

ISSUE NO.
279
MAY
JUN/JUL PRE-ORDER

GTM

GAME TRADE MAGAZINE



Disney LORCANA TRADING CARD GAME

COMING
TO TABLETOP
**FALL
2023**

THE FIRST CHAPTER

©Disney
Ravensburger

IN THIS ISSUE:

- THINGS ARE GETTING A LITTLE "CROSSOVER CRAZY" WITH DECK-BUILDING AND ROLE-PLAYING GAMES FROM RENEGADE GAME STUDIOS!
- FIGHT ALONGSIDE — OR AGAINST — THE MOST SKILLED WARRIORS WITH *PATHFINDER BATTLES: FISTS OF THE RUBY PHOENIX* MINIATURES FROM WIZKIDS!



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Funko
GAMES

COVER STORY



Lorcana Trading Card Game

Experience your favorite Disney characters like never before! Enjoy this sneak-peek at what is sure to be one of the biggest game releases of 2023!

by Ravensburger

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GI JOE

GI JOE MISSION CRITICAL

SGT SLAUGHTER

- Special Hero Figure expansion!
- Adds Sgt Slaughter's signature vehicle, the Triple T!
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SGT SLAUGHTER LIMITED EDITION ACCESSORY PACK

- Create your own drill instructor character
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MSRP \$55

Number of Players: 2-6

For Ages: 14+



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MAGNA-ARMOR ENGAGED!

Magnets are the future and the future is now! Remember the olden days, when to really protect a card you had to screw two slabs of plastic together? No longer! Now you can have instant card protection at the tip of your fingers with new Magna-Armor cardholders from Ironguard Supplies. Give the special treatment to that card you've always treasured, protecting it from dings, dents and the burning rays of the sun at the click of a magnet. And remember that taking it out is as easy as putting it in, meaning you can still use it to lay the smack down on an opponent. Enjoy the future of collecting!



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Greetings Dear Readers!

It is with great pleasure that I welcome you to your May edition of *Game Trade Magazine*.

April showers have given way to spring flowers and that means show season is right around the corner. And speaking of show season, there are a number of releases coming soon and we're fortunate to have the inside scoop on a few of them.

As you have probably already noticed, we were fortunate to collaborate with our dear friends at Ravensburger to bring you some spectacular *Disney Lorcana* content this month! We hope you enjoy this sneak peek at what is sure to be one of the hottest releases this year, and be sure to take a closer look at the exclusive preview in this very issue!

That's not the only Disney content we have for you this month - be sure to check out Whitney Grace's review of *Disney Villains Labyrinth* from Ravensburger as well!

That's not all — the team at Monte Cook Games have provided us with a fantastic look at the upcoming release of the *Old Gods of Appalachia* RPG! Can you brave the terrors of mountain country and prevail, or will you succumb to the horrors of the night?

And if moody atmospherics is something you enjoy, be sure to check out *The Crow* sourcebook for the *Everyday Heroes* RPG from Evil Genius Games. Everything you need to enter the world of Eric Draven is here, waiting for you to walk down the dark alleys of the city.

Of course, if you prefer your superheroics a bit more colorful and in miniature form, then WizKids has everything you'll need in their latest *Marvel HeroClix* release, *Avengers 60th Anniversary*!

And that's not the only Marvel content we have for you this month — we have an exclusive look at *We Are Venom* as Brian Herman reviews the first *solo* expansion for *Marvel Villainous*.

This is just the tip of the iceberg, we have so much great content for you all this month. Be sure to also check it all out and perhaps you might find one or two things to add to your list for this summer.

All this and more, in your May *GTM*!

Game on,
-JG



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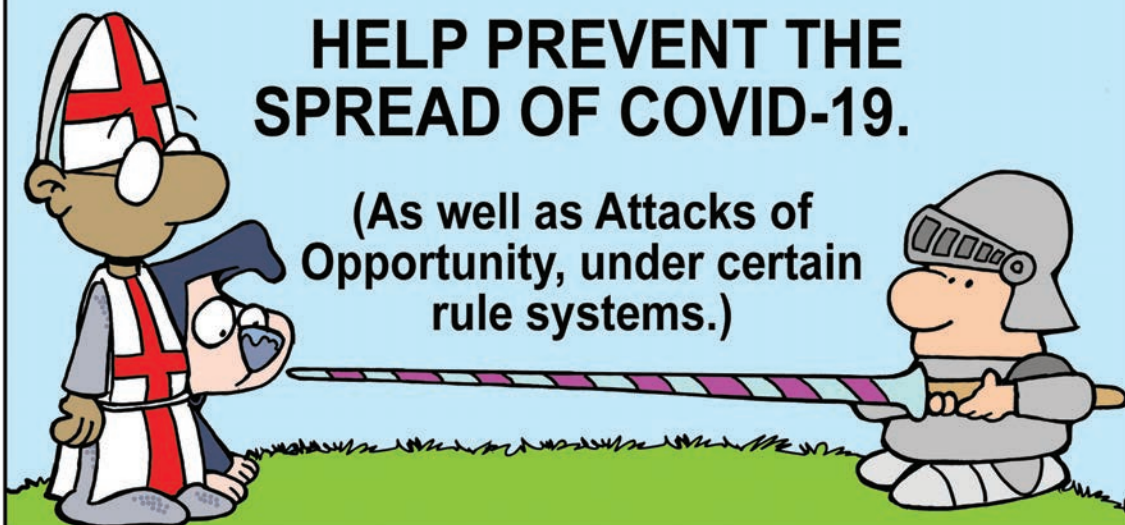
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(As well as Attacks of
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rule systems.)



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STAR TREK

AWAY MISSIONS

MINIATURES BOARDGAME

KLINGON & ROMULAN EXPANSIONS

AN EXPANDING GALAXY

No Star Trek game would be complete without Klingons and Romulans.

The first two expansions will be available with the core game, and contains a complete Away Team and all the cards you need to add them to Star Trek: Away Missions.

GOWRON'S HONOR GUARD

Klingons are warriors trained from birth to fight. They are deadly and tough, and their weapons are brutal. Few others can stand up to a Klingon in a one-on-one fight.

SELA'S INFILTRATORS

The Romulans are always after more Intel on their foes, learning their strengths and weaknesses and how to defeat them. While doing so they will be running plots within plots, planning assassinations and devious stratagems to derail their opponent's plans.



COMING TO
A QUADRANT
NEAR YOU

**JULY
2022**

2 PLAYERS

60-90 MINS

AGES 14+



Miniatures shown at approx 100%



\$25
PER TEAM

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



WHAT IS GAME TRADE MAGAZINE ANYWAY?

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

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

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

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

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

GAME TRADE MAGAZINE CONTENT

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

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

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

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

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

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



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

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



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

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

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

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

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

SPOTLIGHT ON

MY CITY
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.
TAC 691486.....\$34.95

ULTRA PRO

AMY BROWN
Scheduled to ship in July 2020.

AUTUMN STROLL PLAYMAT
UPI 15550.....\$14.95

BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15525.....\$14.95

MORGAN LE FET PLAYMAT
UPI 15526.....\$14.95

MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15549.....\$14.95

PASSAGE TO AUTUMN PLAYMAT
UPI 15530.....\$14.95

QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15527.....\$14.95

SISTERS STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15526.....\$14.95

WHERE THE WIND TAKES YOU PLAYMAT
UPI 15527.....\$14.95

USAOPOLY

SPOTLIGHT ON

CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO 68010720.....\$14.95

DRAGON BALL Z: COLLECTOR'S CHESS SET
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom-sculpted, full-color battle of characters from the popular anime franchise. Scheduled to ship in September 2020.
USO CH113449.....\$14.95

MONOPOLY: ELF
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this re-imagined version of Monopoly. Scheduled to ship in September 2020.
USO HND0595.....\$14.95

RISING: THE BATMAN WHO LAUGHS
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.
USO DC0210103.....\$14.95

SPOT IT!: SPONGEBOB
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.
USO 9096712.....\$14.95

SPOT IT!: RUDOLPH
Get ready for a magical winter wonderland with Rudolph Spot It! Scheduled to ship in September 2020.
USO 91033069.....\$14.95

WIZARDS OF THE COAST

FEATURED ITEM

MAGIC THE GATHERING
MAGIC THE GATHERING CCG: ARENA STATER KIT
WOC C7512000.....\$14.95

MAGIC THE GATHERING CCG: CORE 2021
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BOOSTER DISPLAY (34) WOC C7503000.....\$14.95
BUNDLE WOC C7507000.....\$14.95
COLLECTOR BOOSTER DISPLAY (12) WOC C7510000.....\$14.95
PLANESWALKER DECK DISPLAY (10) WOC C7506000.....\$14.95
JAPANESE CORE 2021 BOOSTER DISPLAY (34) WOC C75031400.....\$14.95

WIZKIDS/NECA

SPOTLIGHT ON

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE
Over 160mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 96019.....\$69.99

FEATURED ITEM

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

FEATURED ITEM

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

FEATURED ITEM

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

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

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

GAME TRADE MAGAZINE LEGEND

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



FEATURED ITEM

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

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!

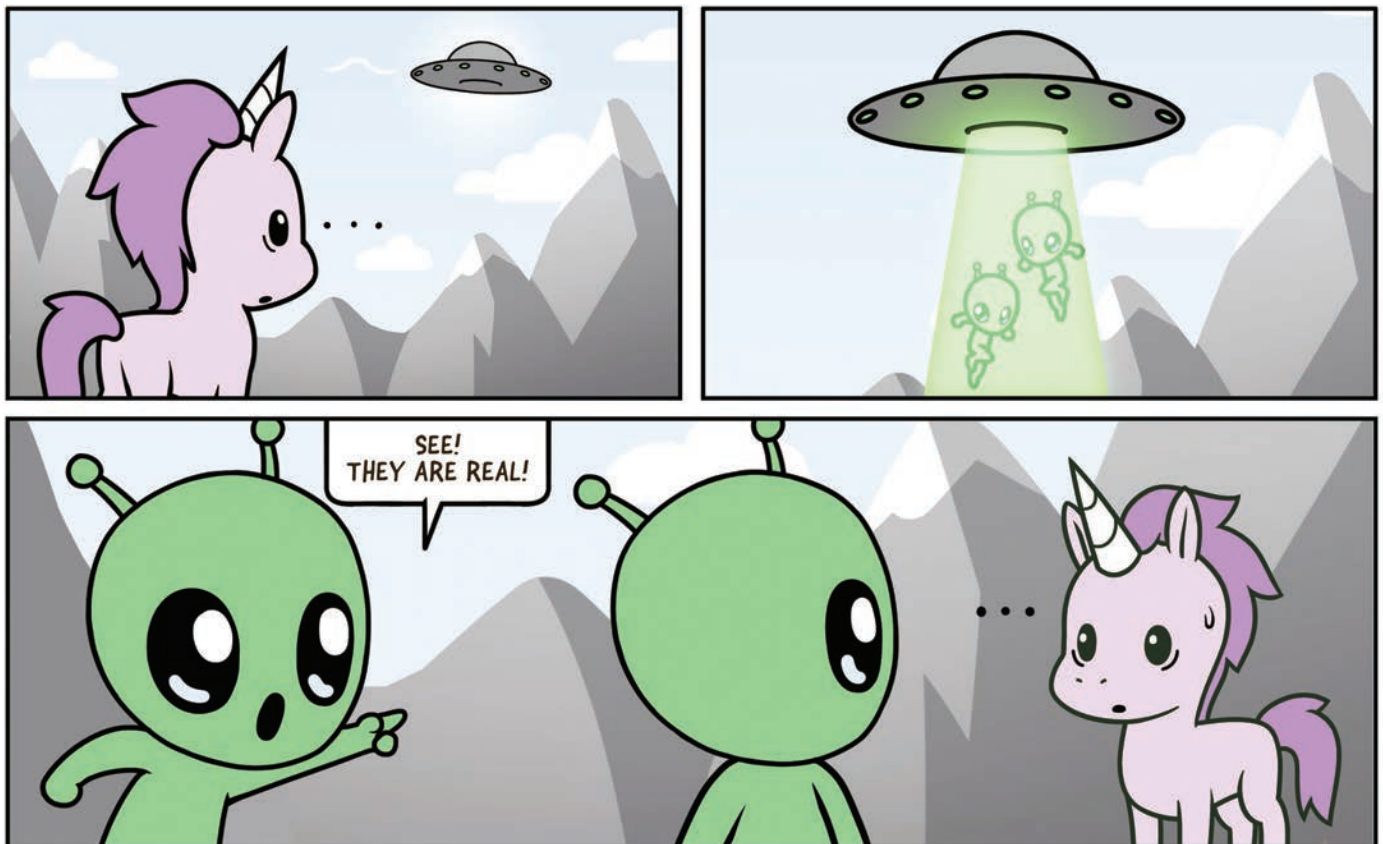
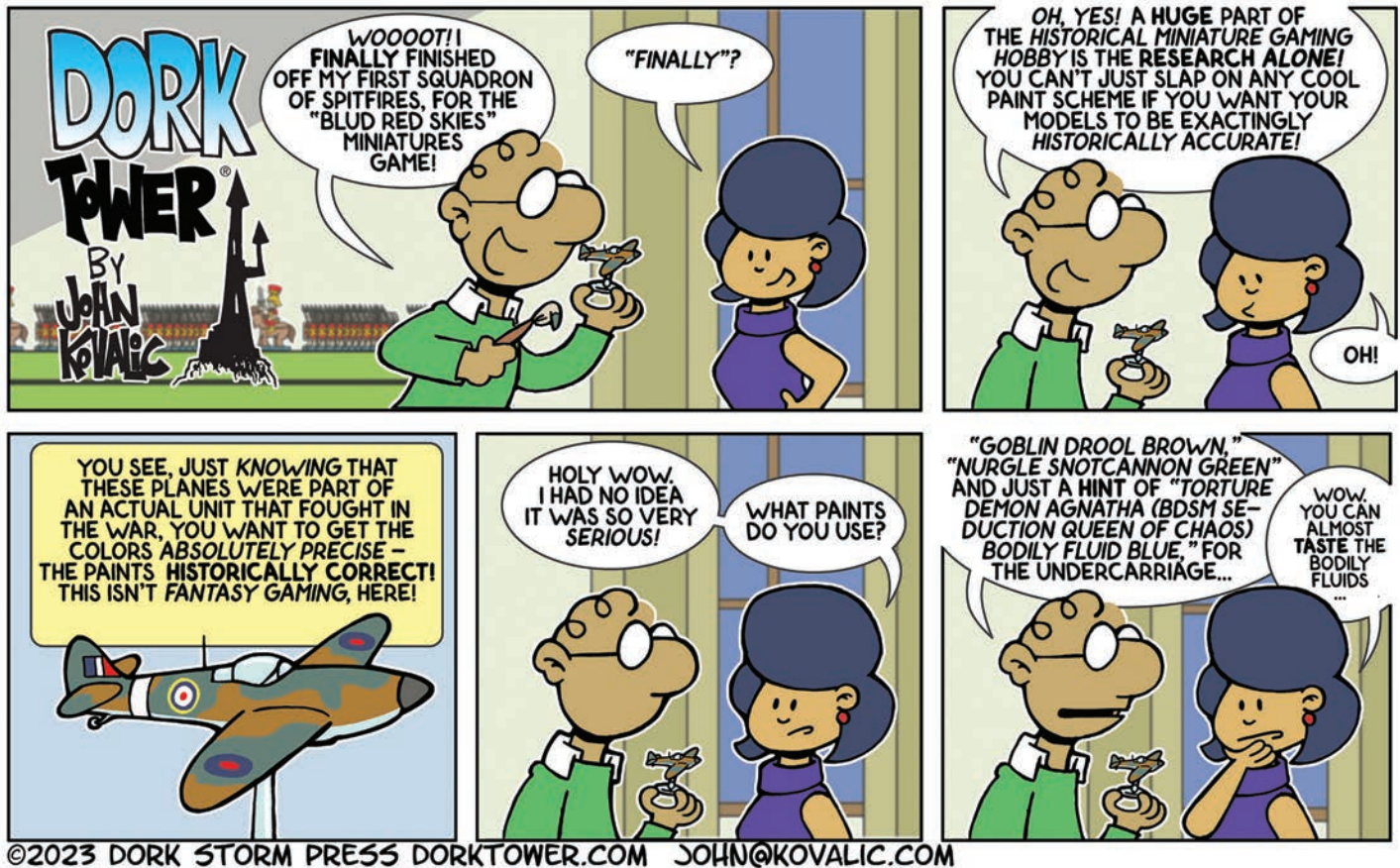
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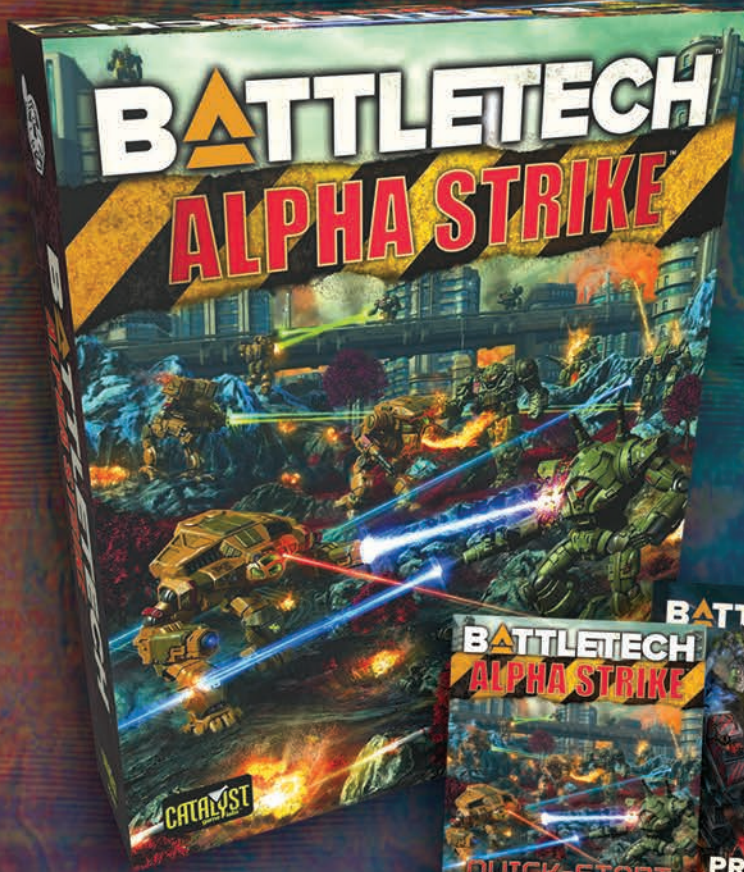
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Disney LORCANA

TRADING CARD GAME

DISNEY LORCANA TCG: STARTER DECK DISPLAY (12)

RVN 11098189 PI | Available August 2023!

Disney Lorcana is an exciting new collectible trading card game (TCG) featuring glimmers of Disney characters who appear in both familiar and reimagined forms. Developed by Ravensburger, *Disney Lorcana* is designed to be accessible and welcoming for newcomers to TCGs while still offering strategic depth and challenges for experienced players.

In *Disney Lorcana*, you'll race against other players to gather lore scattered across the realm. The first player to gather 20 lore wins. Taking on the role of an Illumineer who wields magic ink, you'll use a 60-card deck including glimmers of Disney characters as well as items, songs, and more to gather lore and challenge your opponents. Players can build their own deck using up to two inks or use one of the pre-built starter decks.



You'll begin the game with a hand of seven cards and draw a new card each turn. Once per turn, you may turn a card into ink, which you'll use to play other cards from your hand. All cards have an ink cost that can be paid with the ink in your inkwell. The more cards you have in your inkwell,



DISNEY LORCANA TCG: BOOSTER PACK DISPLAY (24)

RVN 11098190 PI | Available August 2023!





the more powerful cards you can play and the more you can do. Choose which cards to add to your inkwell carefully!

To gather lore, you'll need to send characters to quest for it. On your turn, you can exert those glimmers to have them quest. Just turn them sideways to show they're exerted, and you get the amount of lore shown on their cards. You can also exert your characters to challenge other characters and perhaps even banish them. This can really slow players down, since they need characters to gather lore! Only exerted characters can be challenged, though, so think ahead when deciding which ones to exert — they'll be open to challenges on your opponents' turns.



On All Cards

Cost: How much ink  the card costs to play.

Inkwell Icon: Cards with  around the cost hexagon can be put into your inkwell to use as ink.

Name: Characters also have a version name listed below the character's name.

Classifications: Categories sometimes referenced in card rules (such as "Broom" in this example).

Ink: This symbol and the colored band behind the card name indicate the card's ink type.

Abilities and Effects: The card's special rules. On actions, these are called effects. On characters and items, most abilities have a story-based name. Especially common abilities instead use bolded keywords (like "Rush" in the example below).

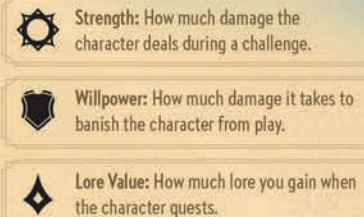
Rush (This character can challenge the turn they're played.)



Ink Key

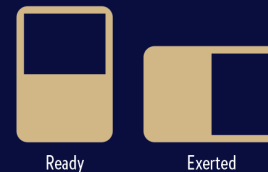


Only on Characters



Characters in a challenge deal each other damage equal to their strength. They can also receive damage from other effects outside of a challenge, and it adds up over time. You'll keep track of a character's damage using counters you put on the card. If the number of damage counters on a character reaches their willpower, they're banished! Put the card in your discard pile. For more information on how to play Disney Lorcana, visit disneylorcana.com.

Exerting



Rarity Key

Disney Lorcana cards appear more or less frequently in booster packs according to their rarity.



LORCANA LEAGUE & GAME NIGHT

The *Lorcana League* gives you a fun and friendly way to play, trade, and collect with other Illumineers. In League play, local game stores will host 12 weeks of events, broken up into three rounds. You can earn League points, win or lose, by participating in casual *Disney Lorcana* matches (best two of three games) and through Lorcana-related activities, such as teaching someone how to play. Prizes are awarded to most of the participants, and those with the most points in each round are given a modest additional prize.

Ravensburger plans tournaments in the future to give fans bigger opportunities to prove their talent for gameplay.

BECOME AN ILLUMINEER

Disney Lorcana will be available in friendly local game stores on August 18, 2023 — two weeks before reaching other retailers. To preorder, talk to your store!

Learn more at disneylorcana.com.





A CELEBRATION OF THE WORLD'S GREATEST TEAM

WIZKIDS

MARVEL HEROCLIX: AVENGERS 60TH ANNIVERSARY

WZK 84903 \$169.90 | Available June 2023!

On a day unlike any other, 60 years ago, the Avengers made their awesome first appearance! Now their most exciting assortment ever has come to *HeroClix*! Since then, Avengers of all kinds have embarked on incredible adventures! Whether you prefer the muscles and grit of Captain America, the ingenuity of Iron Man, or the royal presence of Black Panther, this set has something for you!

This set features an assortment of fun timeline cards that highlight key moments from Avengers history and the representative characters from each era. They aren't playable cards, but they add some flavor and context to the set. Let's look at the evolution of the team and the figures that capture each decade!



1960s - Thor

Notable Appearance:
The Avengers #1 (1963)

The origin of the Avengers team centered around an epic clash with Loki, master of evil. The original team consisted of Ant-Man, Hulk, Iron Man, Thor, and the Wasp. Since their inception, the Avengers collective has grown to include many more heroes.

1970s - Captain America

Notable Appearance:
The Avengers # 100 (1972)

By the 1970s, the Avengers storyline had gained significant popularity and Captain America was a fixture among the ranks. The powerful team fought in the infamous intergalactic Kree-Skrull War. Another



highlight for the series involved a crossover clash between the Avengers and Defenders.



1980s - Hawkeye

Notable Appearance: Hawkeye #1 (1983)

The West Coast Avengers, a group initiated by Hawkeye to increase the Avengers heroic reach, became the first in a series of spin-offs. Eventually every member of the Avengers would unite once again to conquer Loki in his "Acts of Vengeance" scheme.

1990s - Black Widow

Notable Appearance:
Black Widow #2 (1999)

As the Avengers membership continued to expand, characters such as Black Widow were further developed and integrated into the main plot. Forced to face increasingly lethal foes, this era was defined by conflict over some of the group's policies and accountability.



2000s - Hulk

Notable Appearance:
The Incredible Hulk #75 (2004)

Tensions continued to rise into the next decade. The Mighty Avengers arc put Iron Man at the center of a disagreement over the Superhuman Registration Act. In 2008, the theatrical release of Iron Man marked the launch of the robust Marvel Cinematic Universe, which would soon go on to feature another premier Avenger, The Incredible Hulk.

2010s - Black Panther

Notable Appearance:
Black Panther #1 (2016)

In 2018, the Avengers got a fresh start as they assembled to thwart yet another of Loki's plans. The fearsome Dark Celestials were summoned to infest and destroy the planet. Black Panther was elected chairperson of the group, who successfully subdued the threat after Loki foolishly revealed his plot to Captain America.



2020 - Iron Man

Notable Appearance:
The Invincible Iron Man #1 (2022)

The last 60 years have been filled with epic battles, unforgettable moments, and fierce tests of loyalty. The Avengers are a pillar in comic book history and an undeniable cultural phenomenon. *HeroClix* pulls these extraordinary characters from the pages to the tabletop.

