their diplomacy directive (), the mission, or another component. If they meet these criteria, a player follows these steps:

- 1. The hailing player chooses a unit to conduct the hail.
- **2.** The hailing player may choose a readied officer attached to the Bridge section of the hailing unit to lead the hail.
- **3.** The hailing player chooses a hail available to them. These include faction hails and mission hails.
- **4.** The hailing player chooses which opposing units receive the hail. That unit answers the hail in a manner determined during Resolving a Hail (see below).
 - An opposing unit must be at Comms range of the hailing unit to receive a hail.
 - The hailing player can choose a maximum of 1 unit per opposing player.
 - The hailing player must choose at least one opposing unit this way. If they don't, this process ends and the next player in order may open a hail.
 - For each opposing player, the hailing player can choose up to one of that player's units to receive the hail.
- **5.** Each player whose unit answered the hail may choose an officer attached to that unit to lead the hail. If the unit has a bridge section, the officer must be in that section.

RESOLVING A HAIL

Once a hail has been opened and answered, players follow these steps:

- Each participating player secretly selects one of their remaining trust tokens. A higher number reflects a high degree of trust and commitment to working together, while a low number reflects defensiveness, suspicion, and protection of one's own interests.
- **2.** All players simultaneously reveal their trust tokens.
 - **2.1** In player order, players may resolve abilities that occur after the trust tokens are revealed.
- **3.** If a player whose unit is **ANSWERING** the hail reveals their refusal token (with an '*'), they refuse the hail. This opts them out of further participation in the hail.
 - If a player who OPENED the hail reveals their refusal token, it is treated as the number printed on it (usually "1"), instead.
 - If all answering players refuse the hail, the hail ends immediately. Skip directly to step 6.
- 4. Players determine which player was most persuasive in the hail. The player who revealed the highest number on their trust token is persuasive. All other players are accommodating.
 - 4.1 If two or more players revealed the same number, the tied player whose unit has the higher Diplomacy skill is persuasive.
 - If a leading officer was chosen, the unit can use that officer's Diplomacy skill instead of its own.
 - **4.2** If the Diplomacy skill of units is tied, the tied player who is highest in player order is persuasive.

- 5. The persuasive player makes the listed hail test, resolving all of its effects as they choose. They make the test using a number of intuition dice (♠) equal to the value of the lowest trust token used in the hail and expertise dice (♠) equal to the leading officer's ranks in the listed skill (if any).
 - If a team or other unit that has skills of its own makes a
 hail test, its player may use that unit's own ranks in the
 appropriate skill instead of those of the leading officer
 (or if it has no leading officer).
- 6. Any effects that occur after a hail concludes are resolved.

FACTION HAILS

Each faction has access to one or more hails via its diplomacy () directive.

MISSION HAILS

Both complications of this scenario have mission hails that must be performed to prevent a mutual loss. They are detailed in each complication.

ANOMALY TOKENS

Anomaly tokens (②) in this scenario have some unusual rules that warrant a few minor changes to how they are resolved and interacted with. These are listed below.