Of course, the *Avengers 60th Anniversary* set doesn't just highlight heroic adventurers but also some of the most dangerous foes they've ever faced, including Hydra, the Thunderbolts, and The Masters of Evil! Villainous forces will love taking advantage of Hydra Agents and Ultron Drone army-builders. Additionally, the bad guys utilize new Team-Up Cards in a way we've never seen before!

Play at Home Kits will be packed with more content than ever before! To properly celebrate the greatest team of heroes the world has ever known, there will be THREE kits available featuring Iron Man, Captain America, and Hulk! As a bonus, each *Play at Home Kit* includes an exclusive legacy card – Iron Doom, Captain America, and General Thunderbolt Ross, respectively!

Additional Legacy Cards will bring some of the best *Avengers HeroClix* of all time back to the tabletop! Combined with more than 60 new figures and all-new Team-Up Cards to collect, you and your friends will be ready for an Avengers Anniversary Party!



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ARES EXPEDITION DISCOVERY



Ares Expedition: Discovery is an expansion. This game requires Ares Expedition to play



AVAILABLE APRIL 5TH 2023

SGAEDSC1 MSRP \$24.99

WELCOME TO A NEW AGE OF EXPLORATION AND DISCOVERY ON MARS

Ares Expedition Discovery adds **4** new mechanics to base Ares Expedition, **awards**, **milestones**, **upgraded phase cards**, and **wild tags**. Awards and milestones work similarly to how they function in *Terraforming Mars*. Wild tags give players more flexibility when played, and upgraded phase cards give players an even bigger bonus when they play the corresponding phase.



GO CROSSOVER CRAZY

WITH  **RENEGADE
GAME STUDIOS**

G.I. JOE DECK-BUILDING GAME: NEW ALLIANCES

RGS 02533 \$30.00 | Available Q2 2023!

Back in February at RenegadeCon (Renegade's online convention for announcements and panels), Renegade Game Studios announced that 2023 would be a year of crossovers within their games. At the time, only one crossover product was known: *G.I. Joe Deck-Building Game: New Alliances - A Transformers Crossover Expansion*. In this expansion, the Autobots join the Joes to battle the combined forces of Cobra and the Decepticons by gathering and spending Energon dice to contribute extra skills, or by becoming the Transport vehicle that the Joes take into battle. This G.I. Joe/Transformers crossover expansion is already available, but what else does this year hold in terms of crossover products?

Coming in September 2023 is another deck-building game expansion. This one is *My Little Pony Deck-Building Game: Collision Course - A Transformers Crossover Expansion*. When Chrysalis' quest for power accidentally causes a space bridge to malfunction and transport the Autobots and Decepticons to Equestria, King Sombra takes advantage of the situation to mind-control several Cybertronians. Now, to save Equestria, rescue their teammates, and return home, Cybertronians from both factions must team up with the Mane 6 to take on the likes of Chrysalis, Sombra, Discord, Megatron, and more. Play as Pony-Robot pairs including Applejack & Wildwheel, Fluttershy & Soundwave, or Twilight Sparkle & Optimus Prime.

In addition to the deck-building game crossover expansions, the crossovers will continue over in the Roleplaying Game books. When Renegade designed the ESSENCE20 system, it was always one of the main goals for each of the books and settings implementing the system to be cross-compatible with each other. That is, that a Power Ranger, a G.I. Joe, and a Cybertronian could all be on a team together in the same campaign.

But, while all of these books can be mixed and adventures can be used



with characters for each of the different settings, what if a player's dream is to create a Cybertronian Power Ranger who is recruited by G.I. Joe? How would creating a hybrid, crossover character work? The answer to these questions lie within the *ESSENCE20 Roleplaying System: Field Guide to Action and Adventure* crossover sourcebook. *The Field Guide to Action and Adventure* is the ultimate guide for both GMs and players to formally mix and match options from across the different Power Rangers, G.I. Joe, and Transformers RPG sourcebooks. The book is divided into two sections: one for GMs and one for players.



For players, the *Field Guide* contains a brief guide to each of the three worlds, tips for character creations, and both basic and advanced instructions on creating crossover characters, including how to swap Role Perks in a Role which are specific to its original setting for the setting-specific Role Perks of its new, crossover setting. It also has sample crossover characters with explanations of how the character was created. In addition, it contains new



crossover Factions, a new Role, 4 new Origins, 9 new Influences, and almost a dozen new General Perks. This book has something for players who are fans of all of the settings.

For GMs, there are plenty of tools for both those who want to run single setting games and crossover setting games. In addition to the brief guide to each of the three worlds, the *Field Guide* includes tips on how to crossover and integrate the different settings to different extents, should a GM wish to do so. There's a chapter for each of Threats, Scenes, and Adventures, and general instructions for designing them in ESSENCE20. Finally, this book contains a special crossover adventure to get you started! Now, before you start thinking this is a book meant only for experienced and advanced GMs, there is also a wealth of knowledge, hints, tips, tricks, and guides for beginner GMs as well, including those who are simply new to GMing ESSENCE20 and those who are brand new to being any kind of GM.

Continuing with crossover RPG resources, this June's Free RPG Day will see the release of *Cobra/Con Fusion*, an ESSENCE20 G.I. Joe/Transformers crossover adventure for level 10 characters. In this adventure, the Joes and 'Bots must team up to take on Fusion, a Cybertronian drone of Megatron which converts to a H.I.S.S. Tank! This package will contain 6 pre-generated characters (3 for each Faction), and will also include 4 new Threats!

Finally, in August, Renegade will be hosting a massive, multi-table, 3-hour ESSENCE20 crossover event at GenCon! A confluence of events merges the worlds of Power Rangers, Transformers, and G.I. Joe, and the heroes of these worlds must team up to defeat a new, yet familiar, villain to save and separate their worlds. Players will encounter several familiar faces as they fight Putties, Vipers, and Insecticons alongside players at their table, as well as players at other tables in the room. Players will need to split up to accomplish goals over 4 different locations, each containing many challenges and combats, before coming together to face the evil Lord MindWaveZ, himself!

Whether you enjoy playing the deck-building games or the RPGs, whether you are a fan of Power Rangers, G.I. Joe, Transformers, or My Little Pony, this year will be sure to hold something amazing for you. Be sure to go to renegadegamestudios.com and sign up for the newsletter to get all the latest information on these products and events, and more!

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Eric Findlay is a high school math teacher from Vancouver, BC who got heavily into board games about 5 years ago. He has since amassed a large collection of games and has been a playtest volunteer for Renegade Game Studios since 2019.



ALIENS

ANOTHER GLORIOUS DAY IN THE CORPS

A Cooperative Survival Game



Andrew Haught of Timelapse Game Studios talks about the design behind **Aliens: Another Glorious Day In The Corps**.

Aliens: Another Glorious Day In The Corps is a co-op 1-6 player dungeon-crawler board game that allows players to re-enact the *Aliens* movie. They work together to survive the endless hordes of Aliens trying to kill them, or worse, capture them as living hosts for their eggs.

While most games for the *Aliens* franchise focus on the first movie, *Alien*, we wanted **Aliens: Another Glorious Day In The Corps** to focus on the second, *Aliens*, as this movie lends itself nicely to the dungeon-crawler style of game. But as a story of survival against the odds, we didn't want you earning cool loot as you went through the campaign, emerging victorious and powerful at the end in classic dungeon-crawler style. Instead, we wanted you to face a grueling battle for survival, leaving you glad simply to be alive at the end, much like the movie.

RUNNING OUT OF ENDURANCE

We came up with two innovative ways to achieve this goal: the endurance deck and hero and grunt characters.

All characters start each mission fully kitted out with weapons and equipment from the endurance deck. If you draw more weapons and equipment during the game, you can replace used equipment or change your hero's load out. The endurance cards also include some powerful events you can use when things get desperate. This deck is essential to your success, both individually and collectively.

However, the endurance deck also tracks the characters' energy levels, their ammo count, and their mental status. Every time you shoot or play an event, you exhaust endurance cards from the deck. You can slow down and rest to recover cards, but the aliens don't rest. Once you've exhausted the deck, cards get discarded instead. If the deck ever runs out of cards, it's "Game over, man!"

OVERWHELMING LOSSES

Each mission starts with six characters, regardless of the number of players. When you join a game, you take a grunt character and flip it to its hero side as your particular character. Heroes are more powerful than grunts, but this is balanced by more players making more aliens appear on your motion tracker.

This has two cool benefits. Firstly, you're never out of the game, well not unless you suffer overwhelming losses. When your hero dies, you choose a grunt and flip them to their hero side as your new character. Secondly, additional players can jump into a mission or campaign, leave early, or sit out a game without spoiling everyone's fun.

LOSING HOPE

The endurance deck isn't just about goodies, though. There are also hazard cards that trigger when revealed or drawn. These represent the mental effects that this mission is having on characters. Some are one-off effects that could be devastating at the wrong time, while others are ongoing trauma that your character will have to shake off or risk becoming a burden to the rest of the players as you slow down or discard valuable cards from the endurance deck.

ALIENS BOARD GAME

GF9 ALIENS11 \$70.00 | Available June 2023!



Character miniatures shown at 100%

THREE WAYS TO PLAY

There are three ways to play **Aliens: Another Glorious Day In The Corps**: a mission recreating an iconic scene from the movie, the whole movie as a multi-game campaign, or a random bug hunt.

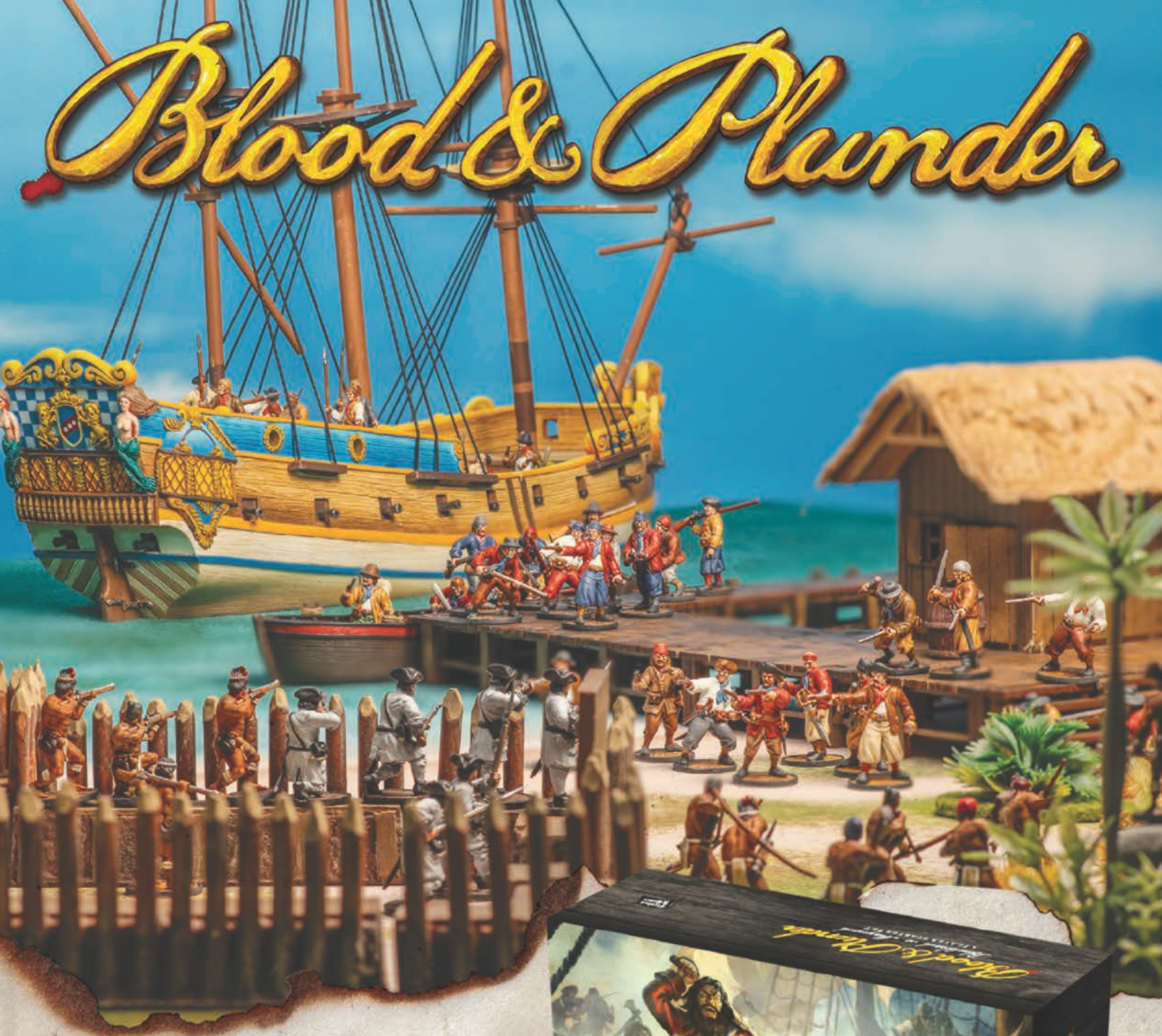
If you don't have time for the whole campaign or just want to revisit a favorite scene, you can play a mission as a quick one-off game. Each mission has its own board setup, special rules, and survival requirements.

In a campaign, you will play the missions in sequence, carrying forward the losses from earlier games. Any characters killed in an earlier mission are gone, while you can rescue those captured by the aliens from the hive in the air processing plant by playing an extra mission. You regain some of the discarded endurance cards, but overall, your endurance goes down as the campaign progresses. Each decision you made in earlier games directly impacts your current mission. Getting the survivors off the planet and away takes skill and luck.

The last way to play the game is the bug hunt missions. These are stand-alone games where you start with only a pistol facing a near endless horde of aliens. Stay alive until the motion tracker deck runs out, and you win. Any better weapons and equipment you want, you have to scavenge during the game. These are ideal for a quick game on your board game night or for a video-game feel.

So, stay frosty and alert, and stay alive.





28 MM HISTORICAL MINIATURES GAME

*Set during
The Golden Age of Piracy*



**Firelock
& Games™**

Come Build your crew at
WWW.FIRELOCKGAMES.COM

THE LEGENDS OF BLOOD & PLUNDER

By Mitch Reed

When we think of the past we often tie the notable personalities of that period and in *Blood & Plunder* it this at the forefront of the game. Years ago one of the first things I noticed about the game was that the characters, whether famous or infamous are a major part of the game. Every force needs a leader, so why not gamify some of the names we associate with the early colonial Americas.

Every faction in the game has a good selection of personalities that are taken from the pages of history. What I like about how they are introduced in the books, with a brief history of the individual which not only informs those like me who did not take Pirates 101 in college who they were but also explains their special rules that actually play in the game.

Each of the legendary personalities give your force some great options and since they are bound to specific lists, they are perfectly tailored into how that force fights by highlighting these special rules. The one character we have all heard of, Edward "Blackbeard" Teach can be taken with a pirate faction force and he gives that force some very deadly capabilities in melee combat as one would expect. He is also a great commander to take if you are crewing a ship in a naval battle.

While no story of piracy can be told without mentioning Blackbeard, the game has other commanders such as Chalonier Ogle. I will admit I never heard of him before, but his back story and what he brings to a list, especially one manning a ship, makes him a strong candidate for a future list.

I was attracted to *Blood & Plunder* because it was such a great set of rules and had excellent models, however I have played against many players who were drawn to the game because of these characters, so I will assume they did take Pirates 101 in college.

While many games shy away from including big historical names, the team at Firelock has embraced them despite some of their notoriety.

Many have asked if they are necessary when making a list and my bad answer is always "it depends". They are "pricey" in points, for example,

Blackbeard will cost you 32-points if you want to include him on a list. In lower point game this is a major expenditure and many start thinking how many units can they add to their lists by not taking him, the answer is "a lot". However you can look at it another way, how much does a character like Blackbeard add to what my force can do and you get the same answer "a lot".

The best answer is probably based on two considerations, your desire to play with a specific legend and does that character give me an edge that fits into how I approach the game. Having played with and without these legends I have found that combined with some specific well built lists they can be almost unbeatable. However this takes some skill and I suggest you play a few friendly games to see if they would help you in a tournament setting where winning leads to real plunder.

Some lists need some size and taking a pricey legend does not fit with how you play them. Taking a legend with a list that is not well built can be disastrous and I have suffered many defeats because of this. Best advice here is spend-

ing some time list building and playing and see how they do against all types of lists against different playing styles.

Even if the advice above does not persuade you to take them in a list, one factor I can state with certainty, they are loads of fun to play and often give your opponent's fits.

The new Pirates of Legend box that was released with the Raise the Black book gives you ten great commanders that I cannot wait to play. From characters like Stede Bonnet, who seems to be popular now to a less heralded (one I never heard of before) personality like Le Buse, the designers seem to be embracing these leaders and now you have more options than ever before.

Even if I will never play a particular legendary leader in a game I will at least recognize the name and what they can do if I have to play against them.

I know many fellow *Blood & Plunder* players will enjoy playing with these new personalities I know that many of their fans will give the game a try just to play with them.



EVIL GENIUS DESIGN DIARIES: *The Crow* A CINEMATIC ADVENTURE

EVERYDAY HEROES RPG: THE CROW CINEMATIC ADVENTURE

EVIL 03000 \$24.99 | Available April 2023!

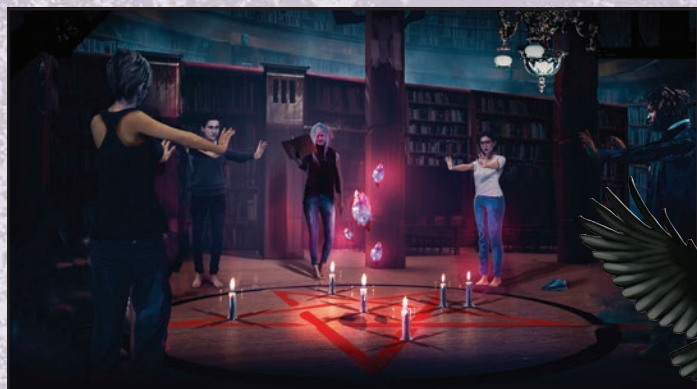
Picture a dark, moody landscape in which gamers are doomed to wander shadowed city streets, searching for vengeance before they can rest in peace. Amid grungy underground bars and gang-ridden neighborhoods, you must run down your foe before she denies you justice forever.

That's just one of many possibilities awaiting you in *The Crow: A Cinematic Adventure*, the officially licensed tabletop roleplaying system by Evil Genius Games. Based on the trippy 1994 supernatural action-thriller by Miramax Films (and the original comic series by James O'Barr), *The Crow: A Cinematic Adventure* features a grim world for players to explore.

Lead game designer Chris "Goober" Ramsley shaped this atmospheric, immersive tabletop game, based on the *Everyday Heroes* core rulebook by Evil Genius Games. Ramsley discusses below how he went about creating this memorable gaming experience.

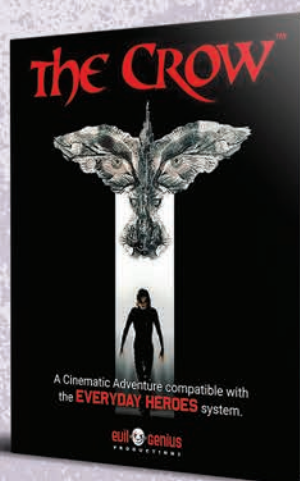
What elements went into the design of *The Crow: A Cinematic Adventure*?

Our Cinematic Adventures are all about representing the world and themes of the movies they're based on. For *The Crow*, that meant deciding how players could play Reborn — people brought back to life by a spirit — as well as the people that help them on their quests. The world of *The Crow* also includes subtle magic, so I included the ability to play a spooky psychic that sees the future (the Soothsayer class) and have rules for cinematic ritual magic.



How did you honor the film (and comic), while tying in elements unique to Evil Genius Games?

The new mechanics in *The Crow* have a lot of narrative weight to them. Playing a Reborn or a Soothsayer says a lot about the world and your place in it, more than just providing a skillset, but still in keeping with the core modern d20 mechanics of *Everyday Heroes*. The new backgrounds and professions let you play the sorts of people found in the depressing, grimy city streets that are staples of the films. You can use these rules any way you like, but it was important to describe everything in the context of a dark and dreary world, yet with hope that things can perhaps be made right.



What challenges arose as you designed the game?

The major challenge was that players needed to be able to play Reborn without being automatically more powerful than everyone else. So we gave Reborn heroes wild magical abilities, but limited their use with the Wise Hero's Focus points. You can do anything you see in the movies right off the bat at level 1, but you'll need to be pretty high level to be as cool as Eric Draven or Ashe Corvin, and your mortal allies are going to be as cool as Snake Plissken or Rambo, so they'll still be able to keep up.

How do the character classes stand out in *The Crow*?

I wanted to allow individual members of a team mostly made up of Reborn to feel unique, not just carbon copies of each other. To that end, I created a pantheon of different spirits of death. You can choose the Crow, but you also have options like the Moth or the Cat, which give you different powers and, critically, give you different quests you've been brought back to accomplish. The Crow demands justice against those who have hurt the ones you love, but the Snake demands vengeance against those who have wronged you, and the Butterfly is all about fixing broken relationships.

What can gamers expect when they play?

The book provides a lot of different ways to engage with the material. If you play a Reborn, you'll pick a quest that your spirit has set you on, and there are feats that let living heroes serve the spirits. The included adventure is centered around Reborn from around the world being drawn together. You could do something similar in your own adventures, or you could have one Reborn join a more standard group whose goals align with their quest. Or you might center the story around one or two Reborn, their spirits, and the people that help them in their quest. You could even play a game without Reborn at all! Regardless of how you play it, a *Crow* adventure is likely to be a narrative-heavy experience.

Any final thoughts about what makes this game unique?

I've talked a lot about Reborn, but one other cool thing I'd like to highlight is the ritual magic rules. It's an open-ended system that lets players try just about anything, but what they'll need in order to do it is up to the GM. It's a tool that will be extremely useful in any game featuring the supernatural.

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AEON'S END

PAST AND FUTURE



Aeon's End: Past and Future contains two new expeditions which can be played in either order - Past or Future. Simply choose which expedition you want to play first and read the corresponding narrative booklet to begin your adventure!



NEW EXPANSION

VARIABLE TURN ORDER

TWO EXPEDITIONS - PAST & FUTURE

DECKBUILDING WITH NO SHUFFLING

Past and Future is an expansion. *Aeon's End: Outcasts* or *Aeon's End: The New Age* is required to play.



1-4
60'
14+

SKU IBCAE7PF1
MSRP 60.00

TACOPOCALYPSE

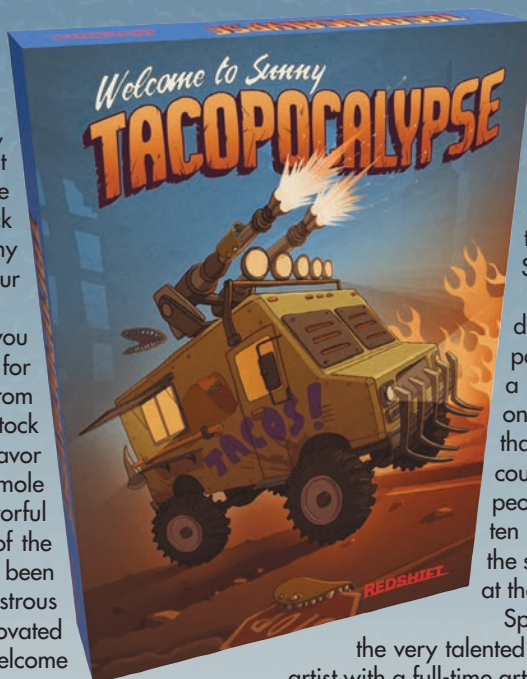
REDSHIFT

TACOPOCALYPSE

RDS 1040..... \$14.99 | Available Now!

Across the barren and radioactive landscape of a post nuclear world a plume of dust and a silvery glint arises on the horizon. As it draws closer you can see the telltale markings, smell the sizzling grill, almost taste the savory and spicy bounty it has to offer. Hope is not lost in this desolate desert of street food, for lo, the Taco Truck Warriors have arrived providing crunchy and soft-shelled relief in this desperate hour of *Tacopocalypse* city!

Welcome! As you tour our fine city, you may see our Taco Trucks on the hunt for mutated delicious food for you to select from and make your Combo Plates. We also stock an abundance of Condiments to hide the flavor enhance your dishes such Glowing Guacamole and the finest assortment of radioactive flavorful Hot Sauces selected from the far corners of the wastelands. We're also proud to say it's been a least a week since the Dreaded, Monstrous Chalupacabra has destroyed any renovated buildings. So, relax, enjoy your stay, and welcome to Sunny *Tacopocalypse*!

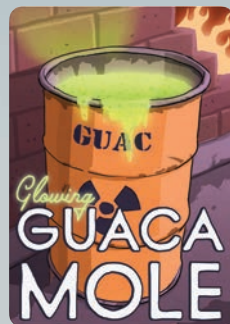


Here's the very basic rundown of play from the back of the box: Build high scoring Combo Plates in this fast-paced drafting game.

Keep an eye on what tasty, ferocious, and mutated "Tacopocalyptic" foods your opponents are collecting because when the same cards hit the table it's a mad scramble to grab the game changing pile of Condiment Cards. Will you get Nuclear Hot Sauce to enhance your plate, make your opponents fill up on Chips & Dip, or unleash the Dreaded, Monstrous Chalupacabra? Someone WILL be left out. Don't let it be you!

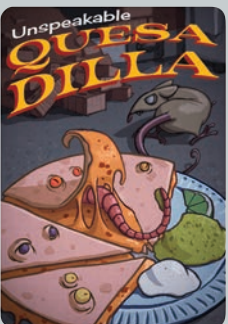
The game is part set collection, part drafting, part bluffing, part push-your-luck, part take that, and part dexterity all rolled into a pretty small package, so there's a lot going on. Despite this, the rules are short (shorter than this article, I know, I just checked the word count) and it really is a game you can teach people how to play in about five minutes (maybe ten minutes). In our experience it takes a bit for the silliness and laughter to wear off after looking at the monstrously delectable artwork.

Speaking of the artwork, we teamed up with the very talented Burr Johnson to make this game. A full-time artist with a full-time art day job, Burr went out of his way to fit us in.



Well, something to that effect anyway — this game basically equates to a fever dream of my love of tacos, vintage travel posters, and every post-apocalyptic movie I've seen since I was ten. How could this game NOT be a hit!?!?

I design — and have designed — for quite a few different game companies and studios over the years. Project management for Redshift has opened up a new avenue of creativity, that of the overtly silly, slightly irreverent, and very quick-to-play style of game. Our previous two products, *Kittens in a Blender* and *Unicorn Stew*, paved the way for me to design and produce a truly off-beat and unexpected take on one of the most popular foods to make a game, meme, or late night cravings run.



His sense of humor is apparently as twisted as our own and he never fails to deliver, having been the artist for both *Unicorn Stew* and *I Would Fight the Dragon*. Burr knew just how to capture the look of an apocalyptic food truck that would inspire hope to the masses!

Be on the lookout for the *A Tactical Bombardment of Queso!* promo card for *Tacopocalypse*; it adds a significant amount of the "take that" aspect to the game, but you'll probably fall prey to its gooey, melty clutches too.

...

Mike Richie has been in the game industry since 2006. He's worn nearly every hat the games industry has to offer. Mike currently project manages and designs for Catalyst Game Labs, overseeing some of their design studios (like Redshift!)

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SPOTLIGHT ON



GAME TRADE MAGAZINE #280

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 280\$3.99

ART FROM PREVIOUS ISSUE

25TH CENTURY GAMES

SPLITO

Splito is a fun and fast card game for 3 to 8 players! Based on a draft principle, at each turn put a card between you and your neighbor on the left... or on the right! Help each other to complete the objectives but be the smartest to be the only one to win. Scheduled to ship in June 2023.

25C 40000\$19.99



AAW GAMES



MINI-DUNGEON TOME (PATHFINDER SECOND EDITION)

Adventurers will explore realms unknown, face deadly foes, and discover tantalizing treasures and magnificent artifacts. AAW Games brings you this massive collection of more than 120 complete and ready-to-run scenarios designed especially for discerning Game Masters who want exciting adventures and need them now. Begin the next chapter of your campaign with the turn of a page! Themed and organized for convenience, the *Mini-Dungeon Tome* provides setting-neutral fantasy adventures suitable for every party level and size. Scheduled to ship in June 2023.

AAW PF2MDT\$59.99

ACES GAMES



VHS RPG: BLOODLUST

VHS: *Very Horror Stories* is a Horror Role Play Game inspired by '70's, '80's and '90's classics such as *Hellraiser*, *Nightmare*, *Alien*, *Halloween* and many more, coming in three stand-alone boxed sets that allow you to play in a different subgenre of Horror each. Press Play... and Scream! Prepare to bloodthirsty murderers, cannibal families and creatures that live to kill and feed on pain. YOUR pain. No escape from their clutches. No one to hear your screaming. No flashlight to light the path to salvation from their blood-soaked dens Scheduled to ship in June 2023.

AGE 0001\$29.99



VHS RPG: OVERPLAGUE

Welcome to *Overplague*, the VHS dedicated to sci-fi horror. Prepare to fight alien creatures, destroyers of worlds that wander the cosmos and extraterrestrial parasites, each who see only another nest or obstacle in your world. No weapon powerful enough to destroy them. No ship strong enough to withstand their attacks. No planet prepared enough to halt their invasion. This is *Overplague* and nobody can hear you scream Scheduled to ship in June 2023.

AGE 0002\$29.99

VHS RPG: UNCHAINED

Welcome to *Unchained*, the VHS dedicated to supernatural horror. Prepare to fight demons from other dimensions, immortal tormentors and fanatical cults praying for hell to swallow our world. No amulet against their curses. No blade or gun to harm their hellforged forms. No place cleansed enough to stop the contamination borne by their black souls. This is *Unchained* and here skeptics are the first to die Scheduled to ship in June 2023.

AGE 0004\$29.99



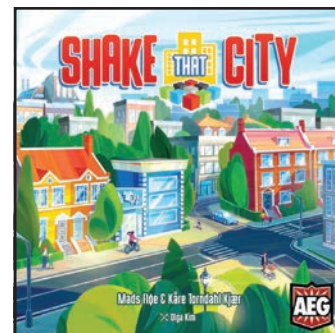
ALDERAC ENTERTAINMENT GROUP



SMASH UP: EXCELLENT MOVIES, DUDES! EXPANSION

Smash Up is back with a rad to the extreme expansion featuring the best in 80's cinema! Or, as close we can legally get to it without attracting the attention of some lawyer putz. Get ready to go back in time (again!), rustle some wraiths, burst some chests, and unload insane amounts of action on some dweebs! Can you lose with these righteous new factions? As if!

AGE 5519\$24.99



SHAKE THAT CITY

It's up to you to design the best city block using patterns from the exciting *Cube Shaker*. You'll place a mix of building tiles to help grow the thriving city. The best design wins the game! Are YOU ready to *Shake That City*? *Shake That City* is played over 15 rounds. Each round, the active player will shake the *Cube Shaker* and press the *Slider* to drop 9 cubes in a 3 x 3 pattern. That player will pick one of the building colors available from the pattern and place the corresponding *Building Tile(s)* onto their player board.

AGE 7105\$39.99

ALLEY CAT GAMES



DICE HOSPITAL: EMERGENCY ROLL (STAND ALONE)

Dice Hospital: ER - Emergency Roll is a standalone 'flip, roll and write' game set in the *Dice Hospital* universe. In *Dice Hospital: ER - Emergency Roll* everyone tries to treat as many patients in their hospital as possible, filling their wards, admitting extra or critical patients, choosing when and where to station nurses and using screens to isolate patients, and satisfying the demands of the three Specialists. Scheduled to ship in April 2023.

ACG 053\$19.99



AMIGO GAMES

**LINKO HANGTAG**

Play one or more cards of a value in front of you. Then, if you played the same number of cards, but a higher value, that the cards on someone else's stack, you can steal them and link them to your own cards, or make them discard and draw more cards to their hand. Have the most cards in your stack to win! **SHORT:** Stack and steal! Scheduled to ship in April 2023.

AGI 23404.....\$12.99

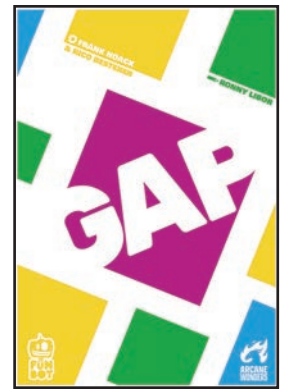
**TAKE 5 HANGTAG**

Play your cards in a row – but don't play the sixth card in the row, or you'll TAKE 5! Easy to learn, exciting to play, and great for groups up to 10 players! **SHORT:** Play your cards in a row – but don't play the sixth card in the row, or you'll Take 5 Scheduled to ship in April 2023.

AGI 23400.....\$12.99

**DRAGON SHIELD:
DECK SHELL - WISDOM**

ATM 30757.....\$3.79

**GAP**

You play several rounds. In each round you play cards in front of you in order to secure suitable cards from the middle and place them in front of you. The number of your most collected color cards minus the least collected color cards is your score at the end of a round. You collect points over several rounds until someone has exceeded the total target number of points. This ends the game. Whoever has the most points at the end wins. Scheduled to ship in June 2023.

AWG AW16GP.....\$17.99

ARCANE WONDERS

**DUBIOUS**

Dubious is a game of deduction in which each player creates a story for their character and tries to get the majority of the players to guess their occupation and secret. At the same time, each player has to listen carefully to what others have to say about themselves and prove their detective finesse. Scheduled to ship in June 2023.

AWG AW15DB.....\$44.99

ARCANE TINMEN

**DRAGON SHIELDS: (100)
MATTE DUAL (DISPLAY 10)****MIGHT**

ATM 15058.....\$13.99

**DRAGON SHIELDS:
JAPANESE (60) MATTE
DUAL (DISPLAY 10)****MIGHT**

ATM 15158.....\$8.99

**VALOR**

ATM 15059.....\$13.99

**VALOR**

ATM 15159.....\$8.99

**WISDOM**

ATM 15057.....\$13.99

**WISDOM**

ATM 15157.....\$8.99

**FURNACE:
INTERBELLUM EXPANSION**

Furnace expands into the twenties and thirties of the twentieth century – the interwar period known as the interbellum. In this expansion, you will find new Company cards and Capitalists, new abilities, Manager tokens, variable Capital discs, a set of components for a fifth player, and new Agents for two-player and single-player games. All of this exists within beautiful industrial buildings and structures from the epoch of Art Deco, Constructivism, and Bauhaus. Base game required.

AWG AW08FNX1.....\$32.99

THE ARMY PAINTER

SPOTLIGHT ON

**SPEEDPAINT:
COMPLETE SET 2.0**

ALL Speedpaints in one place! This set comes with 90 Speedpaint colours in total, including the 10 ground-breaking Metallic Speedpaints. Also included is a large 100ml bottle of Speedpaint Medium as well as three essential brushes that work well with Speedpaints. Every bottle comes pre-loaded with mixing balls.

TAP WP8061.....\$379.00

**SPEEDPAINT: METALLICS SET 2.0**

Our revolutionizing new Metallic Speedpaints is the easiest way to get metallic effects on your miniatures in one simple application. In the Speedpaint Metallics Set 2.0 you'll find the entire range of metallic Speedpaint colours. Simply apply one rich coat directly over a primed miniature and you are done!

TAP WP8062.....\$42.99



SPEEDPAINT: MOST WANTED SET 2.0

In the Speedpaint Most Wanted Set 2.0 you will find a range of essential colours to help you paint any colour-scheme. The set comes with 24 award-winning Speedpaints - two of them being our industry-first Speedpaint Metallics, giving you everything needed to paint beautiful tabletop-quality miniatures in no time. TAP WP8060.....\$99.99

SPOTLIGHT ON



SPEEDPAINT: STARTER SET 2.0

Get started with Speedpaint, the all-in-one, one-coat painting solution. In the Speedpaint Starter Set 2.0 you will find all the basic colours AND one of our industry-first Speedpaint Metallics, giving you everything needed to begin painting beautiful tabletop-quality miniatures in no time. Simply apply one rich coat of Speedpaint directly over a primed miniature and you are done! TAP WP8059.....\$39.99



BANDAI CO.

DIGIMON TCG

SPOTLIGHT ON



DRAGON OF COURAGE STARTER DECK DISPLAY (8) (ST15)

A deck built around the massively popular Tai and WarGreymon. It's ready for battle and built focused around the newest game mechanic! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2691390.....PI

SPOTLIGHT ON



REBOOT BOOSTER DISPLAY (24) (RB01)

This is a special Reboot Booster set composed of reprinted cards and new cards like the Japanese version. The reprints are focused on hard to obtain early Digimon cards along with cards that are great for tournaments. Plus, all cards including common and uncommon use premium foil! This set focuses on cards that have never been released in English before, including exclusive English designs for cards with new English text and alt art cards of past cards (changed from cards planned for the Japanese version). **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2687965.....PI



STARFINDER



STARFINDER AP #51: INTO THE DATAVERSE

An adventure wrapping up the Drift Hackers Adventure Path in which faster-than-light travel breaks down and the galaxy is thrown into chaos.

PZ07251 MSRP \$24.99



STARFINDER ALIEN ARCHIVE POCKET EDITION

Strange aliens both friendly and fearsome fill this tome of creatures designed for use with the Starfinder Roleplaying Game!

PZ07105-PE MSRP \$24.99



STARFINDER ARMORY POCKET EDITION

From guns to augmentations to high-tech and magical devices for every imaginable situation, this is your guide to everything you need.

PZ07108-PE MSRP \$24.99



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GAMES

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GMT

MAY 2023

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SPOTLIGHT ON



WOLF OF FRIENDSHIP

STARTER DECK DISPLAY (8) (ST16)

This deck contains the fan favorite duo of Matt and Garurumon. It's ready for battle and built focused around the newest game mechanic! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2691391..... PI

DRAGON BALL SUPER TCG

SPOTLIGHT ON



PREMIUM PACK SET 05 DISPLAY (8) (PP13)

Contains 4 Booster Packs and 2 Limited Promo Cards (same card). **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2685867..... PI

SPOTLIGHT ON



ZENKAI - SET 05 BOOSTER DISPLAY (24) (B22)

A new card type has been added to the Z Cards in the Zenkai series. They're called 'Z Extras.' They feature new horizontal designs based on techniques and scenes never before seen in DBSCG! Multitudes of effects can be activated on just a single card, giving your games dramatic battles. Cards themed around ultimate techniques seen through the ages are here! The lineup covers a wide range from Father Son Kamehameha and Gogeta's Soul Punisher to the impactful Special Beam Cannon seen in the most recent 'SUPER HERO.' **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2685865..... PI

ZENKAI - SET 05 STARTER DECK DISPLAY (6) (SD23)

Featuring the debut of a SSGSS Vegeto Leader Card from the Prison Planet Saga! Recreates Vegeto's ultimate move as a Z Extra! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2685868..... PI



ONE PIECE TCG

SPOTLIGHT ON



ONE PIECE CARD GAME

DEVIL FRUITS CARD CASE DISPLAY (12)

Holds 61 sleeved cards and includes one separator. Scheduled to ship in December 2023. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2693237..... PI

MONKEY.D.LUFFY CARD CASE DISPLAY (12)

Holds 61 sleeved cards and includes one separator. Scheduled to ship in December 2023. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2693235..... PI

BANDAI NAMCO TOYS & COLLECTIBLES

NANOBLOCK

POKÉMON SERIES

Scheduled to ship in April 2023.

SPOTLIGHT ON



BLASTOISE

BNT 20383..... \$12.00



DIALGA DX

BNT 22530..... \$50.00



ENTEI

BNT 22166..... \$12.00



GROOKEY

BNT 21610..... \$12.00



GROUDON

BNT 21679..... \$12.00



LITTEN

BNT 21453..... \$12.00

SPOTLIGHT ON



MEGA BLASTOISE

BNT 22418..... \$12.00



MILOTIC

BNT 22554..... \$12.00



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WIZARDS TO
RAVENSKEEP



2. RIDE FLYING TOWERS

3. TRAP WIZARDS
TO FILL YOUR
POTION BOTTLES!



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COMING AUGUST 2023



1-6



30



10+

ABTOW01
MSRP \$44.95



GAMES

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MIMIKYU
BNT 21449 \$12.00



PALKIA DX
BNT 22531 \$50.00



POPPLIO
BNT 21452 \$12.00



SOBBLE
BNT 21612 \$12.00



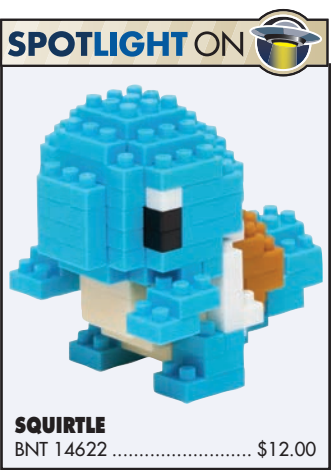
RAIKOU
BNT 22165 \$12.00



ROWLET
BNT 21451 \$12.00



SCORBUNNY
BNT 21611 \$12.00



SQUIRTLE
BNT 14622 \$12.00

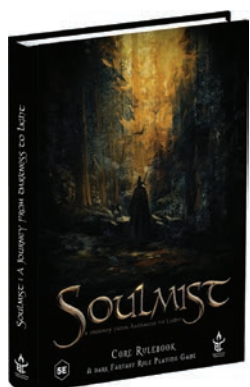


YAMPER
BNT 21942 \$12.00

BLACK LANTERN STUDIO

SOULMIST RPG

Scheduled to ship in June 2023.



SOULMIST RPG: CORE BOOK

Soulmist: A Journey from Darkness to Light is a dark fantasy world Setting based of the famous 5e d20 system. LIGHT or DARKNESS. Where will your Journey lead you? In *Soulmist*, you enter the world of Fyera as one of its heroes, leading the charge against the forces of the Dark Saints who hide in the shadows beyond the Darklands. The Old People of Fyera have united in Penumbra and in the Lands of the Old Days in order to be victorious between this new struggle. However, this is a war unlike any before it as it is not only fought in the field of battle but the very soul spark of every living creature in Fyera. The victors of this endless war shall determine the colour of these sparks once and for all
BLS SLMCRBBK \$49.99

DARKLANDS SOURCEBOOK

What is *Darklands*? *Darklands* is a monster-filled supplement for the *Soulmist* campaign setting for the 5th Edition of the world's most famous roleplaying game. Stare long enough into the absolute void of the *Darklands*, and eventually you will find something is staring right back at you
BLS SLMDRBBK \$39.99



BOOKMARKS

Five bookmarks each of which are tied to one of the races of Fyera, decorated with their emblems as well as one of our iconic characters of that race.
BLS SLMBKMPRP \$9.99



DICE SET

BLS SLMDCSPRP \$14.99



MAP OF FYERA

BLS SLMFMPRP \$14.99



GM SCREEN

BLS SLMGMSRP \$19.99



SPELL DECK

Deck of 60 spells for *Soulmist*.
BLS SLMSPLRP \$19.99



MAY 2023

30

CATALYST GAME LABS

BATTLETECH

Scheduled to ship in June 2023.



ALPHA STRIKE - COUNTERS PACK
CAT 35191.....\$24.99

BATTLETECH: MINIATURE FORCE PACK

Scheduled to ship in June 2023.

SPOTLIGHT ON



**PROLIFERATION CYCLE
BOXED SET**
CAT 35775.....\$39.99



**SNORDS IRREGULARS
ASSAULT LANCE**
CAT 35770.....\$29.99



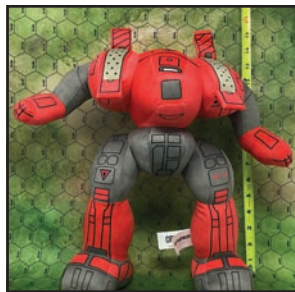
URBANMECH LANCE
CAT 35776.....\$29.99

BATTLETECH: PLUSHYTECH

Scheduled to ship in May 2023.



ARCHER (WOLFS DRAGOONS)
CAT 36226.....\$44.99

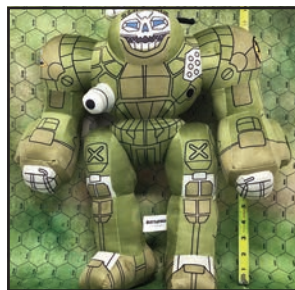


ARCHER KELL HOUNDS
CAT 36225.....\$44.99

SPOTLIGHT ON



ATLAS (DAVION)
CAT 36227.....\$49.99



ATLAS (ERIDANI LIGHT HORSE)
CAT 36228.....\$49.99



PHOENIX HAWK 21ST
CAT 36224.....\$39.99



PHOENIX HAWK KURITA
CAT 36223.....\$39.99

Hive Mind

designed by
RICHARD GARFIELD

THE GAME
OF THINKING
ALIKE!



A party game with no wrong answer!
Score points every time you answer a
question the same as other players.
Those that don't think alike can find
themselves sent right off the board!



www.CalliopeGames.com

Game play
30-90
minutes

Ages
8+

3-12
players

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2023

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GAMES





URBANMECH (LIAO)
CAT 36Z22.....\$34.99

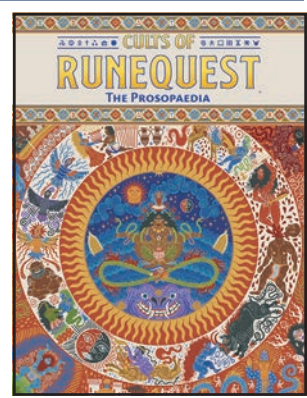


SHADOWRUN RPG: WHISPER NETS
Shadowrunners make their living off whatever scraps fall from megacorporate tables, and that includes information. In this campaign, runners will learn some of the corps' dirty secrets, and then they'll have the chance to use their secrets for their own benefit. From trading favors to gaining protection for themselves to selling info to the highest bidder, the runners will have the chance to shape the megacorporate pecking order and make good money for themselves—all while playing through fun, engaging adventures.
CAT 28404.....\$49.99

CHAOSIUM

CULTS OF RUNEQUEST: THE PROSOPAEDIA

Cults of RuneQuest: The Prosopaedia is the first in the new *Cults of RuneQuest* sourcebook series for *RuneQuest*. This book is an indispensable reference to the many gods and goddesses, monsters, locations, artifacts, and events that have shaped mythology in the world of *RuneQuest* since its making! An encyclopedia to the gods of the fantasy world of Glorantha. A companion book to the other volumes in the *Cults of RuneQuest* line makes it essential for collectors. New *RuneQuest* players will find an easy-to-follow and evocative description of the pantheons of Glorantha. Scheduled to ship in July 2023.
CHA 4042-H.....\$37.99



CORVUS BELLI

INFINITY CODEONE



ALEPH BOOSTER PACK ALPHA
CVB 280873-0990.....\$43.99

INFINITY



NA2 - YUAN YUAN (CHAIN RIFLE)
CVB 280767-0993.....\$18.99



HAQQISLAM BOOSTER PACK ALPHA
CVB 281415-0989.....\$43.99



NOMADS - CORREGIDOR FIRETEAM PACK BETA
CVB 281521-0992.....\$71.49



O-12 - ROADBOTS HIGHWAY PATROL
CVB 282023-0980.....\$49.99



USARIADNA ACTION PACK
CVB 281129-0988.....\$100.99

FANROLL

METAL D20 SPINNER



ANTIQUE COPPER
MET 9251.....\$14.99

TORCHED RAINBOW
MET 9252.....\$14.99

FLOODGATE GAMES



SAGRADA: ARTISANS

Sagrada: Artisans is a legacy game take on the stained glass window game *Sagrada*. Players will compete as rival families of stained glass artisans, who work on the *Sagrada Familia*'s windows over the course of generations. Players will gain powerful new abilities over the course of the campaign along with brand new tools. Other gameplay details about the new game are relatively sparse, but the game involves a spiral notebook and colored pencils instead traditional game boards. Scheduled to ship in August 2023.
FGG SAR.....\$74.95

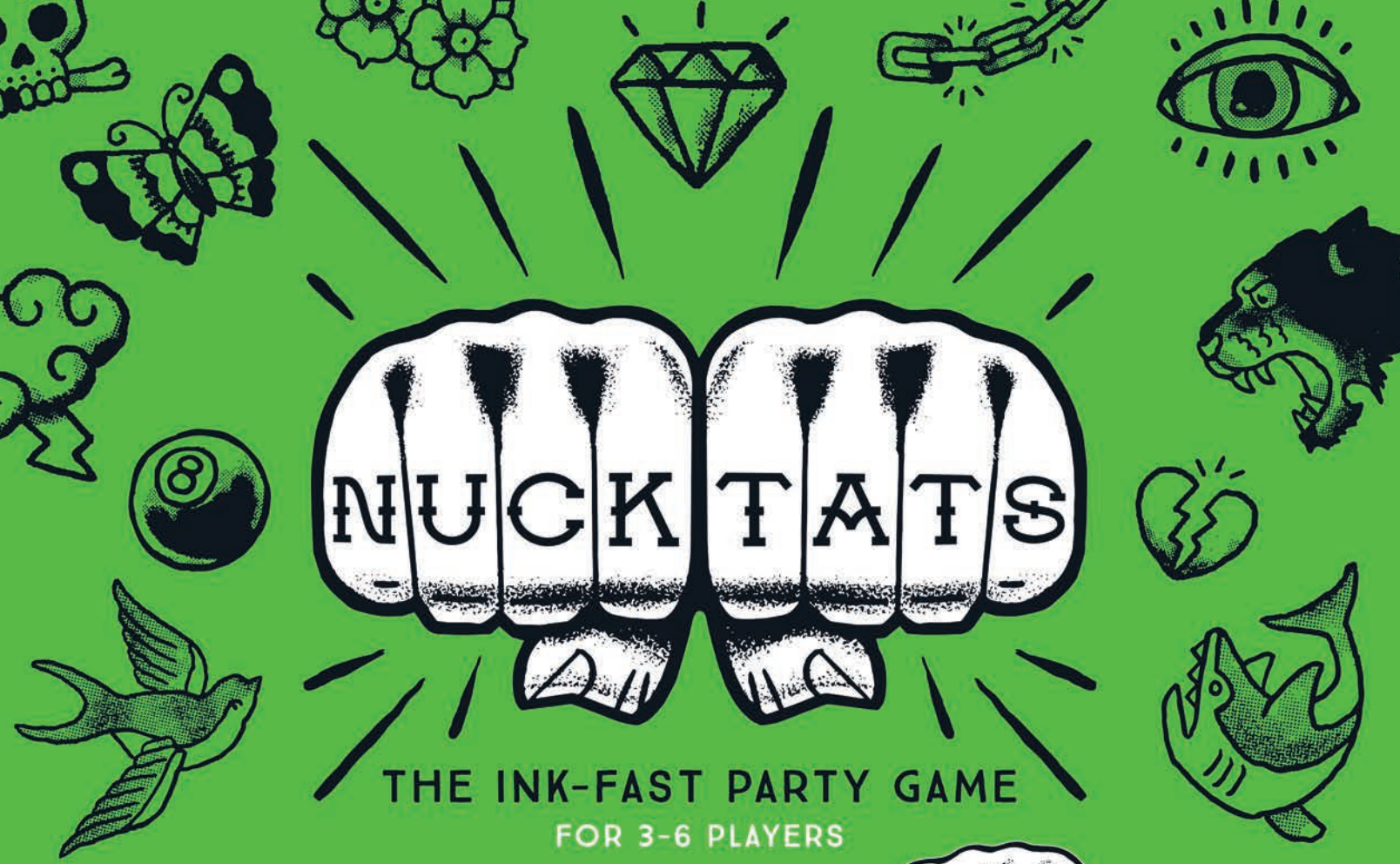
FRYX GAMES



AFTER THE VIRUS
The zombie apocalypse is here! *After The Virus* is a cooperative deck builder in which you and your friends band together to survive and complete different missions. The 15 included missions form a storyline if played in sequence, but don't expect to survive that easily because the zombies will attack you in ever increasing numbers! Scheduled to ship in March 2023.
FGA V02.....\$25.00



AFTER THE VIRUS: THE LONG COLD EXPANSION
The Long Cold takes the apocalypse of *After the Virus* to a whole new level with new characters, special zombies, and droves of new weapons, traps, and equipment. The new campaign lets players save progress between missions, as well as develop their deck over time. Will you specialize in armor and striking weapons? Or expand your range of companions and animals? Scheduled to ship in March 2023.
FGA VLC01.....\$20.00



THE INK-FAST PARTY GAME
FOR 3-6 PLAYERS

BARISTA

REVEAL A CUSTOMER...