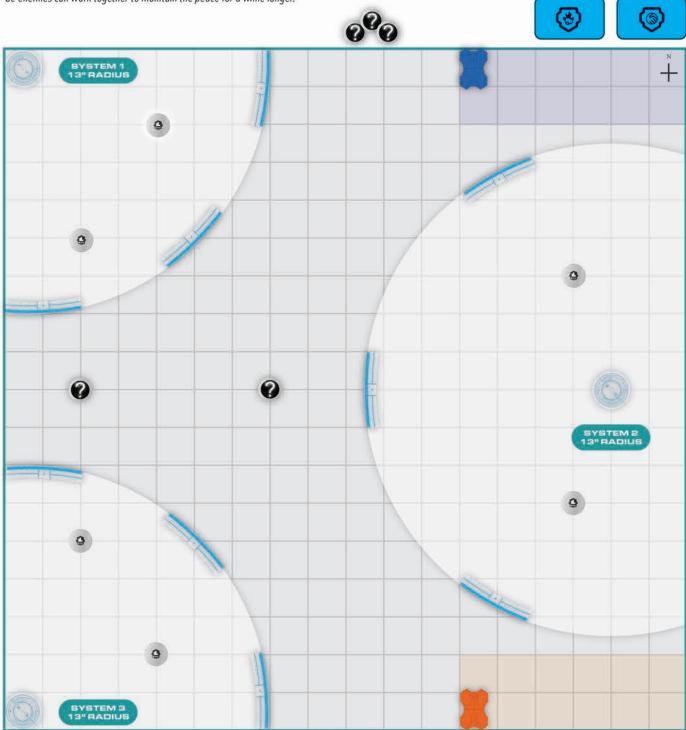
- 2 are only revealed during the Hazard Phase when a ship is within 2".
- When performing a warp maneuver that causes a ship to overlap an ②, you do not halt your movement and reveal the ②. Continue your warp maneuver as normal.
- When resolving an ②, the player with priority chooses an ② within range and resolves it. Then the opposing player chooses an unresolved ③ within range and resolves it. Players continue alternating until all ② within range are resolved.



Hostility between those loyal to the Dominion and Federation continues to escalate, but that doesn't mean the two powers are eager to engage in all-out war. With the threat of shipping lanes collapsing and the potential for civil war breaking out across a cluster of localized systems, a diplomatic mission is a warranted necessity for both sides. Scouting vessels have been deployed and it is now a race across multiple systems to asses threats and respond with appropriate measures. Though it seems war is an inevitability, perhaps would-be enemies can work together to maintain the peace for a while longer.

ADDITIONAL RULES

This mission introduces rules that are active for future missions. Follow the referenced Additional Rules sections while playing. Ignore abilities on components that refer to *launching* shuttles or *separating* unit



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TASK FORCES

Follow the task force creation rules with the restrictions below.

Eligibility and Core Points: Officers are preset in this scenario. If playing as part of a campaign, you have 40 core points.

Factions: Federation (6) and Dominion (4).

Directives: Use your combat (♥), and supplied diplomacy directive (♥) cards (see Additional Directives below).

Core Officers: Use your officers from the Learning Mission. If playing as part of a campaign, choose from your available officers.

Transfer Pool, Unit Pool, and Equipment Pool: Ignore these for this mission.

OVERTURE

With threat of civil war and economic collapse in the sector, the Federation and Dominion have uneasily joined forces. If tensions continue to rise the Federation and Dominion are both imperiled.

Follow the complete game setup rules in the Additional Rules, with the exceptions below.

Select Fleets: Fleets are predetermined in this scenario. Each player assigns their officers to stations aboard their ships and must assign 1 officer to the captain's chair station (2).

Federation: Defiant-class Escort.

Dominion: Jem'Hadar Fighter.

Spend Flex Points: Ignore this step.

Determine Priority: The Federation player has priority.

Place Influence: See the track below.

Sector Setup: Set up three systems as shown in the diagram.

Directives Setup: Each player sets their combat (♥) and diplomacy (♥) directive cards to their CALM sides.

Objective Setup (4): The players place 6 solid objective tokens (4) as shown in the diagram, placing two 4 per system. Each token represents a *volatile colony.*

Deploy Fleets: Place units as shown in the diagram. Each ship's alert dial must be set to its green 1 status ().



ADDITIONAL DIRECTIVE

You now use an additional one of your faction's directive cards: the diplomacy directive (**\vartheta**), Each directive has ways that you score victory points (**\vartheta**) or negative victory points (*\vartheta**). It might grant rules, and might also cause other directives to flip to their hostile side as conflict escalates. See the full rules for directives in the Additional Rules.

HAILS

You now have a diplomacy directive card (), which means you can open and answer hails. Both factions will need to use hails to coordinate in order to achieve their shared goals. However, each still has its own agenda, and can levy for support or apply political pressure to the other faction via hails.