TAYLOR
SWIFT

GUY FIERI

DUNGEON
MASTER

DOG WALKER

PODCASTER

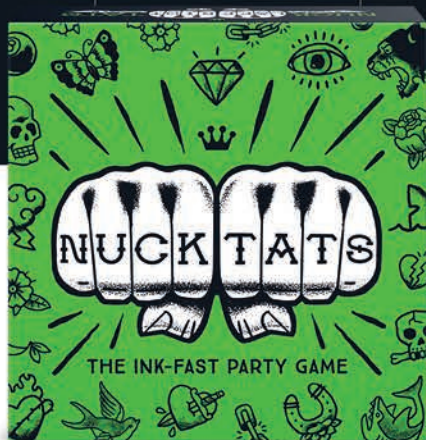


...CREATE THE BEST TAT

IF IT FITS, ANYTHING GOES!



GET PAID AND WIN!



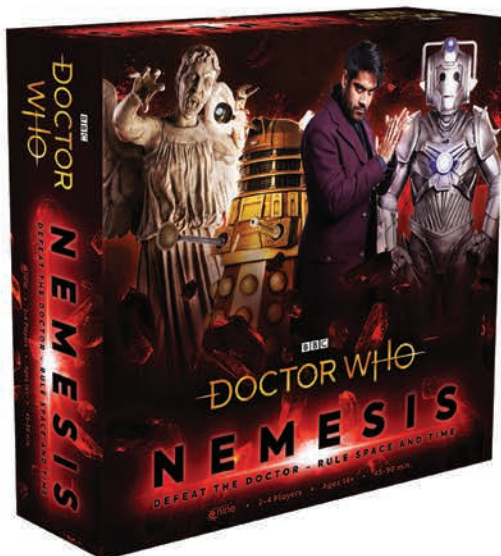
FNK 71813 | \$19.99

AVAILABLE JUNE 2023

Ask your Alliance Rep for More Details

Funko
GAMES





Dr Who: Nemesis

It's not easy trying to rule space and time, contending with rival Daleks and Cybermen, interfering Time Lords, and predatory Weeping Angels.

In Doctor Who: Nemesis, you play one of the Doctor's many adversaries seeking to twist space and time to your own ends. Your old nemesis, the Doctor, endlessly seeks to thwart your plans. Worse still, his other adversaries have their own schemes, and they don't involve you controlling everything. You must send your minions out to thwart both the Doctor's and your opponents' schemes, while bringing your own schemes to fruition.



45-90
mins



2-4
players



Ages
14+

GF9 DWN01 \$60

DUNE Ecaz & Moritani

House Ecaz is ruled by Archduke Armand Ecaz, who is well respected in the Landsraad and keen to strengthen his standing by forging lasting alliances.

House Moritani is led by the ruthless and cunning Viscount Hundro Moritani, the Moritanis did not hesitate to use terror tactics to conquer their enemies, resorting to assassination, sneak attacks, and sabotage.



120+
mins



2-6
players



Ages
14+

GF9 DUNE08 \$25



Aliens: Another Glorious Day in the Corps

Something is wrong in Hadley's Hope. Sparking wires and flickering lights give you some fleeting glimpses of the carnage. Debris is scattered everywhere and broken furniture has been hastily pushed into makeshift barricades. ...but no people... where are the bodies?

You and your team of specialist Colonial Marines will gear up with serious firepower and head in to Hadley's Hope to find survivors and answers. But you're not alone. To survive, you'll need to work together, keep your cool, and stay frosty!



90-120
mins



1-6
players



Ages
14+

GF9 ALIENS11 \$70

Star Trek Away Missions: Battle of Wolf 359

Lead your away team into the aftermath of the Battle of Wolf 359, where the Borg have crushed the only fleet standing between Earth and assimilation.

Lead Riker's away team into the wreckage and search for information that will defeat the Borg to save Earth, or join Locutus of Borg and the Borg Collective to assimilate your opposition.



60-90
mins



2
players



Ages
14+

GF9 STA001 \$60



Y777

Star Trek Away Missions: Gowron's Honor Guard

Klingons are warriors trained from birth to fight. They are deadly and tough, and their weapons are brutal. Few others can stand up to a Klingon in a one-on-one fight.



60-90
mins



2
players



Ages
14+

GF9 STA009 \$25



Y777

Star Trek Away Missions: Sela's Infiltrators

The Romulans are always after more Intel on their foes, learning their strengths and weaknesses and how to defeat them. While doing so they will be running plots within plots, planning assassinations and devious stratagems to derail their opponent's plans.



90-120
mins



1-6
players



Ages
14+

GF9 STA006 \$25

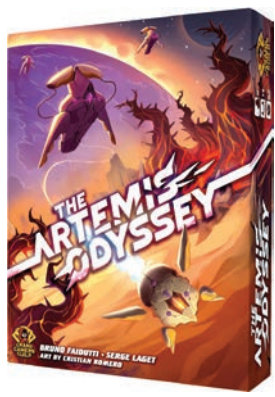


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GRAND GAMERS
GUILD



THE ARTEMIS ODYSSEY
The Artemis Odyssey begins many generations after the events of The Artemis Project. Using the alien relics found deep in the oceans of the frozen moon Europa as a technological springboard, humankind has become quickly capable of reaching out to the distant stars... and to the mysterious orbiting planets. Your exploration is accomplished through a clever system of hidden planning on a shared board. When the planning board is full, it is resolved in sequence...with all players benefiting from each others' plans! Scheduled to ship in July 2023.
GGL AR06.....\$59.99

HEAVY PLAY

**CURV SLEEVES INNERS
STANDARD (100)**
Scheduled to ship in May 2023.

SPOTLIGHT ON



SEER CLEAR
HPL CUR-SIN-000000 \$10.00

**CURV SLEEVES
STANDARD (100)**
Scheduled to ship in May 2023.



ARTIFICER GREY
HPL CUR-STA-003001\$15.00



CLERIC WHITE
HPL CUR-STA-006001\$15.00

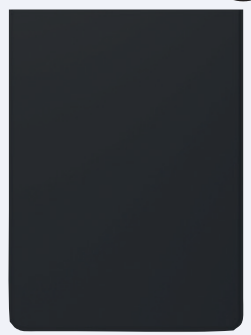


DRUID GREEN
HPL CUR-STA-012001\$15.00



SHAMAN RED
HPL CUR-STA-010001\$15.00

SPOTLIGHT ON



WARLOCK BLACK
HPL CUR-STA-001001 \$15.00



WIZARD BLUE
HPL CUR-STA-008001\$15.00

RFG DECKBOXES
Scheduled to ship in May 2023.



ARTIFICER GREY
80 DS
HPL RFG-DB8-003003T\$25.00
100 DS
HPL RFG-DB1-003003T\$25.00



CLERIC WHITE
80 DS
HPL RFG-DB8-006006T\$25.00
100 DS
HPL RFG-DB1-006006T\$25.00



DRUID GREEN
80 DS
HPL RFG-DB8-012012T\$25.00
100 DS
HPL RFG-DB1-012012T\$25.00

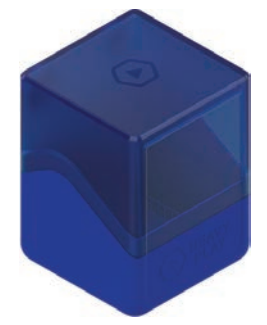


SHAMAN RED
80 DS
HPL RFG-DB8-010010T\$25.00
100 DS
HPL RFG-DB1-010010T\$25.00

SPOTLIGHT ON

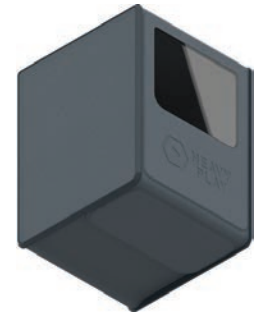


WARLOCK BLACK
80 DS
HPL RFG-DB8-001001T \$25.00
100 DS
HPL RFG-DB1-001001T \$25.00

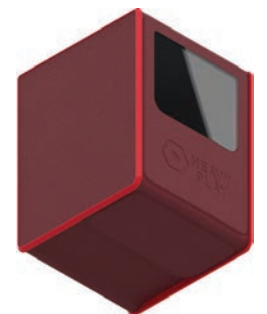


WIZARD BLUE
80 DS
HPL RFG-DB8-008008T\$25.00
100 DS
HPL RFG-DB1-008008T\$25.00

RFG DECKBOX MAX
Scheduled to ship in May 2023.



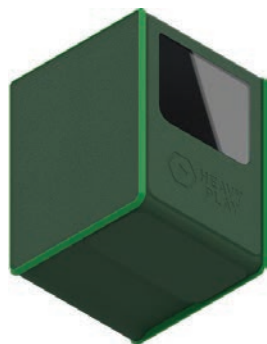
ARTIFICER GREY
80 DS
HPL RFG-MX8-003002\$50.00
100 DS
HPL RFG-MX1-003002\$50.00



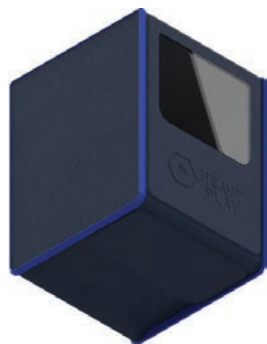
BARBARIAN RED
80 DS
HPL RFG-MX8-009010\$50.00
100 DS
HPL RFG-MX1-009010\$50.00

**CLERIC WHITE**

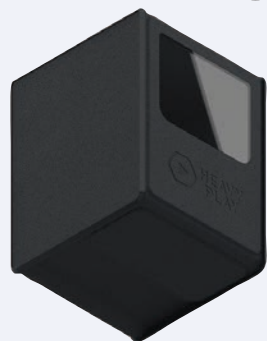
80 DS
HPL RFG-MX8-006005.....\$50.00
100 DS
HPL RFG-MX1-006005.....\$50.00

**RANGER GREEN**

80 DS
HPL RFG-MX8-011012.....\$50.00
100 DS
HPL RFG-MX1-011012.....\$50.00

**ROGUE BLUE**

80 DS
HPL RFG-MX8-007008.....\$50.00
100 DS
HPL RFG-MX1-007008.....\$50.00

SPOTLIGHT ON**WARLOCK BLACK**

80 DS
HPL RFG-MX8-001001.....\$50.00
100 DS
HPL RFG-MX1-001001.....\$50.00

RNG DICEBOX MAX

Scheduled to ship in May 2023.

**ARTIFICER GREY**

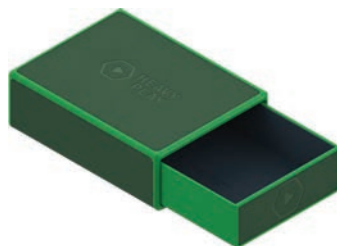
HPL RNG-MAX-003002.....\$50.00

**BARBARIAN RED**

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RGS02562 MSRP \$25

Number of Players: 2-4

Playing Time: 15-30 min per Battle



prime video

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Scheduled to ship in May 2023.



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HPL RNG-DIB-003003T\$25.00



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HPL RNG-DIB-008008T\$25.00

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HPL ETB-MAT-009010\$50.00



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HPL ETB-MAT-006005\$50.00



RANGER GREEN/DRUID GREEN

HPL ETB-MAT-011012\$50.00



ROGUE BLUE/WIZARD BLUE

HPL ETB-MAT-007008\$50.00

SPOTLIGHT ON



WARLOCK BLACK/ WARLOCK BLACK

HPL ETB-MAT-001001\$50.00

HOGG PUBLISHING



GLORY: SECOND EDITION

2-4 players race to earn 20 glory as fast as possible by exploring the map, doing quests, and fighting monsters. Dry-erase components simplify set-up and gameplay. 9 unique heroes to choose from. 60 minutes to play with distinct early and late game. Plenty of engaging artwork. 6-game solo campaign Scheduled to ship in June 2023.

HGP 1000.....\$57.00

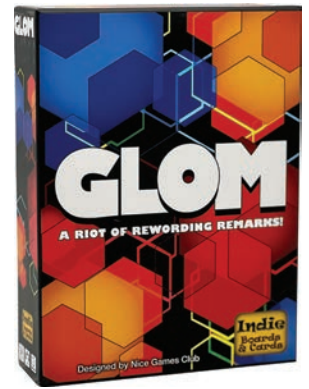
INDIE BOARDS & CARDS



AEON'S END DBG: PAST AND FUTURE EXPANSION

Two interconnected storylines take players back in time, and hundreds of years into the future, in an exciting new expansion for Aeon's End! Aeon's End: Past and Future includes two full expeditions: The Past Campaign and the Future Campaign. These narratives can be played in either order - Future first, or Past first. Scheduled to ship in May 2023.

IBC AE7PF1\$60.00



GLOM

Scheduled to ship in June 2023.

IBC GLM1\$19.99



PATH OF LIGHT AND SHADOW: SOLSTICE EXPANSION

After many winters of war, the Realms lay in ruin. The feud of the deposed heirs to the throne has spilled out across the sea, reaching the forgotten shores of the Hinterlands. There in the abandoned cities and broken temples, relics of impossible power await. But so do their keepers, the ancient race Viratis that walk between the light and the shadow. In this expansion you will explore megalith ruins on a new island, utilize magical relics, and command new forces that move between Cruelty and Mercy for powerful effects. Inside the box you can find new player cards for existing factions, a new Region deck for the Hinterlands that include the new Viratis faction, and special map Regions that contain powerful Megaliths instead of towers. Scheduled to ship in June 2023.

IBC PATHSL1\$59.99

KEYMASTER GAMES



CAPER: PLAYMAT

Scheduled to ship in April 2023.

KYM 08NP01\$40.00



OLD BILL

Build a den of thieves with matching pairs, but avoid Old Bill by outwitting and outwitting the other Masterminds! The player who gets the most matching pairs of thieves (two cards with the same picture) wins the game, but watch out for Old Bill! If you end up with him in your hand, he will remove one of your matches! Scheduled to ship in April 2023.

KYM 0901\$15.00

KIDS TABLE BOARDGAMES

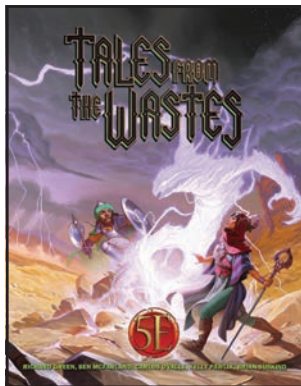
STEAM UP A FEAST OF DIM SUM

Once upon a time in the Far East, deep in the mountains of a mythical land, there was a world-renowned Dim Sum restaurant by the name of Steam Up. It was the first restaurant of its kind to achieve the three Gold Ingot status. According to the Gold Ingot Guide, Steam Up was best known for its top 5 most popular Dim Sum: juicy shrimp dumpling, tender meat dumpling, soft and fluffy BBQ meat bun, flavorful sticky rice, and exotic phoenix claw. These heavenly tastes drew food enthusiasts and gourmets from all over the world! Come join us on a feast of Dim Sum. You are invited! Scheduled to ship in April 2023.

KTG HBQ1102\$49.99



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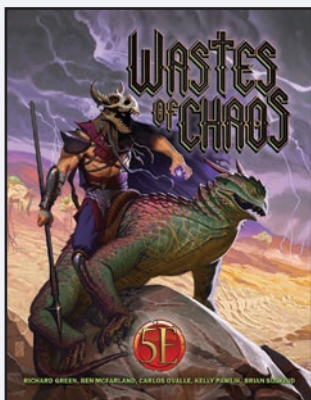


TALES FROM THE WASTES HARDCOVER (5E)

Enter devastated lands torn asunder by ghastly creatures and chaos magic. These wastes hide ancient treasures, potent magic, and abandoned cities waiting to be discovered — or refusing to stay buried. *Tales from the Wastes* brings you fast-paced 5th Edition adventures set in twisted locations packed with memorable NPCs. Scheduled to ship in July 2023.

PZO KOB9528\$39.99

SPOTLIGHT ON



WASTES OF CHAOS HARDCOVER (5E)

Wastes of Chaos brings you everything you need to create hard-hitting adventures in ruined lands. This includes multiple new races, subraces, subclasses, cult, creature and more! Scheduled to ship in July 2023.

PZO KOB9511\$49.99



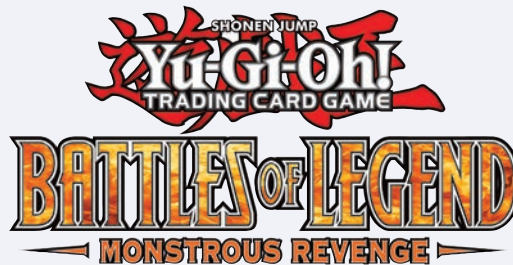
WASTES OF CHAOS HARDCOVER (LIMITED EDITION) (5E)

This beautiful, alternate version of the full book shows off a gorgeous foil-stamped cover, deluxe endpapers, and a ribbon bookmark. Scheduled to ship in July 2023.

PZO KOB9535\$79.99

KONAMI DIGITAL ENTERTAINMENT

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YU-GI-OH! TCG: BATTLES OF LEGEND - MONSTROUS REVENGE BOOSTER DISPLAY (24)

Battles of Legend: Monstrous Revenge introduces 52 new cards plus a bunch of returning favorites! The monstrous denizens of this 100+ card booster set also includes Extort Hydra, which can weaken your opponent's monsters from the Extra Deck categories and draws you a card for every thousand battle damage it inflicts! You can also beef up your Extra Deck with the new Tri-Edge Master Synchro Monster, the Xyz/Pendulum Daidarant the Ooze Giant, and many more. *Battles of Legend: Monstrous Revenge* is also the first booster set for the *Yu-Gi-Oh! Trading Card Game* to celebrate its 25th Anniversary with Quarter Century Secret Rares! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86210\$107.76

YU-GI-OH! TCG: GOLD PRIDE



CAPTAIN CARRIE CARD SLEEVES PACK (50)

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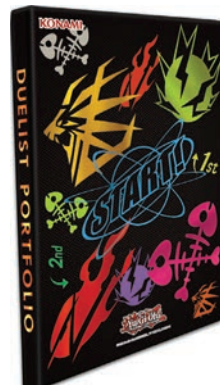


PHOTO FINISH 9-POCKET DUELIST PORTFOLIO

KON 86183\$9.99



CHARIOT CARRIE GAME MAT

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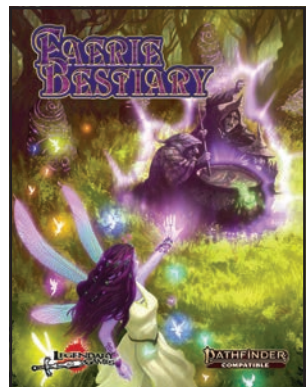


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LEGENDARY GAMES



THE DRAGON'S HOARD (5E)
The Dragon's Hoard is a monthly anthology of magic items, spells, monsters, and more for your 5th Edition campaign! Each issue of The Dragon's Hoard takes every new magic item, spell, monster, or other new rules content from our ongoing Legendary Loot Patreon and presents it for you, with dozens of new elements beautifully illustrated and ready to unleash on your players! Scheduled to ship in June 2023.
#27 LGP 576DH275E \$12.99
#28 LGP 577DH285E \$12.99



FAERIE BESTIARY (PATHFINDER SECOND EDITION)
You'll find over 200 incredible creatures and challenges from the Fey Realms both seelie and unseelie alike, from fauns to forest master unicorns, brownies to bandersnatches, tiny snapdragon leshys and titanic moss lords. You'll find monsters from Level from -1 to 25 and every creature type, plus appendices on fey-touched beasts and dreamscapes! Scheduled to ship in June 2023.
LGP 562FB01PF2 \$49.99

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BIG BOOK OF BATTLE MATS ROOMS VAULTS & CHAMBERS
Scheduled to ship in July 2023.
LBM 042 \$26.99

LOONEY LABS

FLUXX THE BOARD GAME
Everything is in flux in this unique game – from the rules, to the gameboard, to the color of your pieces! It's more strategic than the original card game and delivers everything you'd expect from a name like Fluxx: The Board Game. The ever-shifting landscape is made of tiles that can be rotated or uprooted elsewhere on the table. Occupy the right tile spaces to claim the current goal and reveal the next goal... getting you one step closer to victory.
LOO 128 \$25.00



ART FROM PREVIOUS VOLUME

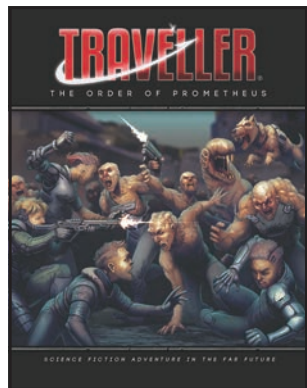
MONGOOSE PUBLISHING



TRAVELLER RPG: JTAS 9
Amongst the many articles in Volume Nine, you will find: Prince Amaad Dagashkugiim - Great-grandson of the Golden Sovereign of Hoganas and an enthusiast of archaeology. Zadony-Tessen Survival Armaments Inc - Manufacturers of fine firearms and accessories for use in survival scenarios. The Vindicator Logging Heavy Walker - For all your logging and forestry needs. Criminal Organisations of the Marches Large criminal organisations with staggering resources and equally staggering goals. The Wrong Patron - For the Travellers who spend too long hanging around the starport bar Scheduled to ship in June 2023.
MGP 40080 \$24.99



TRAVELLER RPG: JTAS 10
Each volume is a treasure trove of information and game additions for Traveller, including adventures, new ships, alien creatures from across Charted Space, philosophical musings on the big empires, histories, different takes on familiar equipment, new vehicles, characters to be met in starports, playable alien species, and much, much more... Amongst the many articles in Volume Ten, you will find: Tamara's Travelling Tavern - a converted Mercenary Cruiser that serves as a wandering meeting place for the underworld of Charted Space. Scheduled to ship in June 2023.
MGP 40081 \$24.99



TRAVELLER RPG: THE ORDER OF PROMETHEUS
In a backwater cluster of worlds deep within the Solomani Confederation, a covert society has stolen a cosmic secret. Using lost, perhaps forbidden, knowledge the Order of Prometheus will lead humanity into a new age with their custom-made creatures. Loyal warriors, indefatigable workers and resilient beasts of burden, their Golems are the answer to every manpower and labour-relations issue a user could ever imagine. Investigating a remote installation, the Travellers stumble on evidence that someone is tampering with nature a little too much. Scheduled to ship in June 2023.
MGP 40096 \$49.99

MONTE COOK GAMES



OLD GODS OF APPALACHIA RPG (CYPHER SYSTEM)
The Old Gods of Appalachia Roleplaying Game delves into the Alternate Appalachia of the award-winning, ultra-popular horror podcast. This world's unique take on cosmic horror is personal and intimate, and heavily steeped in atmosphere— and the RPG gives you everything you need to run immersive, narrative, and deeply chilling games. Scheduled to ship in July 2023.
MKG 336 \$69.99

OLD GODS OF APPALACHIA RPG: PLAYER'S GUIDE (CYPHER SYSTEM)
Create characters, explore Alternate Appalachia, and access the easy-to-learn Cypher System rules that power the Old Gods of Appalachia Roleplaying Game. This handy Player's Guide provides an easy, inexpensive way to have multiple copies of the game's most important player-facing content at the game table. Scheduled to ship in July 2023.
MKG 345 \$19.99





GOBAG EVO

The GoBag EVO is more than just a case for paints, it's an entire hobby workstation! The hard, molded front opens up to provide a large work surface with multiple inlaid trays for holding hobby supplies and models as well as our HBY NRD cutting mat, paint cups, paints, and brushes. Scheduled to ship in May 2023.
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Looking for the best brush cleaner, restorer, conditioner, and reshaper all in one easy-to-use product? You've come to the right place! Scheduled to ship in May 2023.
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MON MPAP-005\$14.75

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MON PRO-SBL-2\$14.30

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MON PRO-SYN-DD2\$12.50

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SET

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The *Weapon Rack* is a group of Sam Lenz's favorite brushes offered at our great set discount. Get 2 of our *PRO Synthetic* 6 brushes along with *PRO Sables* in size 3, 1, and 0. A great collection of brushes for every situation. Make sure to check out the Fantasy Art of Sam Lenz to see more from this great artist as well! Scheduled to ship in May 2023.