During each Hail Phase, if they have a unit with Comms range to an opposing unit, the priority player can choose to open a hail on their card or this mission's hail (see the complications on the following pages). If they don't begin a hail, the other player can begin a hail.

SITUATION

Spread throughout the system are cells of radical extremists whose efforts threaten to stoke the flames of war. You must asses these groups, establish their allegiances, and attempt to diminish their desire for bloodshed.

Anomaly Setup: The Dominion player takes the 8 anomaly tokens (②) and sets aside the tokens numbered 7 and 8. These two tokens are shuffled and placed facedown on the play area as indicated in the diagram. They then take the remaining six tokens and separate them into piles of odd-numbered tokens (1,3,5) and evennumbered tokens (2,4,6). The Dominion player then takes the odd-numbered pile and gives the other pile to the Federation player. The players can look at the 3 ② in their pile. These are alarming incidents.

Then, starting with the Federation player, players alternate placing one of these tokens facedown in each of the three systems. Tokens must be placed beyond 2" of any feeture and beyond 6" of any feeture and beyond 6" of any feeture and beyond 6" of any feeture and beyond 6".

of any feature and beyond 6" of any ship. Once placed, a token's numerical value cannot be looked at or revealed unless it is exposed as described in the *Learn to Play Guide*. When an ② is exposed, leave the token number side up in the play area and resolve the result in the Alarming Incident table above and to the right.

ALARMING INCIDENT TABLE

1–2. Dominion Sympathizers Rise Up: If the exposing unit is a Dominion (4) ship, place your color of on the 4, heal 1 health damage (4) and score 1 victory point (4). If the exposing unit is a Federation (4) ship, it is ambushed by unexpected boarders. It must test (difficulty [1, 4] 4) ops stat (6) + highest Skirmish in the unit to repel the boarders.

Success: You gain valuable information from the captured attackers. This unit adds 1 advantage (�).

Failure: The ship sustains 1 health damage (before the attackers flee the same way they arrived.

3-4. Federation Loyalist Insurrection: If the exposing unit is a Federation (♠) ship, place your color of ♠ on the ♠, heal 1 health damage (♠) and score 1 victory point (♠). If the exposing unit is a Dominion (♠) ship, it is pressed by unexpected authority. It must test (difficulty [♣] 4) ops stat (♠) + highest Skirmish in the unit to avoid being captured.

Success: You gain valuable information from the altercation. The unit adds 1 advantage (�).

Failure: The ship sustains 1 health damage () as several crew are detained.

5–8. General Unrest: Measures must be taken to de-escalate tension. Test (1 3) command stat (1) + highest Diplomacy in the unit to initiate negotiations.

Success: Your successful negotiations offer information about enemy operations. Look at up to 1 other anomaly token (), then place it back in the same location.

Failure: The unit adds 2 peril (\(\bigsir)\).

MISSION ACTION

During the overture, each fleet must send ambassadors to quell unrest. However, violence may wait at any turn.

☑ ■ OUELL UNREST: A unit at Comms range
of a solid objective token (⑤) without a control
marker (⑥), can test (difficulty [ᢋt] 3) command
stat (⑥) + Diplomacy (reroll instruments power
[⑥]).

Success: Score 1 victory point () and place your color of on the .

★: Score 1 additional ② if there are no ③ of an opposing color on any ⑤ or ② in the system.

Failure: Add 2 peril (♠) to this unit. Then, if this unit has 3 or more ♠, an opponent may spend 3♠ from it to have its player score 1 negative victory point (♠).

S: Move the influence marker 1 space.

COMPLICATION

The complication begins at the end of the round if there are \clubsuit on all \clubsuit or at the end of round 4.

FEDERATION COMPLICATION: QUELL UPRISING

Tempers flare and either side scrambles to address concerns and parlay with opposing forces to prevent any further momentum toward potential violence.

COMPLICATION

Objective Setup (): When this complication is revealed, leave all and anomaly tokens () with control markers () in play. Remove all others. Those tokens remaining are *uncontrolled uprisings*.

Directives Setup: Each player sets their combat directive card (♥) to its CALM side.

END OF GAME

The mission ends at the end of the round if all solid objective tokens (3) or anomaly tokens 2 have been removed, if all of one player's ships are disabled (4) or destroyed (*), or if it is round 7.

Scoring: Count victory points to determine each player's score (remember to score victory points from each player's combat directive [] and diplomacy directive [] cards). The player with the highest score wins. A tie goes to the Federation player. If neither player has succeeded at the Mission Hail: Establish Neutrality (see above right), or if there are any control markers left on any features at the end of round 7, the game is a mutual loss instead.

MUTUAL LOSS

A mutual loss is an outcome in which both players lose, often due to a third party or threat overtaking both task forces. In this case, it represents an uncontrolled escalation of violence that could have been avoided.

If this mutual loss happens during a campaign, you gain no campaign points. Check the box below and note the penalty on your campaign record.

Mutual loss during the campaign:

Your opponent chooses an officer from your roster. That officer becomes *lost*.

MISSION RESULTS

Dominion Wins: Despite Federation efforts, whose negotiations will eventually falter, the strength and purpose of the Dominion cause is now more evident than ever. When the time is right, they will use this influence to strike with great effect.

Federation Wins: Diplomatic efforts have resulted in the Jem'Hadar extremists retreating from the system. Concerns of the colonies are being addressed and neutrality is once again restored. Peace once again is prevalent through out the system.

MISSION ACTION

Faction tensions have escalated to new levels. Travel to these systems and attempt to arbitrate before war erupts.

Both players can score victory points by taking the action below near solid objective tokens (4) or anomalies (4) to thwart the insurrection.

☑ □ DE-ESCALATE TENSION: Ship units at Comms range of an ② or ② with a control marker (③) in the same system can test (difficulty [¾] 3) command stat (⑤) + Diplomacy (reroll instruments power [⑥)).

Success: Remove the 4 or 2. Score 1 victory point (2).

★: If this unit is at 2" of the ♣ or ♠, score 1 additional ♠.

Failure: Add 1 peril () to this unit.

S: Add to an opposing unit at 4" of the objective.

MISSION HAIL: ESTABLISH NEUTRALITY

Participants: 2 players.

By effectively de-escalating rising tensions, you may be able to prevent all-out war.

HAIL

The hailing player's unit within Sensors range of an opposing ship or feature with a control marker can establish collaboration by testing (difficulty [4] 4) Trust + Logic (reroll instruments power [6]).

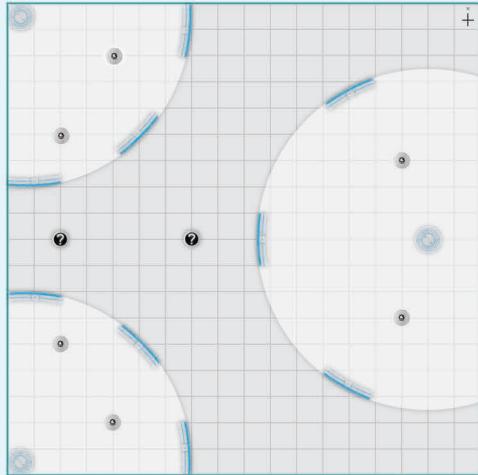
Success: Remove a solid objective token (�) or anomaly (②) within sensors range. Score 1 victory point (②).

公公: Score 1 additional (**②**).

Failure: Add 2 peril (♠) to this unit. Then, if this unit has 3 or more ♠, an opponent may spend 3♠ from it to have its player score 1 negative victory point (♠).











What began as a diplomatic encounter has touched off into a clash of powerful vessels as each seeks to demonstrate the risks of impeding its agenda.