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UNCLE ATOM'S FAVORITE BRUSHES!

A set of Uncle Atom's favorite brushes with custom handles, only available in this exclusive set! A combination of our *Pro Synthetic* 00, 2, and 4 round brushes offered at our great set discount and with custom, gloss black handles with a touch of red on the ends. A great trio of brushes for any level of painter and a go-to for us here at the studio. Make sure to check out all the great content Uncle Atom puts out over on *Tabletop Minions* as well! Scheduled to ship in May 2023.

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A quick-playing, rules-light skirmish wargame of Horror hunting set in a bleak sci-fi world on the brink of impending doom. Scheduled to ship in June 2023.

OSP GAM048 \$35.00

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PATHFINDER RPG: ABSALOM - CITY OF LOST OMENS HARDCOVER (SPECIAL EDITION) (P2)

This lore-packed 400-page guide presents a fascinating locale suitable for years of *Pathfinder* adventures! A huge poster map of the city, more than 250 locations, and more than 400 interconnected NPCs set the scene in unprecedented detail, beckoning your characters to walk upon streets paved with centuries of history. Follow in the footsteps of generations of questing heroes to chart a new path for the City at the Center of the World! This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in July 2023.

PZO 9304-SE \$89.99



PATHFINDER RPG: ADVENTURE PATH - SKY KING'S TOMB PART 1 OF 3 - MANTLE OF GOLD (P2)

Mantle of Gold is a *Pathfinder* adventure for four 1st-level characters. This adventure begins the *Sky King's Tomb Adventure Path*, a three-part monthly campaign in which a group of adventurers travel deep underground to discover a legendary dwarven king's tomb, seek subterranean treasures, and heal millennia-old injustices - all while stopping an ambitious villain from weaponizing those same discoveries. This adventure also includes a detailed look at lost dwarven treasures, tricks for adventuring in the dark, potent relics, and several monsters to threaten underground explorers. Scheduled to ship in July 2023.

PZO 90193 \$26.99

PATHFINDER RPG: FLIP-MAT CLASSICS - URBAN TAVERN

Get ready for a barroom blitz! Pull up a stool at a high scale taproom on one side, or take your pick from a block of seedy taverns and feast halls on the other, making this durable accessory perfect for both danger and downtime in any tabletop fantasy campaign! This line of gaming maps provides ready-to-use fantasy set pieces for the busy Game Master. Full of beautiful details, depicting two different city-based taverns, this double-sided map makes the perfect place to start your next adventure! Scheduled to ship in July 2023.

PZO 31044 \$16.99



SPOTLIGHT ON



PATHFINDER RPG: RAGE OF ELEMENTS (P2)

Blaze like the sun! Crash like the waves! Thunder like a landslide! Harness the overwhelming power of the most primordial forces of nature with *Rage of Elements*, a new 224-page rules resource for the *Pathfinder* Roleplaying Game focused on the fundamental building blocks of reality itself! The pocket edition presents the same contents as the standard edition in a smaller sized softcover for a lower price and better portability. The deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in July 2023.

POCKET EDITION PZO 2113-PE \$26.99

HARDCOVER PZO 2113 \$54.99

SPECIAL EDITION PZO 2113-SE \$74.99

SPOTLIGHT ON



STARFINDER RPG: ADVENTURE PATH - SCoured STARS

This expansive 256-page hardcover campaign weaves together twelve popular scenarios from Paizo's enormous *Starfinder* Society organized play campaign, remastering and optimizing them for at-home play in the form of an exciting cosmos-spanning complete campaign from levels 1 to 15. The perfect introduction to the *Starfinder* RPG, and *Starfinder*'s biggest adventure to date! Scheduled to ship in July 2023.

HARDCOVER PZO 7252 \$54.99

SPECIAL EDITION PZO 7252-SE \$74.99

STARFINDER RPG: FLIP-MAT - GRAV TRAINS

Whether sailing above the skyline of a futuristic metropolis or moving through the deserts of a red planet, there's always a grav-train when you need one. This double-sided map features a futuristic train moving through a narrow path perfect for a timely ambush, while the other side has two luxury passenger trains moving side-by-side over a nighttime city. *Starfinder* Flip-Mats present ready-to-use science-fiction set pieces for the busy Game Master. With *Starfinder* Flip-Mat: Grav-Trains, there's always the chance for high action while riding the rails! Scheduled to ship in July 2023.

PZO 7338 \$16.99



SPOTLIGHT ON



TRADING CARD GAME

POKÉMON TCG: AMPHAROS EX OR LUCARIO EX BATTLE DECK DISPLAY (6)

Powerful Pokémon ex are ready to charge onto the battlefield in the new *Pokémon TCG: ex Battle Decks*! Each 60-card deck is led by an exceptional Pokémon ex and includes everything you need to play right away. Let the battle begin! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 290-86228.....PI

POKÉMON TCG: PALDEA FRIENDS MINI TIN DISPLAY (10)

In this *Pokémon TCG: Paldea Friends Mini Tin*, you'll find: 2 Pokémon TCG 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 210-86279.....PI



POKÉMON TCG: ORIGIN FORME PALKIA VSTAR LEAGUE BATTLE DECK

Open a Star Portal to gather power and unleash a Subspace Swell with Origin Forme Palkia VSTAR! This *Pokémon VSTAR* is yours in this powerful, League-ready deck for skilled *Pokémon TCG* players. With premium foil cards, sought-after power cards, and a well-tuned set of Pokémon and Trainer cards, the Origin Forme Palkia VSTAR League Battle Deck does more than feature a Legendary Pokémon of the Sinnoh region: it puts together all the elements to support you in your next match against friends and neighbors, in person or online!

PUI 290-85236.....PI

POKÉMON TCG: CYCLIZAR EX BOX

Coast into your next *Pokémon TCG* match with the support of Cyclizar ex! The helpful Mount Pokémon is ready to roll onto the battlefield with its crafty Power Run attack. With it, you can do damage and search your deck for a Basic Energy to attach to Cyclizar ex. When you're ready to bring it home, use Full Throttle and slide into big damage! You'll also find a helpful foil card featuring Rotom and 4 booster packs to add to your collection.

PUI 290-85233.....PI



PORTAL GAMES

51ST STATE: NO MAN'S LAND EXPANSION

The expansion *No Man's Land* gives *51st State* a completely new dimension by introducing an area control mechanism - all players try to gain control over a contested territory. Players spend their Contact tokens not only to interact with cards from their hand, but also to interact with the No Man's Land board. The board represents regions close to players' factions and is divided into nine areas, with each area providing different bonuses. Players can build their bases and outposts there to get advantage of the region and gain resources and Victory Points. The never-ending push and pull between players adds a great deal of player interaction and keeps everyone on their toes until the end of the game. Scheduled to ship in June 2023.

PLG 2300.....\$16.00



51ST STATE: ULTIMATE EDITION

51st State: Ultimate Edition is the all-in-one package for *51st State*, including the base game as well as six expansions: New Era, Winter, Scavengers, Allies, Moloch, and No Man's Land. In *51st State*, the world you know no longer exists. There is no government. No army. No civilization. The United States has collapsed - and now, thirty years after the war started, new powers finally try to take control of the ruined country, try to establish a new order, try to control others and create a new country, a new state: the 51st state. In this card game, players control one of the four powers: mutants, traders, New Yorkers and Appalachians, and try to build their own new country. Scheduled to ship in June 2023.

PLG 0058.....\$89.00



ELEVEN: SOLO CAMPAIGN

Solo Campaign is a solo expansion to *Eleven*, a strategic game by Thomas Jansen (*Club Stories*, *Tavern*, *Streetpainball*) set in the world of football. If you've liked the solo mode in the base game, this expansion is perfect for you! In the box you will find 14 scenario sheets for the solo campaign. You'll start as a manager of a small club so at the end of your career you can win the 1st Division.

PLG 2219.....\$20.00



ELEVEN: INTERNATIONAL PLAYERS EXPANSION

A set of Player cards dedicated to advanced play, and a new Travel mechanic. An expansion introducing new Players with interesting abilities and showing the wonderful diversity of football around the globe, and a new Travel mechanic. New Players and Tactics from around the world. Discover 45 new Player cards representing 45 different countries and 5 new Tactic cards showing specific styles of play, such as Spanish tiki-taka, German gegenpressing, or English kick and rush. Scheduled to ship in April 2023.

PLG 2216.....\$20.00



ELEVEN: INTERNATIONAL CUP EXPANSION

Do you have what it takes to play in the league on weekends and in the International Cup on Wednesdays? The International Cup expansion introduces a single-elimination tournament board where winning each match is of utmost importance. It also adds 14 International teams and 50 new cards, including Board Meeting cards showing International events, and new Opponent cards for the added teams. Scheduled to ship in April 2023.

PLG 2217.....\$20.00



ELEVEN: STADIUM EXPANSION

Make your Stadium a cultural center for the whole city with 50 new cards and 24 new Infrastructure tiles. Get new Sponsors, hire new Staff members and make your Stadium a cultural center for the whole city! Build new elements, run concerts and national team matches, and more! The Stadium expansion adds 24 new custom shaped Stadium Infrastructure tiles and 50 cards including new Objective, Staff, Sponsor, and Board Meeting cards that are related to the Infrastructure tiles from this expansion.

PLG 2215.....\$20.00



GAMES

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STRATEGY

ROBO RALLY

- Includes 6 pre-painted robot miniatures!
- Over 80 different possible race course possibilities!
- Includes four double-sided factory gameboards, and thirteen pre-made race courses.
- Options for short or long races, starter through advanced courses, and variants for play!

RGS02576

\$50



Q3 RELEASE



STRATEGY

ACQUIRE

- Plastic board, building tiles, and headquarters!
- Updated board size, 9x12 space grid with space designations printed on the board.
- New font on the tiles for improved legibility.
- Classic Mode or Tycoon Mode — play with or without tertiary stockholder merger bonus.

RGS02575

\$50



Q3 RELEASE



DIPLOMACY

DIPLOMACY

- 140 updated wooden meeples to represent fleets & armies!
- New Quick Start Rules!
- Classic game of strategy, negotiation, and betrayal!

RGS02574

\$45



Q3 RELEASE



STRATEGY

AXIS & ALLIES WWI 1914

- Updated Renegade Limited Edition - includes more German and British Empire infantry units, 30 more chips, and rulebook updates from official errata!
- Epic Axis & Allies gameplay set in World War I.
- Over 400 plastic miniatures!

RGS02568

\$100

Q3 RELEASE



STRATEGY

JUNK ORBIT

- New box! Now in a standard box with a fitted plastic tray for tile storage!
- Solo mode included!
- 2 mini expansions included! The Mission Control promo pack with new ship cards and player powers and Tours Mini-Expansion with new Tourist cards and ways to score!

RGS02543

\$35

Q3 RELEASE



**RENEGADE
GAME STUDIOS**

WWW.RENEGADEGAMES.COM

GTM

MAY
2023

46



STRATEGY

GI JOE
MISSION CRITICAL SGT SLAUGHTER FIGURE PACK

- Add Sgt Slaughter's signature vehicle, the Triple T, to your team's arsenal!
- Unique combat cards to help drive Cobra into submission or whip your team into fine fighting force!
- Renegade Limited!

RGS02558

\$22



Q3 RELEASE



ROLEPLAYING

GI JOE
ROLEPLAYING GAME SGT SLAUGHTER ACCESSORY PACK

- Character options for making your own drill instructor character or a member of Slaughter's Marauders.
- Stats for making and playing as Sgt Slaughter and his Marauders.
- 28mm-scale Sgt Slaughter paintable miniature
- Standees and tactical maps representing scenes in the scenario.

RGS02565

\$55



Q3 RELEASE



ROLEPLAYING

ESSENCE 20 ROLEPLAYING SYSTEM
FIELD GUIDE TO ACTION AND ADVENTURE CROSSOVER SOURCEBOOK

- Sourcebook for the crossover of Power Rangers Roleplaying Game, G.I. JOE Roleplaying Game, and Transformers Roleplaying Game.
- Introduces new character options!
- Crossover adventure to run in your campaign!
- GM resources for creating new threats to menace your heroes!

RGS01119

\$55



Q3 RELEASE



ROLEPLAYING

POWER RANGERS
ROLEPLAYING GAME ACROSS THE STARS SOURCEBOOK

- Explore mysterious planets as one of three new advanced Roles: team defending Gold, Grid-bending Silver, and time-hopping Phantom Ranger.
- Gear up with new interstellar Zords, vehicles, equipment, perks, and powers like the heroes of Power Rangers Turbo, In Space, Space Patrol Delta, Lost Galaxy, and more.

RGS01112

\$55



Q3 RELEASE



STRATEGY

POWER RANGERS
DECK-BUILDING GAME SHATTERED GRID

- Allows you to use all your Power Rangers Deck-Building Game cards in an epic crossover experience!
- Team up with Rangers from across the eras to defeat Lord Drakkon!
- Take advantage of a temporary Secondary Grid using your previous sets!

RGS02580

\$30



Q3 RELEASE



STRATEGY

GI JOE
DECK-BUILDING GAME RAISE THE FLAG

- Features new campaign mode! Evolves based on your decisions and the outcomes of your missions!
- GIANT constructible aircraft carrier that will acquire upgrades as the campaign progresses!
- Secret Envelopes and surprises await you!

RGS0260

\$45



Q3 RELEASE





RANDOLPH



LINKTO FOOD

Linkto Food is a co-operative trivia game in which players team up to find the key amongst the 50 cards that feature unique food art. It offers five levels of difficulty in the game as well as a competitive mode for those who want it. Together, players link all 49 clue cards to the 50 word cards. They then discover whether the remaining, unlinked word card is the key to their victory, validating its code with the answer card to know whether they've won the game! Scheduled to ship in June 2023.

HGB RANLTC01EN\$12.99



LINKTO TRAVEL

Linkto Travel is a co-operative trivia game in which players team up to find the key amongst the 50 cards that feature unique travel art. It offers five levels of difficulty in the game as well as a competitive mode for those who want it. Together, players link all 49 clue cards to the 50 word cards. They then discover whether the remaining, unlinked word card is the key to their victory, validating its code with the answer card to know whether they've won the game! Scheduled to ship in June 2023.

HGB RANLTV01EN\$12.99

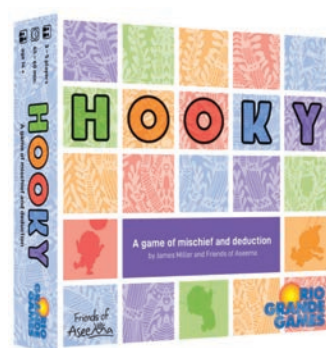
RIO GRANDE GAMES



BEYOND THE SUN: LEADERS OF THE NEW DAWN EXPANSION

Following the discovery of hyperspace travel in the year 2246, a renewed sense of unity and purpose ripples across the whole solar system. The factions in power need to position themselves quickly to seize this golden opportunity, and strong leadership is necessary to get ahead in the race to colonize the galaxy. Thanks to the Omniweb Engine, a data-mining network that covers the entire population of the solar system, each faction can search with pinpoint precision for candidates with the exact skills and traits they need, both domestically and militarily. Scheduled to ship in April 2023.

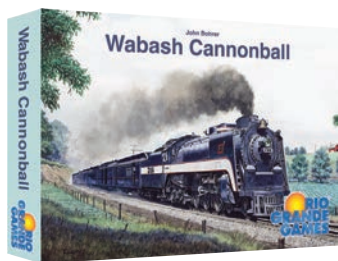
RGG 629\$39.95



HOOKY

Welcome to the wonderful world of *Hooky*. Of the 26 children in classes today, 3 are off playing hooky. It is morning before school starts, and in the chaos, your job as a homeroom teacher is to figure out which 3 are missing. There are some children off in the Playground who are late getting to their homerooms, and you will learn their identities as they straggle in. The 3 missing students are represented by 3 *Hooky* cards. You earn points by correctly deducing the identity of the 3 *Hooky* cards and thereby finding the 3 missing students. You can also earn points by learning which students are in the other players' classrooms (hands of cards). Scheduled to ship in April 2023.

RGG 638\$29.95



WABASH CANNONBALL

The savvy Robber Barons of 1830 America are building the railroads of the Eastern US and getting richer every day. Who will be the financial wizard in this economic battle? With no luck or randomness in this fight, the shrewdest will come out on top. Expand

a railroad? Develop cities to increase railroad income? Invest in another, competing railroad? Vast wealth is possible to the sharp player, it is time to choose wisely and reap the benefits of opportunities missed by those less discerning. Players vie for dominance in the creation of America's seminal railroads: The Pennsylvania, the Baltimore & Ohio, the Chesapeake & Ohio and the New York Central. They also increase their wealth and stock value by developing cities along the right-of-way. Scheduled to ship in April 2023.

RGG 645\$39.95

SIRIUS DICE

RPG DICE SET (7)



SHARP DAGGER

SDZ 0014-03\$35.00

SHARP FRUIT

SDZ 0014-02\$35.00

SKYBOUND ENTERTAINMENT



KISS THE GOBLIN

Kiss the Goblin is a party game where you describe how you would react to outrageous situations while trying to communicate a secret alignment. Utilizing the popular tabletop role playing game alignment system, a player will try to share their secret alignment be it Chaotic good, Lawful Evil or other when describing how they'd react in both common settings and fantastical situations. Scheduled to ship in July 2023.

SKY 4606\$17.99



PIRATE TAILS

Chitter me timbers! *Pirate Tails* is an elegant and addictive set collection game in which you are a scurvy squirrel struggling to gather the best collection of nuts. To do this you'll need to bury nuts around the island and return for them later in the round. But be careful! If you hide too many valuable cards in one spot, they may not be there when you return! Scheduled to ship in August 2023.

SKY 4607\$14.99

SORRY WE ARE FRENCH

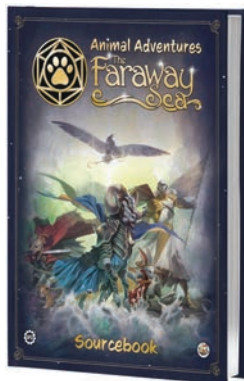


IN THE FOOTSTEPS OF DARWIN

Twenty years after his expedition around the world, Charles Darwin is writing *On the Origins of Species*. He wants to gather new information about animal life, particularly about continents he hardly explored. Who other than young naturalists, eager for discovery, could help the renowned scholar finish writing his most famous work? Players are junior naturalists who have just arrived aboard the *Beagle* to help Charles Darwin finish his book *On the Origin of Species*. Scheduled to ship in April 2023.

HGB SWDAR-R01\$39.99

STEAMFORGED GAMES



ANIMAL ADVENTURES: THE FARAWAY SEA

Greetings, adventurer! In your paws is a sourcebook for the world's favourite roleplaying game. Unfurl your dog-eared map and leave port for a campaign and setting unlike any other - The Faraway Sea! Many exotic creatures call the Faraway Sea home. Play as awakened animals of all races in your travels, including an orangutan, sea otter, albatross, and more! What's in the book? Rules for creating your own awakened animal characters: a gazetteer packed with information, plot hooks, and mysteries. Scheduled to ship in May 2023.

SFL AATFS-001\$44.95

DARK SOULS RPG



CURSED TERRAIN

SFL DS-RPG013\$14.95

SPOTLIGHT ON



DANCER OF THE BOREAL VALLEY & SMOUGH

SFL DS-RPG016\$34.95



SIR ALONNE & SMELTER DEMON

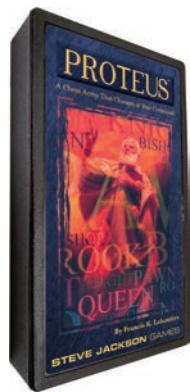
SFL DS-RPG014\$29.95



TITANITE & STONE

SFL DS-RPG015\$34.95

STEVE JACKSON GAMES



PROTEUS

From the folks who brought you Nightmare Chess comes *Proteus* - a dice game that plays a little like chess and a lot like nothing you've ever seen before! Played on a standard chess board, each side gets 8 dice, with a different piece on each face. You start with 8 pawns, but each turn you get to change one of your dice to a more powerful piece. But as your pieces get more powerful, they become worth more points to your opponent! The game is easy to learn, but mastering the intricate strategies will prove much harder. Scheduled to ship in July 2023.

SJG 1132\$24.95

DRAGON AND SKULL D6 DICE SETS

Scheduled to ship in July 2023.



GREEN GLITTER

SJG 5900-16\$9.95



SILVER

SJG 5900-15\$9.95

ENCHANTED PLUMES™

Craft Dazzling Plumes to Win!

Play feathers into plumes in descending rows, carefully matching colors to score the most points. Only the most captivating peacocks will win!

www.CalliopeGames.com

Game play
30-50
minutes

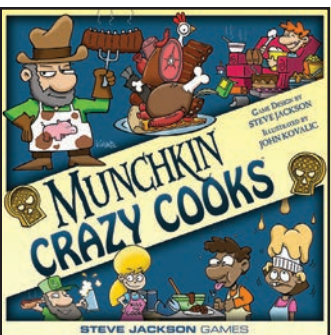
Ages
8+

2-6
players

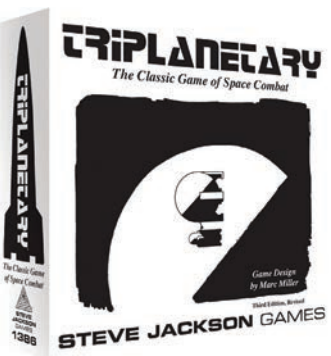


GAMES

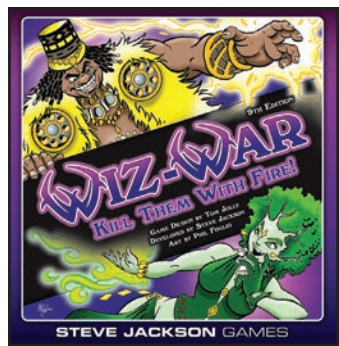
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MUNCHKIN: CRAZY COOKS
 The munchkins have left the dungeon for an even more treacherous place — the kitchen! In *Munchkin: Crazy Cooks*, 3 to 6 foodies cook up delicious schemes to get ahead, and the plastic standies and gameboard included help them track their progress. Food tokens give you a 'Balanced Meal', which is a fresh and exciting way to win! The game includes the classic Munchkin races along with four new classes. Scheduled to ship in July 2023.
 SJG 1567\$34.95



TRIPLANETARY
Triplanetary was first released more than 40 years ago (originally designed by Marc "Traveller" Miller), and now Steve Jackson has revived it for the new generation! Using a vector movement system, players can race between planets, mine the asteroid belt, defend humanity from the alien menace, raid merchant ships ripe for piracy, and much more. Two, three, and four or more players will enjoy adventuring in the solar system with *Triplanetary* - the classic game of space combat! Scheduled to ship in July 2023.
 SJG 1386\$59.95



WIZ-WAR: 9TH EDITION
 In *Wiz-War*, players are transformed into wizards who attempt to collect treasures from a twisted maze. At the heart of the game is a deck of cards that the players use to cast spells, power up spells, and augment movement. Each turn, players can move up to three spaces (or more with the use of number cards). However, the goal is to penetrate the other players' sections of the maze, pick up one of their treasures, and bring it back to your home base. The first player to capture two such treasures or kill all the other wizards wins. Scheduled to ship in July 2023.
 SJG 1751\$39.95

TEETURTLE

CASTING SHADOWS: VINYL FIGURE SETS

Scheduled to ship in July 2023.



FRILL LILYPAD & FRILL THE REGENERATOR
 TET 7021-CS-VNL1 PI



HAZE GREENTONGUE & HAZE THE DEVASTATOR
 TET 7020-CS-VNL1 PI



FROST POLARPAW & FROST THE MERCILESS
 TET 7022-CS-VNL1 PI



KIT GALE & KIT THE TURBULENT
 TET 6967-CS-VNL1 PI



NUZZLE THORNWOOD & NUZZLE THE SAVAGE
 TET 7019-CS-VNL1 PI



TALON LIGHTFEATHER & TALON THE DARK STORM
 TET 7023-CS-VNL1 PI

PLUSHIE TOTE BAGS

Scheduled to ship in May 2023.