COMPLICATION

Objective Setup (): When this complication is revealed, leave all **and tokens with control markers in play. Remove all others. Those tokens remaining are** *strategic assets***.**

Directives: Each player sets their combat directive card (to its **HOSTILE** side.

READY: The round this complication is revealed, during the Ready Phase, each player may increase each of their ships' alert dials by 1 position.

END OF GAME

The mission ends at the end of the round if all solid objective tokens (♣) or anomaly tokens (♠) have been removed, if all of one player's ships are disabled (♠) or destroyed (♣), or if it is round 7.

Scoring: Count victory points to determine each player's score (remember to score victory points from each player's combat directive [and diplomacy directive [acade a

MUTUAL LOSS

A mutual loss is an outcome in which both players lose, often due to a third party or threat overtaking both task forces. In this case, it represents there being enough evidence and opposition left to manifest a legitimate declaration of war.

If this mutual loss happens during a campaign, you gain no campaign points. Check the box below and note the penalty on your campaign record.

■ Mutual Loss during the campaign:

Your opponent chooses an officer from your roster. That officer becomes *lost*.

MISSION RESULTS

Dominion Wins: The Federation withdraws swiftly, dogged by Jem'Hadar forces. Allowed to escape, they carry the message of the Dominion's resolve.

Federation Wins: After a tense exchange, the Dominion forces withdraw. Though things seem to have settled, the threat of retaliation looms with the new promise of war.

MISSION ACTION

As hostilities open, each side attempts to disable the communication and planetary defenses of opposing forces.

Both players can score victory points by taking the action below to disable the *strategic assets* (solid objective tokens [�] and anomalies [②]).

■ NEUTRALIZE DEFENSES: Ship units at beam weapon range of an oo with an opposing control marker (o) in the same system can test (difficulty [4]2) ops stat (o) + Ordnance (reroll weapons power [o)). Increase 4 by 2 for each opposing ship at 4" of the or oo.

Success: Remove the 4 or 2. Score 1 victory point (4).

Failure: Add 2 peril () to this unit.

S: Add 2 to an opposing unit at 4" of any objective.

MISSION HAIL: MAKE DEMANDS

Participants: 2 players. A player can only be successful at this hail once per game.

Tensions have risen and it is paramount that each side make clear what their agenda and expectations are.

HAIL

The hailing player's unit within Sensors range of an opposing ship or feature with a control marker of an opposing color can *make a declaration of war* by testing (difficulty [4] 4) Trust + Discipline (reroll instruments power [6]).

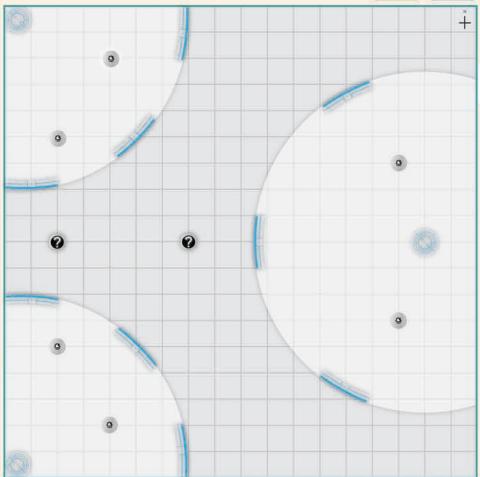
Success: Score 2 victory points (@).

★★: Score 2 additional victory points (

Failure: Add 2 peril () to this unit. Then, if this unit has 3 or more , an opponent may spend 3 from it to have its player score 1 negative victory point ().







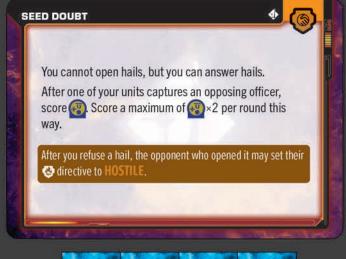






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