BROWN DRAGON MAP TOTE BAG + LIGHT BLUE DRAGON PLUSHIE
 TET 6081-TY-541 PI



DARK BLUE MOON FOXES TOTE BAG + DARK BLUE MOON FOX PLUSHIE
 TET 6081-TY-542 PI



DARK BLUE RAINBOW AXOLOTL TOTE BAG + BLUE (RAINBOW GILLS) AXOLOTL PLUSHIE
 TET 6081-TY-553 PI



DARK BLUE SKULLS TOTE BAG + DARK BLUE SKULL CAT PLUSHIE
 TET 6081-TY-545 PI



DARK GREEN TABLETOP GAMING TOTE BAG + MINT CTHULHU PLUSHIE
 TET 6081-TY-500 PI



DARK RED TABLETOP GAMING TOTE BAG + RED DRAGON PLUSHIE
 TET 6081-TY-244 PI



GRAY FOREST TOTE BAG + LIGHT GRAY WOLF PLUSHIE
 TET 6081-TY-548 PI



GREEN GARDENING TOTE BAG + GREEN SUCCULENT PLUSHIE
 TET 6081-TY-539 PI



MAY 2023



LIGHT BLUE ANGEL CATS TOTE BAG + WHITE ANGEL CAT PLUSHIE
TET 6081-TY-547 PI



ORANGE RAMEN TOTE BAG + ORANGE SHIBA INU PLUSHIE
TET 6081-TY-544 PI



LIGHT BLUE KNITTING TOTE BAG + LIGHT GRAY CAT PLUSHIE
TET 6081-TY-543 PI



PINK RAINBOWS TOTE BAG + BLACK UNICORN PLUSHIE
TET 6081-TY-546 PI



LIGHT BROWN BUNNIES & VEGGIES TOTE BAG + LIGHT BROWN BUNNY PLUSHIE.
TET 6081-TY-551 PI



PINK STRAWBERRY CATS TOTE BAG + PINK STRAWBERRY CAT PLUSHIE
TET 6081-TY-550 PI



LIGHT GREEN FOXES TOTE BAG + ORANGE & WHITE FOX PLUSHIE
TET 6081-TY-552 PI



RED DEVIL CATS TOTE BAG + RED DEVIL CAT PLUSHIE
TET 6081-TY-540 PI



LIGHT PURPLE CRAFTING TOTE BAG + WHITE CRAFTING BUNNY PLUSHIE
TET 6081-TY-564 PI



WHITE RAINBOW AXOLOTLS TOTE BAG + WHITE (RAINBOW GILLS) AXOLOTL PLUSHIE
TET 6081-TY-549 PI

GET THEM NOW!



GAMES

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GTM

MAY 2023

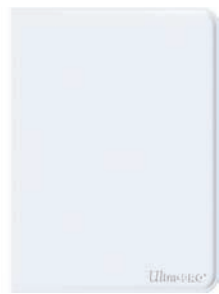
51



WHITE TRANSGENDER PRIDE TOTE BAG + BLUE FROG PLUSHIE
TET 6081-TY-538..... PI



YELLOW BEES & HONEYCOMB TOTE BAG + YELLOW BEE PLUSHIE
TET 6081-TY-294..... PI



12-POCKET ZIPPERED PRO-BINDER
UPI 16177..... PI

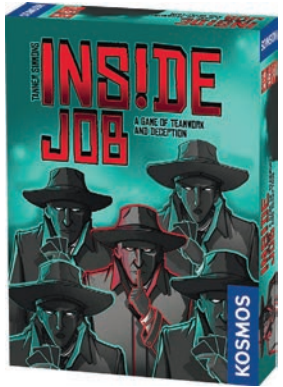


ALCOVE FLIP
UPI 16179..... PI

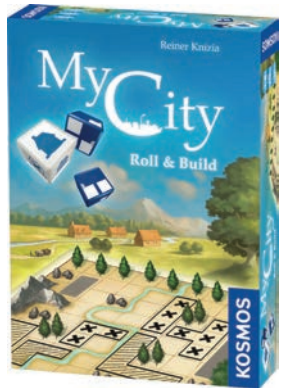
THAMES & KOSMOS



EXIT: KIDS - JUNGLE OF RIDDLES
Either working alone or in teams, in each round of *Exit: The Game - Kids: Jungle of Riddles* players are presented with a different type of puzzle, which are shown on 36 large-format picture cards that are combined in new ways. Answer the riddles to open treasure chests. Scheduled to ship in June 2023.
TAK 692867.....\$17.95



INSIDE JOB
Strange things are happening here! Someone is trying to disrupt the agents' joint missions. But who is "The Insider?" In the "almost" co-operative trick-taking game *Inside Job*, 3-5 players try to complete as many missions as possible while The Insider gathers intel and sabotages the team's work... Scheduled to ship in May 2023.
TAK 682484.....\$19.95



MY CITY: ROLL & BUILD
My City: Roll & Build is a dice game in which over four chapters, each with three episodes, you create a unique city. The roll of the dice shows everyone which building to draw on their game pad, and from episode to episode, you have to face new challenges. First the land is developed and later gold is found. This brings bandits into your city who must be surrounded and taken into custody. You can play through the campaign or pick your favorite individual episodes or chapters to play over and over again. Scheduled to ship in June 2023.
TAK 682385.....\$19.95

ULTRA PRO INTERNATIONAL

VIVID WHITE

Scheduled to ship in September 2023.



4-POCKET ZIPPERED PRO-BINDER
UPI 16175..... PI



9-POCKET ZIPPERED PRO-BINDER
UPI 16176..... PI



ALCOVE EDGE
UPI 16178..... PI



HEAVY METAL DICE (2D20)
UPI 16180..... PI



MAGIC THE GATHERING CCG: COMMANDER MASTERS

Scheduled to ship in August 2023.

4-POCKET PRO-BINDER UPI 19978..... PI	100CT DECK PROTECTOR SLEEVES B UPI 19963..... PI
6' TABLE PLAYMAT UPI 19983..... PI	100CT DECK PROTECTOR SLEEVES C UPI 19964..... PI
8' TABLE PLAYMAT UPI 19984..... PI	100CT DECK PROTECTOR SLEEVES D UPI 19965..... PI
9-POCKET PRO-BINDER UPI 19979..... PI	HOLOFOIL PLAYMAT UPI 19995..... PI
12-POCKET PRO-BINDER UPI 19980..... PI	PLAYMAT A UPI 19985..... PI
100+ DECK BOX 1 UPI 19974..... PI	PLAYMAT ARTIFACT UPI 19994..... PI
100+ DECK BOX 2 UPI 19975..... PI	PLAYMAT B UPI 19986..... PI
100+ DECK BOX 3 UPI 19976..... PI	PLAYMAT BLACK UPI 19991..... PI
100+ DECK BOX 4 UPI 19977..... PI	PLAYMAT BLUE UPI 19990..... PI
100+ DECK BOX A UPI 19970..... PI	PLAYMAT C UPI 19987..... PI
100+ DECK BOX B UPI 19971..... PI	PLAYMAT D UPI 19988..... PI
100+ DECK BOX C UPI 19972..... PI	PLAYMAT GREEN UPI 19993..... PI
100+ DECK BOX D UPI 19973..... PI	PLAYMAT RED UPI 19992..... PI
100CT DECK PROTECTOR SLEEVES 1 UPI 19966..... PI	PLAYMAT WHITE UPI 19989..... PI
100CT DECK PROTECTOR SLEEVES 2 UPI 19967..... PI	SPIRAL LIFE PAD UPI 19981..... PI
100CT DECK PROTECTOR SLEEVES 3 UPI 19968..... PI	WALL SCROLL UPI 19982..... PI
100CT DECK PROTECTOR SLEEVES 4 UPI 19969..... PI	WHITE STITCHED PLAYMAT UPI 19996..... PI
100CT DECK PROTECTOR SLEEVES A UPI 19962..... PI	

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MAY 2023



POKÉMON TCG: ALCOVE

CLICK DECK BOXES

Scheduled to ship in September 2023.



ALOLA

UPI 16125..... PI



JOHTO

UPI 16124..... PI



KALOS

UPI 16126..... PI

WARLORD GAMES

PIKE & SHOTTE EPIC BATTLES

Scheduled to ship in April 2023.



CASUALTY MARKERS

WLG 212410002..... PI



ENGLISH CIVIL WARS CAVALRY

WLG 212013002..... PI



ENGLISH CIVIL WARS INFANTRY BATTALIA

WLG 212013001..... PI



PUSH OF PIKE BATTLE-SET

WLG 212010002..... PI



THATCHED HAMLET SCENERY PACK

WLG 218810001..... PI



THIRTY YEAR'S WAR CAVALRY

WLG 212012002..... PI



THIRTY YEAR'S WAR INFANTRY BATTALIA

WLG 212012001..... PI



VILLAGE SCENERYPACK

WLG 218810002..... PI

WISE WIZARD GAMES



KAPOW!: VOLUME 1

In KAPOW!, players go head-to-head in a classic explosive clash of good vs. evil. You choose to be a villain or hero, which determines your starting trait dice and unique abilities. You can gain additional blank "action dice" that have removable faces that that you customize to your liking to best enhance your character. KAPOW! Volume 1 contains six supers: Tough Nut, Elusivity, and Time Out are the heroes, while Victor Kane, Coquette, and Spoiler Alert are the villains. This set can be combined with KAPOW! Volume 2 to mix and match the characters or have up to four players in one game.

WWG KA400 \$49.99



KAPOW!: VOLUME 2

In KAPOW!, players go head-to-head in a classic explosive clash of good vs. evil. You choose to be a villain or hero, which determines your starting trait dice and unique abilities. You can gain additional blank "action dice" that have removable faces that that you customize to your liking to best enhance your character. Behind a player screen, you roll dice, then allocate them to attack, defense, and power-up abilities. KAPOW! Volume 2 contains six supers: Mindset, Spore, and Crescendo are the heroes, while Fuse, 235, and Reverb are the villains. This set can be combined with KAPOW! Volume 1 to mix and match the characters or have up to four players in one game.

WWG KA401 \$49.99

WIZKIDS/NECA



BLOB PARTY

Blob Party is a cooperative party game where players start as individuals and try to become one big blob by giving all the same answers! you match with more and more other players, you merge blobs, growing larger and adding more googly eyes! Let's say the group starts with the Category of "Music" and the Word is "Lightning." All players write an answer on a dry erase card matching their googly eye, maybe "Bohemian Rhapsody," "David Bowie" or "Grease." Everyone reveals, and anyone who wrote the same thing becomes a blob and will work together for the rest of the game! Scheduled to ship in July 2023.

WZK 87577 \$24.99

GAMES

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GM

MAY 2023

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**CRITICAL ROLE**

Scheduled to ship in July 2023.

**CREE, VESSEL OF THE PATTERN BOXED MINIATURE**

Critical Role has partnered with WizKids to create high quality figures that are compatible with the most popular tabletop RPGs. The next entry into the Critical Role inspired line is *Critical Role: Cree, Vessel of the Pattern Boxed Miniature*. Consumed by the pattern, the hemocrafter Cree has been warped into a terrifying personification of her devotion and loyalty. Just over 3.5 inches tall, this looming monstrous form will haunt your tabletop game and act as an object reminder that one should be very careful where one places their faith.

WZK 74279 \$39.99

**OBANN THE PUNISHED BOXED MINIATURE**

Obann the Punished rises, a mass of tentacles, teeth and eyes, cursed now with a punished form from the Chained Oblivion. Willing or not, when one serves a Betrayer God, they should make sure they succeed or face their wrath. Standing nearly 6 inches tall this imposing horror is a great foe for any adventuring party. A reminder of the consequences of failure.

WZK 74273 \$69.99

**THE TOMBTAKERS BOXED SET**

This band of renegade blood hunters has set off on a dark path to change the very face of Exandria! Led by Lucien, the Nonagon, and guided by the mysterious Somnavem, the success of the Tombtaker's enigmatic aims is all but assured. How far will you go to discover their secrets? How far will you go to defeat them? And in the end, will you even want to?

WZK 74275 \$39.99

SPOTLIGHT ON**DUNGEONS & DRAGONS: ONSLAUGHT - SCENARIO KIT 1 THE BENEFACTOR**

Add your Beholders and more existing miniatures to *Onslaught* with brand-new cards and scenarios! A core game and additional miniatures are required to play. You have received a letter of unknown provenance, offering a hefty reward for clearing a pack of kobolds from a local dungeon. But who is this mysterious benefactor-and can they be trusted? *Dungeons & Dragons Onslaught: Scenario Kit - The Benefactor* is a companion to the *Dungeons & Dragons Onslaught* Harpers vs. Zhentarim core game, featuring six new scenarios and cards to use existing miniatures in the new scenarios. Scheduled to ship in June 2023.

WZK 89705 \$24.99

SPOTLIGHT ON**DUNGEONS & DRAGONS: REPLICAS OF THE REALMS - MIMIC CHEST LIFE-SIZED FIGURE**

It's every adventurer's rite of passage to encounter a Mimic in combat—now you can have one with you in the room while you play! This life-sized *Mimic* chest is 20" tall and made from soft foam that's painted to show off each eye and tooth, not to mention that long tongue! This replica creature is incredibly lifelike and stands mid-lunge toward its next victim! This iconic *Dungeons & Dragons* creature is ready to be displayed in a place of honor whether that is amongst the aisles of your game shop or ready to greet your players as they enter your game room! Scheduled to ship in June 2023.

WZK 68514 PI

**DUNGEONS & DRAGONS: ICONS OF THE REALMS - ADULT BRASS DRAGON**

The *D&D Icons of the Realms: Adult Brass Dragon* boxed miniature is an excellent addition to your miniatures collection or display shelf. Sculpted with highly detailed features and using premium paints, this brass dragon is a great foe for any adventure! The most gregarious of the true dragons, brass dragons crave conversation, sunlight, and hot, dry

climates. A brass dragon's head is defined by the broad protective plate that expands from its forehead and the spikes protruding from its chin. A frill runs the length of its neck, and its tapering wings extend down the length of its tail. Its wings and frills are mottled green toward the edges, darkening with age. As a brass dragon grows older, its pupils fade until its eyes resemble molten metal orbs. Scheduled to ship in September 2023.

WZK 96228 \$99.99



DUNGEONS & DRAGONS: NOLZUR'S MARVELOUS MINIATURES - ADULT BRASS DRAGON

Dungeons & Dragons Nolzurs Marvelous Miniatures come with highly-detailed figures, primed and ready to paint out of the box. These fantastic miniatures include deep cuts for easier painting. Scheduled to ship in September 2023.

WZK 90604 \$89.99

WYRD MINIATURES

MALIFAUX

Scheduled to ship in April 2023.



INTO THE FRAY

WYR 23127 \$37.50



UNCONVENTIONAL TACTICS

WYR 23933 \$52.50

MALIFAUX

Scheduled to ship in May 2023.



SEASHELLS BY THE SWAMPSHORE

WYR 23638 \$37.50



LAST DANCE - ICONIC

WYR 19005 \$55.00



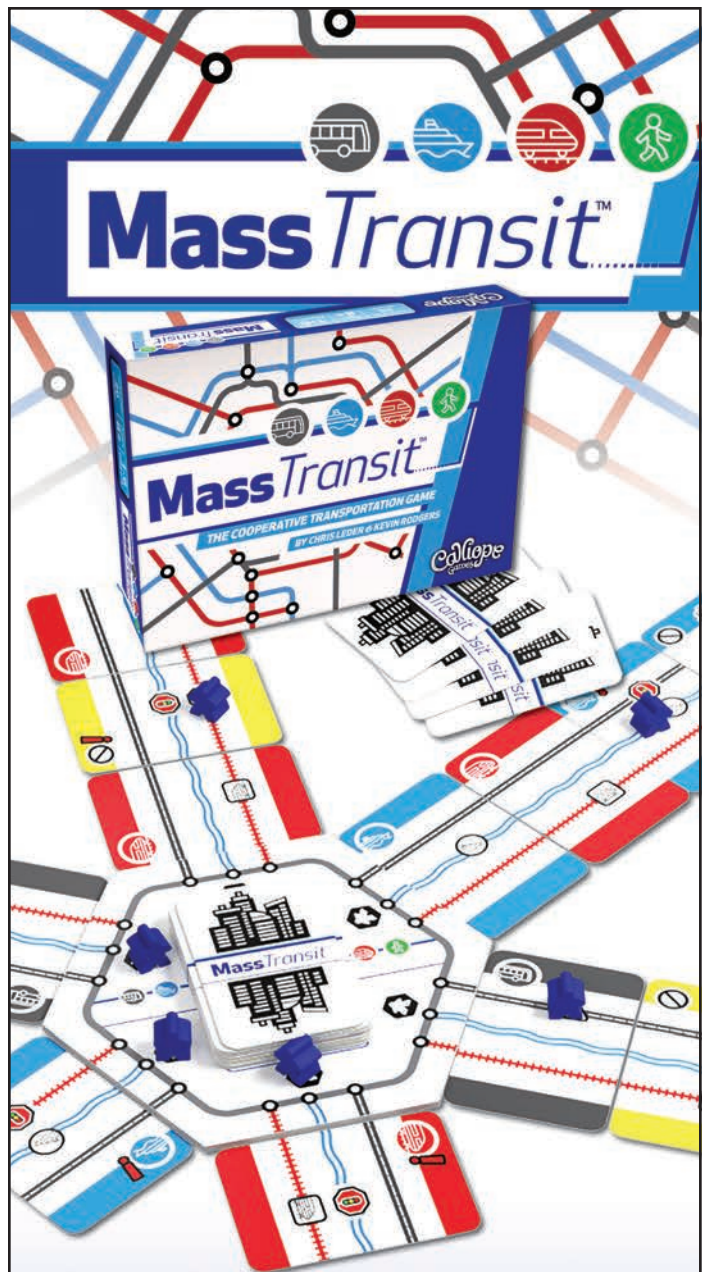
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WYR 23738 \$45.00



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FISTS OF THE RUBY PHOENIX

ADVENTURE PATH

WIZKIDS

This year marked the official release of Paizo's *Fists of the Ruby Phoenix* adventure path for *Pathfinder*. The Ruby Phoenix Tournament gathers the most talented martial artists, mages, and misfits from around the world to compete on a world stage. The grand prize is winner's choice of a priceless treasure from the vault of Hao Jin, the Ruby Phoenix, herself! Players enter with 11th level characters who are invited to compete in the Ruby Phoenix Tournament based on their acclaim and achievement in Golarion. Before facing each other, contestants must pass challenging tests of might and wit against the perils of Danger Island and a Tournament of Trials. Teams that survive these tests then move on to face the best of the best as the tournament quickly escalates in challenge, conflict, and sabotage.

To compliment the adventure path, WizKids is excited to announce the *Pathfinder Battles: Fists of the Ruby Phoenix Box Sets*, a series of five pre-painted miniatures sets that feature a variety of characters and creatures from the adventure setting. Take a closer look at these sets and how they may fit into your upcoming adventures!

DANGER ISLAND DENIZENS

(WZK 97545, \$49.99)

A variety of dangerous island inhabitants which include Ran-To (Frost Goblin Wrestler), Manananggal, Brartork (Golarion's Finest), Enforcer Warrior, Blue Viper (Lighthouse Form), and Mud Wretch.

These figures represent fierce challengers and terrifying tests for the adventures to prove themselves worthy against. Ranging from wicked shapeshifters who feed on the blood and organs of humanoid species, to acrobatic poisonous rat-folk whose sting is as deep as its arsenal, you can use these figures to instantly add a robust mix of challenging obstacles for your competitors to overcome.



TOURNAMENT OF TRIALS

(WZK 97546, \$79.99)

An exciting set of monstrous villains which include Golden League Xun, Provincial Jiang-Shi Vampire, Razu (tengu master bard), Rivka, Yabin the Just, Taiga Yai, Shadow Yai. These figures represent tournament officials and less advanced obstacles that contenders need to overcome in the qualifying rounds of the tournament. Ranging from Nagaji fighters who serve as rule enforcers, to stealthy and violent giant oni, these characters will provide worthy practice for your adventurers to prepare of much worse to come.



MARTIAL ARTS MASTERS

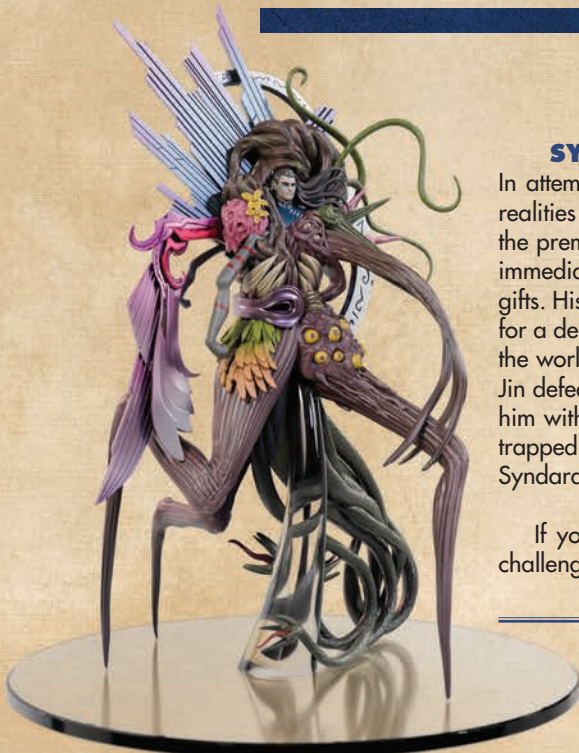
(WZK 97550, \$79.99)

A selection of unique PC and NPC options which include Tamikan (Kongamato Predator), Koto Zekora (Onidoshi Sorcerer), Jin-Hae, Syu Tak-Nwa (White Haired Witch), Takatorra (Daitengu Form), Rai Sho Postulant (Yeti Monk), Yarrika (Biting Rose). These figures represent many characters who your adventures may choose to represent themselves, or who they may face up against in the tournament. Ranging from highly intelligent ogre mages, to frost wielding nightmare guardian yeti monks, these masters of their crafts come with great power and rich storytelling potential.



CONTENDERS AND CHAMPIONS (WZK 97548, \$59.99)

A group of prominent figures tied to main plot points (or just stunning sculpts that can be used as PCs) which include Halspin the Stung (Cafolk Beast-Singer), Huldrin Skoldottir (Ulfen Shieldmaiden), Ghost Eater Monk, Syndara the Sculptor, Hao-Jin (Ruby Phoenix Sorcerer), Irori (God of Perfection). These figures represent the most advanced contenders in the tournament setting. Ranging from a human who ascended to godhood via means of perfecting his martial arts mastery, to a demi-plane-creating sculptor of wonders and monstrosities, to the great sorcerer and Ruby Phoenix herself, these characters will pose seemingly unsurmountable challenges and create meaningful memories for your adventure.



SYNDARA THE SCULPTOR, FINAL FORM (WZK 97549, \$44.99)

In attempt to bring order in a chaotic world, **Syndara** took to creating entire pocket realities of mathematically precise shapes and spirals. For many years, Syndara was the premier artist of Axis, until one day a ruby-haired sorcerer arrived. The two were immediate kindred spirits. But time passed and Syndara grew jealous of Hao Jin's innate gifts. His creations grew cruel and depraved, his "art" seeking to shock as if to make up for a deficit in ability. Hao Jin realized Syndara wished to impose his own idea of how the world should be on others, even by force if necessary. After a great struggle, Hao Jin defeated her old friend. She could not bear to destroy him, and instead imprisoned him within his own demiplane-in-progress, the Glass Lighthouse. Syndara spent eons trapped and consumed with thoughts of revenge. Now that he is free from his cage, Syndara seeks to humiliate and kill Hao Jin then claim her magic for himself.

If you're looking for some fantastic figures that present a wide array of thrilling challenges, then the *Pathfinder Battles: Fists of the Ruby Phoenix* are a perfect fit!

...

DUNE

A GAME OF CONQUEST, DIPLOMACY & BETRAYAL



DUNE BOARD GAME: ECAZ AND MORITANI HOUSE EXPANSION

GF9 DUNE08..... \$25.00 | Available Q2 2023!



*Jack Reda, of Future Pastimes, takes you through some of the design choices behind the **Ecaz & Moritani** expansion for **Dune**.*

As Future Pastimes has been developing expansions for the 2019 edition of the classic Dune board game, we've been reading and re-reading all of Frank Herbert's Dune novels, as well as many of the prequels by Brian Herbert and Kevin J. Anderson. The books are a great source for details on characters and other elements of the Dune universe for us to draw upon.

The "House" trilogy of House Atreides, Harkonnen, and Corrino has a really interesting subplot involving the rival houses of Ecaz and Moritani, and this storyline is completed in the novel Paul of Dune. It involves a War of Assassins, and provides a lot of interesting information about those two houses. They would clearly make great additions to the Dune board game, allowing players to not only leverage new and unique faction advantages, but to also add some fantastic thematics.

Distorted Mirrors

I immediately felt that the Ecaz and Moritani factions were like funhouse mirrors of each other. Both were utterly stubborn and intractable, but in very different ways. Archduke Armand Ecaz was determined to forge strong alliances, leveraging his good standing in the Landsraad. Viscount Hundro Moritani was the opposite, not caring about what the other houses (or the Emperor) thought of his terror tactics. I wanted to find interesting ways to manifest these qualities in the faction advantages.

One key is the leader Duke Vidal. Technically, he's part of House Ecaz (a 6 strength leader with no Traitor Card). But Vidal wanted to replace the Archduke as head of Ecaz, and conspired with Hundro Moritani. Therefore, the Moritani faction also has a unique way of taking control of Vidal.

The other way I presented the two factions as mirrors of each other was with their special tokens. Ecaz has a set of Ambassador tokens, representing various factions. They can place these in strongholds, and when another player enters that stronghold, Ecaz can trigger the token to gain unique benefits. Moritani, on the other hand, has Terror tokens, which they also place in strongholds. When another faction enters the stronghold Moritani can trigger them for terrifying effects, like assassinating a leader, stealing spice, or even setting off atomics!

Expanding the Dune Universe and Experience

Homeworlds

The other major theme of this expansion is expanding on all that Dune has to offer, both on the surface of Arrakis, and well beyond.

Each faction in the game has its own homeworld, from Caladan for the Atreides to Grumman for Moritani. These locations play important roles in the novels, and I wanted to introduce some of that to the game.

In the novel Dune, Duke Leto launches a sneak attack on the spice stockpiles of Geidi Prime. Likewise, Viscount Hundro attacks planet Ecaz and the swordmaster school on Ginaz. These attacks had tremendous ramifications, so allowing players to do likewise really ups the ante in a game of Dune.

The Homeworlds variant forces players to take their reserve forces into more consideration, since players can also attack each other's homeworlds in addition to landing forces on Arrakis. Maintaining sufficient reserves gives players new advantages, but so does occupying a rival's homeworld.

Discovery Tokens

Similarly, there are pockets of the game board that rarely see any action. There's never been reason to have your forces go to Gara Kulon or Meridian. So I introduced a variant called Discovery Tokens, which adds special locations

ECAZ & MORITANI EXPANSION

This expansion adds House Ecaz and House Moritani to DUNE: A Game of Conquest, Diplomacy & Betrayal.

It also adds new Homeworld, Discovery, and Alliance mechanics to expand your Dune experience.



Homeworlds



like a Fremen Shrine, the Orgiz Spice Processing Station, and even Jacarutu Sietch. But players have to discover them first.

New cards in the Spice deck will add Discovery tokens face down in desert and rock territories that are normally bypassed. Any faction with forces in such a territory can choose to reveal the token and occupy the new location in the Spice Collection phase.

There's a new Sandworm card called The Great Maker to maintain the proper ratio of worms to territories, but this card requires a majority vote to trigger a Nexus, and Fremen can use their reserves to "ride the worm".



Discovery Tokens and Cards



Nexus Cards

Finally, I wanted to play around with the alliance mechanisms in Dune. I've always felt that a turn 2 Nexus leads to alliances too quickly, and players don't go for the solo win enough. With Nexus Cards, there is now incentive to forego an alliance with another player, giving you a secret one-shot trick up your sleeve if you stay out of an alliance. Each Nexus Card corresponds to one of the factions in the game, and you always use all 12 cards when playing with Nexus Cards.

When a Nexus occurs, if there is at least one alliance at the end of it, any player not in an alliance may draw a Nexus Card. Each has three effects, but only one is possible to use, depending on which one you draw. If you draw a card for a faction not in the game, you use the "Secret Ally" effect, which is like the special Alliance advantage for that faction.

If you draw a card for a faction in the game, you use the "Betrayal" effect, which is like playing a Karama card to cancel one of that faction's advantages. If you draw the card that matches your own faction, you may either immediately discard it and draw another card, or keep it for the "Cunning" effect, which is a special enhancement of one of your normal advantages.

Ultimately, I am extremely thrilled with how everything has turned out, and especially pleased with GaleForceNine's implementation. The homeworld tokens are fantastic, as are all of the components. This is the best expansion yet (and includes three new Treachery Cards, bringing the deck to a nice, neat total of 50), and I look forward to learning how the Dune community reacts.

Nexus Cards





OLD GODS OF APPALACHIA™ WHO WILL YOU BE?

ManteCreek

OLD GODS OF APPALACHIA RPG (CYPHER SYSTEM)

MKG 336 \$ 69.99 | Available July 2023!

One of the great joys of playing in a weird and dark setting like alternate Appalachia is the range of immersive characters you can play—from a simple miner who just wants to make a living for their family (but who dug up something they shouldn't have) to a powerful granny who can connect to the power of the Green (to both heal and harm).

These characters are pulled into adventure through character arcs. Every character gets a character arc, something big and powerful they dream of achieving. Maybe they want to find their true family, establish themselves as someone powerful and important, pursue a romance, or make and fulfill a bargain with a powerful entity.

The arc motivates the character and gives the player a sense of what their character — who, in this setting, is often someone pulled unwittingly into adventure, rather than an adventure-seeker — wants to achieve. The arc isn't necessarily a hook, but rather a motivation that breathes life into the character. And because pursuing the arc is one way of advancing your character, it's meaningful to the player. Character arcs are an optional rule in the general Cypher System rules (which power this game), but they're fully integrated into the *Old Gods of Appalachia Roleplaying Game*.



Characters in the Cypher System are built by creating a sentence of three parts: you're a *something* (your descriptor) *someone* (your type) who *does or is something* (your focus). A Rugged Explorer who Moves Like a Cat, for example. Each of these parts contributes to both the concept and the mechanics, providing the character's stats and abilities. The same holds true in the *Old Gods of Appalachia Roleplaying Game*, with types, descriptors, and foci specifically designed for this unique setting.

OLD GODS OF APPALACHIA RPG: PLAYER'S GUIDE (CYPHER SYSTEM)

MKG 345 \$19.99 | Available July 2023!



Over the course of designing and playtesting this game, I've made and seen a *lot* of characters. Here are a few of my favorites.

Miss Ruby, your favorite magical granny: Miss Ruby is a Mystical Sage who Serves the Green. That means she's got lots of experience and knowledge with many kinds of magic, and even has a special connection to the Green, one of the more powerful sources of natural magic in the world. She can see the unseen, heal your wounds and help you forget your troubles, and seek aid from the creatures of the natural world. Miss Ruby's starting arc (like any character, she may have others over the course of a campaign) is to cleanse an infestation affecting many of her neighbors in her small mining town.

Vergie Thomas, a helpful neighbor with a beautiful singing voice:

Vergie's a Neighborly Explorer who Makes a High-Lonesome Sound. Wherever they go, they bring joy and happiness with their good nature, their wonderful stories, and their beautiful

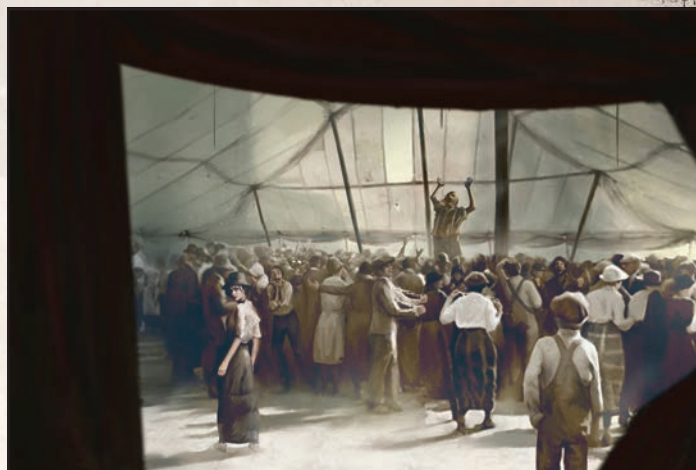
music. They're great at knowing the best way to help others — and the world notices and

reciprocates in kind. Anytime they're opening their mouth, be it to give advice, sing a tune, or spin a yarn, everyone wants to hear what they'd got to say. Vergie's arc is to develop a bond, possibly with one of the other players.



Ossie Norman, your cousin who always knows how to get just what you need: Ossie's a Lucky Speaker who Knows Jack. He doesn't really know Jack, of course — Jack's the consummate trickster and doesn't truck with your average human all that much. But Ossie's still got lots of ways to bargain, "borrow," or otherwise convince someone to let go of what they've got. Thanks to a little magic, a little luck, and a lot of charm, Ossie can get away with pretty much anything. Ossie's arc is redemption — he's done a little harm along the way, and despite his carefree nature it weighs upon him.

Theodica Bradley, the local preacher who makes your mamaw nervous: Theodica's an Uncanny Speaker who Speaks in Tongues. She didn't used to make your mamaw nervous, but lately there's something going on behind her eyes that seems just a little... off. And that last sermon she gave, all about sacrifice and giving in to your inner dark? That didn't seem quite right either. Not to mention that she's started locking the supply shed, and Vergie said they saw her carrying what looked an awful lot like a body the other night... Theodica's arc is to finish a great work — hopefully a work that's not as sinister as it may seem!



Hosey Redman, a miner who's seen things in the dark that gives them nightmares: Hosey's a Beholden Protector who Cannot Escape the Darkness. A long-time miner, he's not the kind of man who's easily spooked. But during that cave-in down in the mine, he saw something in the dark. Something that changed him forever. Something that got him out alive and gave him some weird powers—the ability to wield darkness like a weapon, to wear it like armor, and even to build with it like wood. Now, though, now he owes that darkness, and he feels it coming for what's due. Hosey's arc is justice, for he's seen suffering and those who profit from it and wants to make a difference in this world.



Of course, these are just a few of the many, many options you can play. You might want to create a character who gets rough and rowdy, who crafts powerful objects for their friends and family, who talks to the dead, or any of a million other ideas that reflect the people and setting of the award-winning **Old Gods of Appalachia** podcast. There are dozens and dozens of descriptors, types, and foci — and character arcs — in the game, so the possibilities are endless.

The choice is yours. Who will you become in this dark and dangerous Appalachia?

...

Shanna Germain is the lead designer for the *Old Gods of Appalachia* Roleplaying Game. She has been a writer and editor for over 30 years, and has ten books, multiple games, hundreds of short stories, and myriad other works to her name. She's won numerous awards for her work, including multiple ENnies, the Origins Award for Best Roleplaying Game of the Year, the C. Hamilton Bailey Poetry Fellowship, and the Utne Reader award for Best New Publication.



FANROLL™

NEW OWNERSHIP JUST CHANGED ONE OF THE BIGGEST NAMES IN DICE

In 2013, Adam Hackett was an intern at the largest dice company in the US and had a vision to bring metal dice to the tabletop market. After seeing the need for metal dice in the industry, Adam started Metallic Dice Games out of a dorm room at Indiana University and grew it to one of the top 3 dice companies in the industry.

Fast forward 9 years and a couple of things have changed. Adam recently sold the business to former Hasbro executive Neal Hoffman and the company now has over 300 items and is known for innovation rather than metal. The result...it has been rebranded as FanRoll and is making investments to enhance creativity, quality, and innovation. The new name includes a total rebrand in packaging, a new website, and new partnerships with Glass Cannon, NADDPD and Dimensions 20, and others.

Most recently known for introducing liquid core to the mass market with their \$1.2MM Kickstarters for *Elixir Dice*, FanRoll has announced many new items for this Spring, including Adopt-a-Misfit blind packs, Metal spinners and Single D20's of Elixir Dice. The company's first new product release "Metal Misfit Dice" which features a mismatched set of Metal Dice in a blind pack, has already inspired two additional line extensions for resin and mini dice. The idea of introducing a blind pack of dice and combining it with an "Adopt a Misfit" theme has fit a chord with consumers and given the brand a renewed confidence. The company says this is just the beginning. "As we have grown, our focus is on delivering to Fandom versus metal dice and we need a name that reflects that," says Hoffman.

"I want to bring a toycy way of thinking to the industry," says Hoffman. When it comes to innovation, Hoffman pulls from more than a decade of experience running his own toy business after a successful Shark Tank appearance for his company Mensch on a Bench, and previous time at Hasbro.

Creating a brand from scratch was a daunting task and Hoffman was fortunate to cross paths with Grant Mielke, creator of the Homebrew Podcast. In addition to running the Podcast, Grant owns a marketing firm, Vala Marketing, that focuses on branding. "Combining my profession and personal passions has been a dream

of mine for years and FanRoll provided the perfect opportunity to take my RPG knowledge and put it to use." While Grant's firm started off with the rebranding, they quickly expanded the scope to the new FanRollDice.com website, FanRoll's packaging, and a Catalog.

With new assets in hand, Hoffman started the process of expanding the brand's affiliate and influencer network by calling hundreds of podcasters, influencers

and GM's; FanRoll has more than tripled its affiliate program in five months. The company also increased commissions and started providing both assets and dice for partners.

FanRoll has significantly expanded its custom dice program for gaming creators and podcasters. They offer a whole line that includes custom dice, trays and towers and lowered its minimums to welcome more partners into the brand. "If it rolls, we want to make it for you," says Hoffman.

The next great frontier for FanRoll looks to be licensing. The brand has engaged in discussions with some of the industry's biggest players and is hoping to bring fresh innovation and thinking to the category. While the team was not ready to announce anything at time of printing, they hope by Fall the new products will hit the market.

So what's next for FanRoll? This year Fanroll continues its international expansion across Europe, Australia, Africa and South America. With backing from new investors, the brand is also on the lookout for strategic acquisitions of companies in the RPG space. "Right now we have most of the table covered, but there are still things like miniatures, books and notebooks that we are not yet into" says Hoffman.

As far as the core, the team won't reveal their plans for new dice for the rest of the year, but did mention that they had filed two patents on totally new expressions for the category. As for Hackett who started this dream in his dorm room, he states "I am thrilled to see my baby grow up and can't wait to see what the future holds. With the team we have in place, the future is very promising!"

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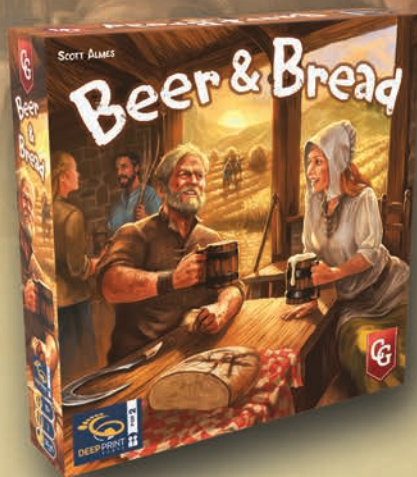


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CARD GAME
FOR TWO
PLAYERS!



RA

THE CLASSIC AUCTION GAME IS REBORN! 

RA
25C 20000 \$49.99 | Available May 2023!

If you've been in the gaming space for more than a decade, you probably *Ra*. If you haven't, let me tell you about it. By many, it's considered the ultimate auction game. Hard stop. Go check it out on BGG, whoa... this game from 1999. Bold claim, I know, but despite its age, this one has lasted the test of time. Unfortunately, *Ra* has slipped in and out of print between multiple publishers — each trying hard their best to do this title justice. While the core game was unchanged and perfect as is, there wasn't much effort to give *Ra* the attention it deserved... until now!

25th Century Games rushed to secure publishing rights to *Ra* after it lapsed. It's a classic Knizia title that they wanted to showcase in our 2023 product slate. They went to the one artist that they thought would give *Ra* the facelift it deserved — Ian O'Toole! The art speaks for itself, he did not disappoint! Out with the dusty, dry beige tiles and components and in with the crisp, much improved art and upgraded components. 25th Century games is so proud to put *Ra* back into the spotlight and into the collections of the new generation of gamers entering the hobby.

If you're unfamiliar with *Ra*, let's briefly cover gameplay. Each player is seeking to collect sets of like tiles over three rounds eventually to score bonuses at the end of the round and some at the end of the game. To chase those tile collections, each player gets to make one of three choices on their turn...

1. Draw a tile from the bag to add to the auction pool — This is going to sweeten the auction's pot. That said, there are several types of tiles. Most of which will contribute to your scoring bonuses, but some like the god tiles give you an alternative action. But wait, there's one other type of tile... the *Ra* tile. When this is drawn, an auction is initiated immediately!

2. Use a god tile — This allows you to swap one of your not so great tiles to one of the juicy ones you see in the auction pool. This sneaky play is a subtle level of player interaction ensuring each auction remains a bit unstable and forcing players to re-evaluate their potential bids.

3. Call *Ra* — Hey, that's the name of the game! It also sets off an auction. Whether the *Ra* tile set off the auction or it was a player. All players get a single chance to bid to win - all players get a

predetermined tile with a bid value on it. Is the pot worth it or do you throw away a chance at getting some tiles? The winning tile is added to the next auction's pool and the auction winner takes the displayed tile into their collection. They'll flip that tile and have one less auction tile to choose from until the next round.

While very eloquent, the game has so much hidden depth. The cleverest part of the auction is the mind games that players perform on each other. It feels like a game of chicken. Can a player sneak a really low value tile to claim a small auction hoping that others aren't baited into using their larger, more valuable auction tiles? Or do players hold off long enough hoping to outlast other players and have uncontested auctions?

The core gameplay of *Ra* creates a healthy dose of tension for all players. It's not unusual to hear groans from competitive players when *Ra* is called and

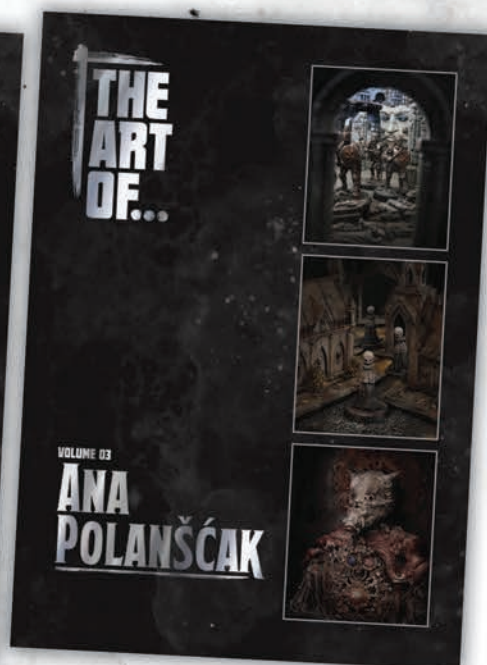
they weren't ready for auction. Players are going to utter under their breath how much they are annoyed with other players for getting bargains in their auctions. It's deliciously entertaining. One last thing to emphasize is that *Ra* isn't the kind of game that will take 2-3 hours to play. No, no. Far from it, most games are about 45 minutes. A pitch perfect pace to have an incredible gaming experience and just short enough to invite players to play just one more game.

Now, more than ever before, we know how important presentation is to gamers. Players are going to discover chunky wooden bits (take a look at the *Ra* piece!), beautiful illustrations, and thick, crisp tiles. *Ra* is a classic for a reason. However, to track down an older (and let's all agree, uglier) version isn't going to live up to contemporary standards of production and art. With the new 25th Century Games of *Ra* due out in May, gamers are going to have formal introductions with the one of the best produced games of year and I can't think of a more deserving title!

...

Mike Young is an avid gamer who has spent over 10 years within the board game industry working for several publishers. He is the Marketing Manager for 25th Century Games and, when not working, enjoys spending time with his beautiful wife and children, often playing... you guessed it, board games.





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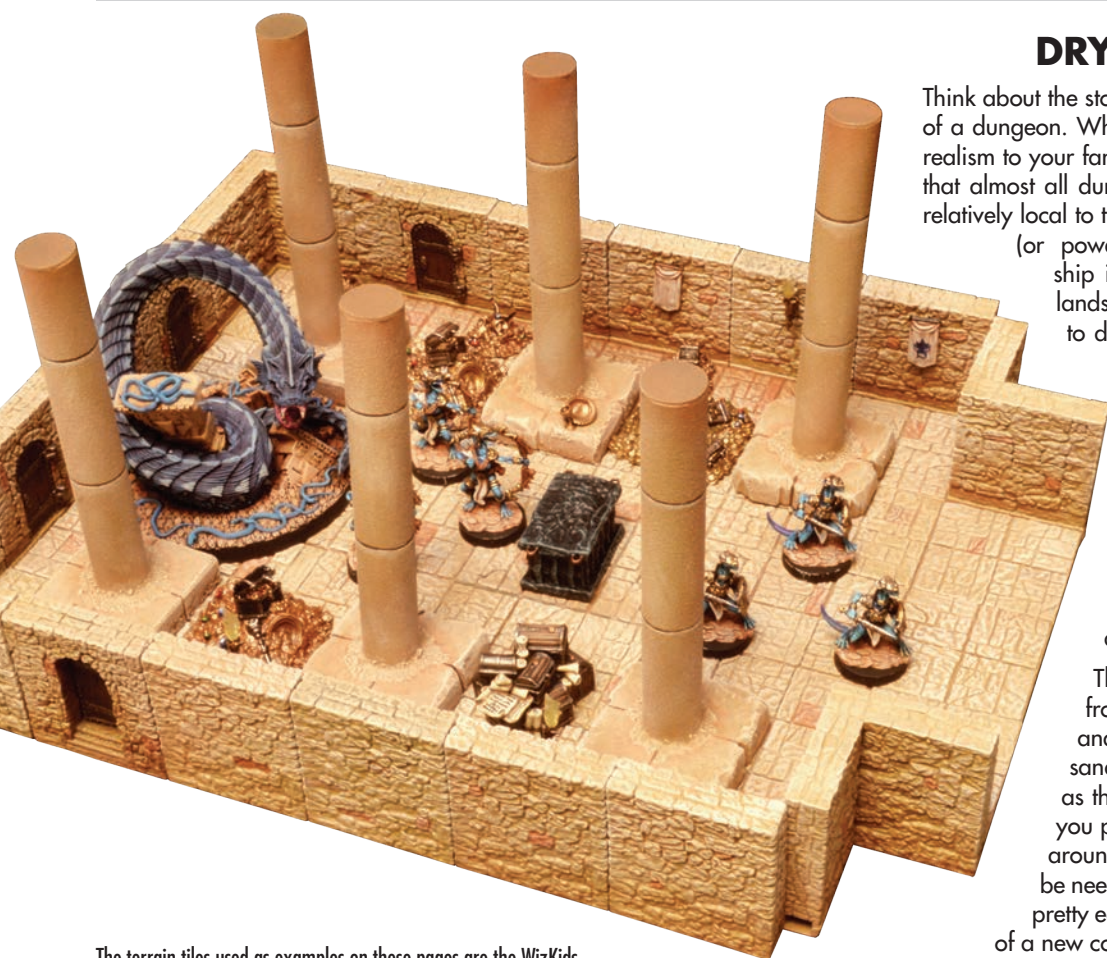


WITH DAVE TAYLOR

EPISODE #57: SANDSTONE DUNGEON WALLS

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 new YouTube channel – *Build Paint Play* – Tuesday evenings at 7pm EST. Dave is joined by veteran hobbyist (and gaming store owner) Jake Krajewski, and occasionally by other painters who each bring great advice and their own style to the conversation.



DRY AND DUSTY

Think about the stone that lines the walls, floor, and ceiling of a dungeon. Where does it come from? To add a bit of realism to your fantasy gaming, it is important to consider that almost all dungeons will be made from stone that is relatively local to the area. Only the most wealthy of kings (or powerful wizards) have the resources to ship in millions of tons of rocks from far-off lands. So, if your adventures will take you to dry and dusty deserts, chances are your dungeons will be built from chunks of sandstone.

As with other types of rocks, sedimentary stones like sandstone can come in a variety of color that typically fall in the bone/yellow/orange range. Generally, however, they're all quite light in tone, so there's no need to start from a dark base.

There are quite a few options to choose from when it comes to dungeon tiles, and none of them start off representing sandstone. There's no need to fear, however, as the method on the page opposite will see you painting dozens of wall and floor tiles in around an hour or so. If you aren't going to be needing a sandstone dungeon any more, it's pretty easy to start over again with a primer can of a new color and a similar step-by-step.

The terrain tiles used as examples on these pages are the WizKids Warlock Tiles range, the scatter terrain is from Mantic Games' Terrain Crate line, and the miniatures are from Steamforged Games' Chambers of the Serpent Folk set.



1 Prime your dungeon tiles with The Army Painter Desert Yellow spray primer.



2 Basecoat random stones with Vallejo Model Color Beige Brown for the light brown and a 1:1 mix of Vallejo Model Color Red Leather and Vallejo Model Color Ivory for the salmon.



3 Use a heavy drybrush of Vallejo Game Color Bonewhite over all of the stones. This will start to tie everything together and give a slightly dusty feel.



4 Use a light drybrush of Vallejo Model Color Ivory to pick out the sharper, raised edges of the stones.

REAL LIFE REFERENCE

Sandstone can be found in many different colors, and can even have variances in the same stone.

However, there's an expectation for sandstone to have a warm, desaturated yellow look to it, so for ease of understanding, it can be a good idea to stick to something simple.



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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LOCUTUS'S UNIMATRIX

PIRATES OF SKYDOCK (GF9 PFSF02)

From Gale Force Nine, reviewed by Eric Steiger



14 & Up



2 - 4 Players



60 - 90 Minutes



\$60.00

So, you want to be a pirate? Turns out, the first thing you need is a ship of your own, and if you had the money to buy one, you wouldn't need to turn to a life of piracy. So, in *Pirates of Skydock*, your goal is to steal a shiny new ship right out of its berth, out from under its minders. But you aren't the only one who had this bright idea.

Pirates of Skydock takes place over the course of 5 rounds until the ship launches, by which time, one of you has hopefully snuck, bribed, hacked, cajoled, or otherwise weaseled your way into command, or you've all been captured and thrown off. At the beginning of each round, during the planning phase, you draw Scheme and Loot cards, representing the various plans and tools you have at your disposal. You can sacrifice your Loot cards to improve your character's abilities on their sheet, but if you do, you can't use them later when you act. You then choose 4 of your abilities to be active this round by putting energy markers on them, which dictates which actions you can take.

During the action phase, players go in sequence, using up one of the 4 abilities they selected for the action underneath it - this could be scheming or looting to grab more of those cards, moving to a different room on the ship, interacting with the room you're in, attacking one of the ever-present guards, or healing yourself from a previous encounter with one of those aforementioned guards. Many actions, such as attacking or interacting, require you to pass a challenge of some kind by rolling a d20 against a target number. Each guard present increases the target number; each Scheme you discard can boost your roll after the fact. Alternatively, you can use one of your abilities for no effect to steal the 1st player marker for next round.



Ultimately, your goal is to complete one (or more) of the objectives necessary to steal the ship. Without at least one completed objective to your name, you are ineligible to win. Generally, completing objectives requires several different components, including several different Scheme cards, a specific location, a challenge, and/or progression along a track. The good news is that you can ask for help completing an objective. The bad news is that if you do, you score nothing for it (except meeting the requirement of an objective to your name), and the person who helped you gets a support token worth a random amount of points. After five rounds, assuming the ship hasn't been locked down



because you were all too reckless, the player who completed at least one objective with the most combined glory (from completing objectives without help) and support (from helping other players complete an objective) becomes the captain and embarks on their illustrious piracy career.

There's no way around it: any board game that relies on a d20 roll for necessary task resolution is going to have a high degree of randomness, and *Pirates of Skydock* is no exception. This is a narrative sandbox game in which the goal will be to have fun creating a story about your wacky hijinks while trying to steal a ship, and anybody who gets too focused on playing competitively is going to be bound for disappointment when the dice don't do what they hope. But the theme is strong and engaging, and the die rolls make for tense moments resulting in either success, or additional complications to be dealt with. One nice element is that the farther the Alert track moves (and creeps towards Lockdown, ending the game for everyone), and the more guards show up, the harder things get for everybody, so you are still rooting for your opponents to succeed, just not as quickly as you.

Pirates of Skydock is relatively easy to learn and play, and the five rounds can go by pretty quickly, so your main strategy is going to be deciding whether to try to complete objectives solo so you can hog the glory, or help other players complete their own so you can score from the support points (and hope that you don't get frozen out when it's time for you to complete yours). If you like caper games with just enough random elements to keep it interesting, but on a much shorter and smaller scale (being only a single ship), I would recommend it!

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



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SHAPERS OF GAIA (WZK 87516)

From WizKids/NECA, reviewed by John and Isaac Kaufeld



14 & Up



2 - 3 Players



60 - 90 Minutes



\$44.99

After a millennia of waiting, Gaia is ready to be reborn — and you and your fellow Shapers are ready to make it happen.

That's where *Shapers of Gaia* (WizKids) begins. Each player has unique goals, ideas, and technologies to help this planetary rebirth, but you all share the same ultimate aim of returning Gaia to life. It's not a typical cooperative game, but it's not directly competitive either. It's an engaging mix of the two where you and your friends adapt and build on each other's actions.

Let's look at the top five things you need to know as you emerge from the Vault and begin your work to bring life back to Gaia.

ASYMMETRICAL PLAYER ABILITIES

The primary mechanic driving *Shapers of Gaia* is a set of six asymmetrical "shaper" organizations that give the players wildly different powers and abilities during the game. And when we say "wildly different," we mean it.

For example, most shapers try to avoid taking toxicity tokens (more about those later), but some of the Synthara Lab abilities need toxicity to work. Likewise, players can't normally introduce animals on water hexes, but a Maldera Rivers ability lets them do not only that, but also replace water tiles with land.

Despite their differences, though, the shaper organizations feel very balanced against each other.

FIVE RESOURCES, PLUS TOXICITY

The game doesn't use money to accomplish things. Instead, the economy runs on five resources: three basic and two advanced.

The basic resources include crystal shards, mushroom spores, and plant seeds. The two advanced resources, nutrients and energy, power special abilities and help you place animals in challenging biomes. You gain resources from the biome tiles you place, from species cards (keep reading), and from special abilities on your shaper card.

Then there's toxicity. You gain toxicity when taking shortcuts in the game, such as teleporting around the planet without spending energy tokens. Toxicity reduces your victory points at the end of the game. Most shaper boards include a way to eliminate toxicity, as do some species cards.

TWO OPTIONS EVERY TURN

Although a lot happens in *Shapers of Gaia*, the turn structure driving it all is very simple. On your turn, you either introduce an animal or restore biomes.

To introduce an animal, you move your shaper meeple up to three spaces on the board (or teleport anywhere), select an available animal from your shaper board, and pay the resources to put that animal into play. Then you select a species card matching that animal from the display and add the card to the matching biome's section your shaper's ecosystem. Finally, you activate all the cards for in your ecosystem for the biome where you placed the animal.

When you restore biomes, you look at the three biome tiles in your hand and consider the position of the massive caretaker robot who's helping all of you restore the planet. You can only place biome tiles next to the caretaker, so you may need to spend an energy (or accept some toxicity) to teleport the caretaker into a better position. Place the biome tile next to the caretaker, move the caretaker onto the tile you just put down, and resolve the action on that biome tile. If the space has a DNA token, you take that and put it next to your shaper board for scoring later in the game.

THE TILES GIVETH AND GIVETH AGAIN

Every biome tile contains two possible actions. When you place the tile, you must perform one of the actions. The actions include things like getting resources or trading one type of resource for another.

After performing your mandatory action, then all of your opponents get the option of performing the action you didn't choose. This is one of the coolest mechanical twists in the game and beautifully reflects how everyone is connected through the planet's biome.

EXPANDING YOUR ECOSYSTEM

The engine building mechanic of *Shapers of Gaia* lives in each player's ecosystems. These cards grant all kinds of new abilities that get triggered whenever you add an animal to that ecosystem's matching color.

Planning your biome restorations and animal placements lets you can build a powerful engine that kicks out resources, triggers special abilities, and even cleans up toxicity tokens.

VERDICT

There's so much we want to tell you about this game because it seriously impressed us both.

No matter which combination of shaper organizations you select, you'll enjoy a challenging yet balanced game experience. The game's randomization elements give you new challenges every time it hits the table. Making all of that happen in an asymmetrical game design is pretty miraculous, and the team behind *Shapers of Gaia* pulled it off.

We don't typically rave about the quality of a game's bits, but we'll make an exception here. The animals are chunky wood pieces with a very gorgeous finish. Likewise, the shaper and caretaker meeples are well-sized for easy handling and movement. Everything feels great to the touch and looks elegant on the board.

Shapers of Gaia earns a solid thumbs up from both of us.

...

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





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MARVEL VILLAINOUS: WE ARE VENOM EXPANSION (RVN 60001988)

From Ravensburger, reviewed by Brian Herman



12 & Up



2 - 4 Players



20 Minutes Per Player



\$14.99

Every time a new *Villainous* expansion is released, I am excited to break the seal and dig in to find out how this compliments my existing games. A wonderful thing about the *Villainous* model is that each expansion is typically an "expandalone," containing 3 characters and allowing you to play it by itself or mix in with your existing *Villainous* games. However, the latest product *We Are Venom*, is a true expansion, priced lower and containing a single villain to mix in with your other games: Venom. I was so intrigued by this release as it is completely different than what *Villainous* has offered in the past: to play *We Are Venom*, you will need to have another *Marvel: Villainous* set. However, after diving into the box and playing a couple games, I can tell you that Venom is a worthy addition to the *Marvel: Villainous* line.

Normally, here is where I would break down the basic gameplay of *Villainous*, but if you're interested in *We Are Venom*, you're likely already a fan. Just in case though, here's a quick, basic overview: in *Villainous* each player takes on the role of a different evil-doer trying to achieve a dastardly goal before the other players can, all the while, fending off attacks from other players using "Fate" actions and triggering "Fate" actions to interfere with other players' plans. Each player gets a 3D model of their villain, a personalized domain board, and two decks of cards, one representing the villain's resources, while the other is a Fate deck filled with heroes and their resources. In *Marvel: Villainous*, all players' Fate decks are shuffled together into one single Fate deck to be used. Whenever a Fate action is triggered, the person triggering the action chooses another player and draws two cards from this deck, choosing one to play on the targeted player.

Venom is an interesting mix to *Marvel: Villainous*. His box comes with double sided "Symbiote" tokens, marked with "Venom" and "Spider-Man" sides. Venom's goal is to have a Spider-Man Hero in his domain and apply a number of Symbiote tokens to them until they match that Spider-Man's strength value. This represents the Venom symbiote's obsession with Spider-Man, trying to bond with him by any means necessary. The tokens also serve other

purposes; each one serves as a "-1" power when played on a Hero, making them weaker. They can also be played on Venom's villain allies played to his domain, giving him the option to remove a token after a conflict rather than removing the ally. This ability makes Venom extremely flexible when you consider his villain deck has multiple cards that allow him to place Symbiote tokens on both Allies and Heroes or transfer them. However, the reverse side of the Symbiote token has a Spider-Man side that also depicts the organism's obsession with Spider-Man. Certain cards will flip or place these tokens Spider-Man side up on different heroes, acting as +1 power counters instead.

My first concern with *We Are Venom* was that his goal was completely dependent on other players playing Fate cards and happening to find a Spider-Man to play in his domain, but Venom is a resourceful foe; he has multiple cards that can pull Spider-Man Heroes from other villain domains to his, as well as ways to search through the Fate deck to find a version of Spider-Man and play him in his own domain. Venom's domain board is also designed to have Heroes played on it with minimal disruption, as each location only has one action that can potentially be covered by a Hero to prevent that action. Venom wants to lure heroes into his domain, as he is **hungry**.

As an added twist, *We Are Venom* comes with one extra surprise: a bonus Hero Venom card to represent his time as the "Lethal Protector" fighting for justice. This Hero card can be shuffled into **any** common Fate deck in a *Marvel: Villainous* game, whether or not this expansion is being used in that game and is extremely powerful. The card states that any time a player plays an Ally in a domain, Venom relocates there and makes the player choose: Either place a -1 counter on that ally or discard a card from their hand. Combined with his high power

of 6, I can only imagine a game where Venom bounces around each player's board, causing carnage (see what I did there?) wherever he goes.

While being a single standalone character expansion, *We Are Venom* is an incredible addition to the *Marvel: Villainous* line and is certainly sure to delight fans of the character and the game.

...

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.



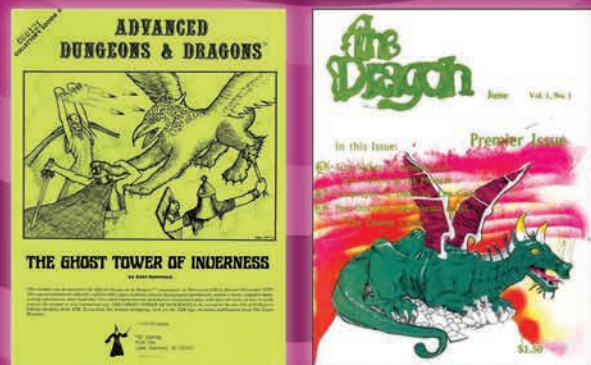
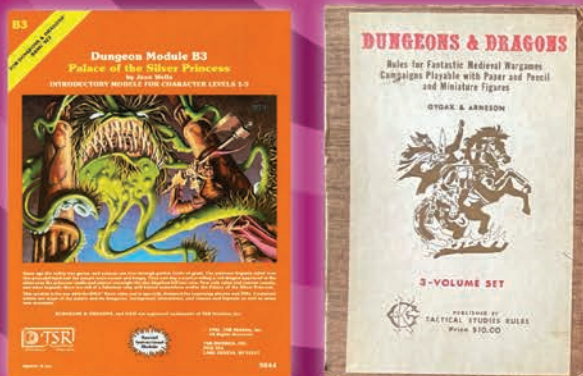
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DISNEY VILLAINS LABYRINTH (RVN 27271)

From Ravensburger, reviewed by Whitney Grace



7 & Up



2 - 4 Players



20 - 30 Minutes



\$36.99

Some franchise tie-in games seem quickly slapped together with stock art and less-than-creative ideas. Thankfully Disney licenses its franchises to companies like Ravensburger that want to give players a thoughtful story paired with challenging gameplay. Ravensburger has its own game brands, including *Labyrinth* (not to be confused with the 1986 Jim Henson movie nor the other maze game with a marble and tilting board). Ravensburger's *Labyrinth* is a board game with moving pathways and a treasure hunt, and in a frankly genius move, this was combined with the Disney license to create *Disney Villains Labyrinth*.

Rather than pitting Disney villains against heroes, in a creative twist Hades, Scar, Maleficent, and Ursula are trapped in an ever-changing labyrinth. They must assemble a team of infamous henchmen to escape the maze or be trapped forever!

Disney Villains Labyrinth includes a game board covered with sixteen permanent maze tiles and 34 moveable maze tiles all decorated with a Disney villain. It also includes 24 character cards, four Disney villain playing pieces, and four player boards. The graphics are a level up from typical stock art, with enhanced coloring and details. The game also receives bonus points (from me, anyhow) for using villains that rarely make it out of the Disney vault (another Ravensburger specialty is that they dive deep into the Disney mythos).

Gameplay is similar to the original *Labyrinth*: players change the maze's layout by removing or adding tiles to open new paths or block opponents. For game setup, 33 maze tiles are randomly placed on the board alongside the fixed tiles. Each player selects a villain piece, then the character cards are shuffled, dealt, and placed face down. To begin playing, the first player takes the unused maze tile and inserts it onto the board at a marked arrow point. The pathway moves, knocking off a tile, that is used for the next turn. Pathways cannot be returned to previous location on the board and the maze must be altered before moving the villain pieces.



Players can then move their villain piece as far as they like on the path or decide to stay in place. Villains can occupy the same space as other players. The object of running around the maze is to find the henchmen on the character card. Once the villain piece locates the corresponding character, players turn that card up, then move to the next one in the deck. When a player finds all their henchmen, they must return to their starting point to become the winner.



Each of the villains has a special ability that can be used once per game. Maleficent transforms into a dragon and moves to any space on the board. Ursula uses a binding spell to move her piece onto the same space as another player. Scar has a power boost that allows him to alter the labyrinth with the maze tile twice per turn. Hades can remove the top character card from each player's deck, shuffle them, then redistribute them.

After playing the game, I realized the Disney heroes weren't used as characters because they might have banded together instead of fighting their way out of the maze. It would have been a literal depiction of the game's tagline, "Together you are stronger!" With the villains, it's more fun to imagine Ursula, Scar, Hades, and Maleficent trying to convince henchmen to join their teams. (Now that I think about it, this might be the basis of a fun RPG adventure...)

My favorite part of the gameplay is the fluidity of movement. Most games I play rely on dice, a spinner, or cards to decide how far a player advances. In *Disney Villains Labyrinth*, after players adjust the maze, they can move as much or as little as they want. You don't have to worry about dice getting lost or players getting too rambunctious with the spinner; movement is simple yet strategic.

I also love the villains' special abilities because it adds a quirky spin to the traditional *Labyrinth* gameplay. It would be neat if the henchmen added more special abilities to their teams, but that might complicate gameplay too much, especially when the main audience, I presume, are younger gamers.

Disney Villains Labyrinth is a fantastic take on the more classic Ravensburger game. Gameplay is fast and requires strategic thinking in the same way you play chess or checkers. It's also much less aggravating than the labyrinth puzzle game with the marble and tilting board. As licensed games go, it's one of the more creative titles available and will definitely please Disney fans, though I still can't help but wonder what a Disney Heroes Labyrinth might be like?

...

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.

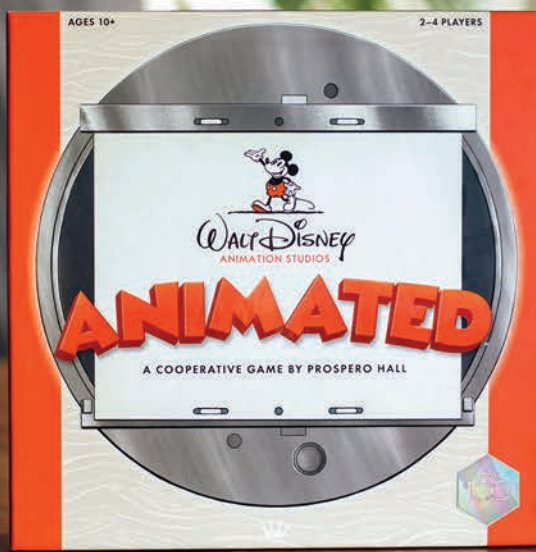


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BATTLETECH: PAINT STARTER (CAT 35PS1)

From Catalyst Game Labs, reviewed by Thomas Riccardi

 14 & Up	 1 Player
 30 - 60 Minutes	 \$44.99

War ravages the galaxy in the 32nd century as various factions battle for control of planets and systems. Each faction has access to massive weapons of war that dominate the battlefield known as battlemechs. Instead of striding onto the battlefield in drab greys and steel the factions have chosen various color schemes to decorate their mechs; what are some of the color combinations that you can come up with? To help, both Catalyst Game Labs and The Army Painter have joined forces to bring MechWarriors everywhere the *BattleTech Paint Starter* set.

The *BattleTech Paint Starter* comes with ten paints in total, including five speedpaints, a primer, as well as a brush – all for a great price which will help you get started painting those Catalyst miniatures from many of their boxed sets. The five speedpaints included represent the various factions throughout the *BattleTech* universe, which are:

- **House Kurita Red** - One of the Great Houses of the Inner Sphere, House Kurita is a noble faction which controls the Draconis Combine, a powerful interstellar nation located in the center of the Inner Sphere. This House emerged out of the collapse of the Star League, and was founded by Shiro Kurita in the 23rd century, who united several warring factions on the planet of Dieron to form a powerful military state. They value tradition and honor above all else and not only use 'mechs on the battlefield but support them with tanks, infantry and aerospace fighters.
- **House Steiner Blue** - Focused on industry, diplomacy, and commerce, House Steiner is based in the Lyran Commonwealth located northwest of the Inner Sphere. This family has had a long relation with the Inner Sphere as they were involved in the early days of space exploration. Their military forces are known as the Lyran Commonwealth Armed Forces (or LCAF for short) and they also have an outstanding rivalry with another house known as House Davion. They are known for having some of the most skilled negotiators and diplomats giving them an edge in politics in the Inner Sphere.
- **House Davion Green** - Located northeast of the Inner Sphere, in the territory known as the Federated Suns, is where House Davion can be found. This House initially made its fortune through the use of mercenaries as they have some of the best in the galaxy. They are dedicated to individual freedom as well as democracy, and their forces stand ever-ready to protect their own from outsiders such as House Steiner. Their military is known as the Federated Suns Armed Forces, which is divided into several regions to defend their sectors of space.
- **House Marik Purple** - Boasting the Free World League Military, or FWLM, this House favors mobility and speed on the battlefield. However, they are not to be underestimated, as they can call out some rather big guns: there has been an Atlas seen in a Marik color scheme, after all. House Marik has had close ties with both House Liao and House Steiner while focusing on wars with House Davion and House Kurita. They are a force to be reckoned with as they will do what is necessary to protect their own people but also hungry for expansion into the Inner Sphere.



- **House Liao Green** - This is a Houses with a reputation for being untrustworthy; they have been known for their cunning and subtlety and have manipulated their opponents (such as House Davion) by pitting them against both House Kurita and House Marik on various occasions. Their unconventional and innovative military known as the Capellan Confederation Armed Forces, or CCAF, has employed unique tactics and guerilla warfare in order to win engagements.

The other paints included with this set are a metallic paint, Metallic Actuator, PPC Blue, Battlefield Brown, and Hazard Yellow. There is also a primer included and it is recommended that you prime your miniatures before painting to allow the paints to better adhere to the surface.

You can visit the website camospecs.com for inspiration on how to paint your mechs in various color schemes. This website also will provide some ideas on how to get started and tips and tricks for painting your miniatures. And, finally, it's worth noting this base set is compatible with all other sets in The Army Painter line, from the spray on primers to other speed and regular paints.

If you play *BattleTech* and want to improve upon the standard unpainted miniatures from the box sets, you definitely need to give the *BattleTech Paint Starter* a try. For more information about this and other products head over to <https://www.catalystgamelabs.com> and <https://www.thearmypainter.com/> and get ready to paint your mechs.

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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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For our May 2023 issue, *Game Trade Magazine* and *Game Trade Media* are teaming up with Thunderworks Games to bring you a giveaway filled with loot and scheming!

One lucky winner will a copy of the fantastic items above, courtesy of our friends at Thunderworks Games! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on April 26th and will close on May 22nd, so don't delay!

Already a fan of *Game Trade Magazine* and *Game Trade Media* on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check out our content again)."

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No purchase necessary to enter. Contest is open to continental U.S. and adjacent Canada residents only. All local, state, and Federal taxes will be the sole responsibility of the prize winners. All prizes will be awarded. Prizes may be substituted. Prize winners will be drawn from all eligible entries. Odds of winning are based on total number of contest entries. *Game Trade Magazine*, *Game Trade Media*, and AGD are not responsible for late, lost or otherwise damaged entries. Entrants agree to allow their entries to be featured in *Game Trade Magazine* and/or *Game Trade Media* without additional compensation or permission, as well as name, photograph, and/or likeness for promotional purposes. This contest is void where prohibited, regulated, or restricted by law in a manner inconsistent with its purpose and rules. *Game Trade Magazine*, *Game Trade Media*, Alliance Game Distributors, and Diamond Comics Distributors employees are ineligible to win. "In gambling, the many must lose in order that the few may win."

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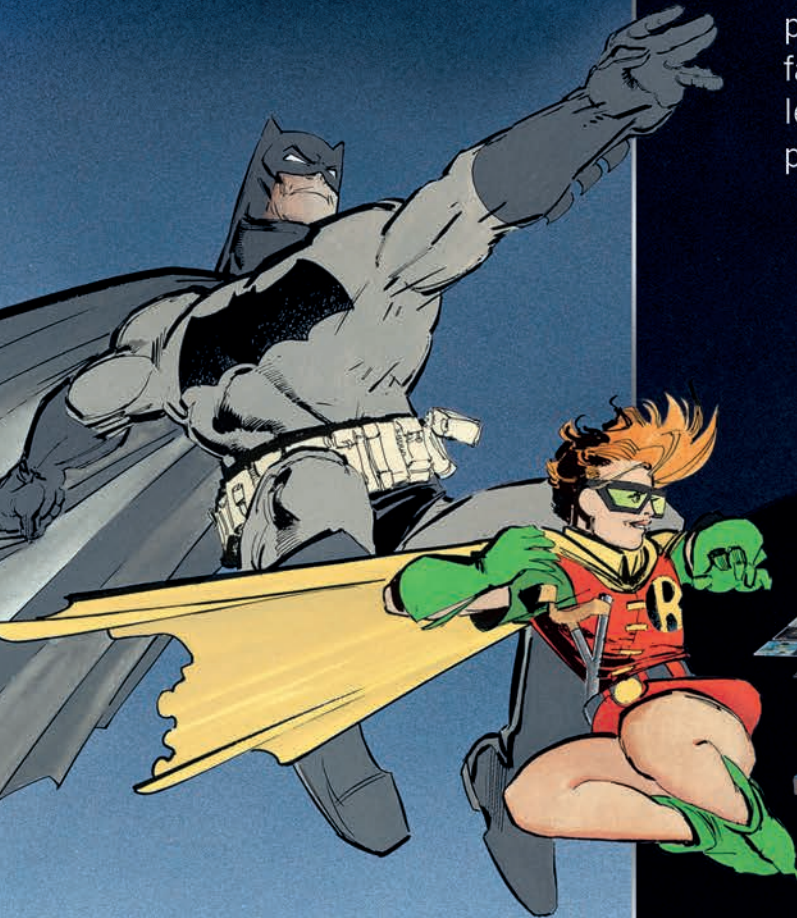




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Disney LORCANA

TRADING CARD GAME

A swirl of colorful starlight appears, growing brighter and brighter until it is all you can see. When the burst of light subsides, you find yourself in a wondrous new place. Welcome to the Great Illuminary, the center of a magical realm called Lorcana.

The Illuminary summoned you here because of your powerful imagination. You follow a pulsing line of light through curving hallways and numerous rooms to emerge into a vast atrium. A mechanism there towers over an open book. Sparkling down from above is a stream of colorful story stars, each containing fragments of Disney stories.

Nearby, a unique tool catches your eye. It's an inkcaster, and when you pick it up, it feels both exciting and familiar. Instinctively, you hold it high above the open book. Magical ink pulsing with energy flows through the mechanism and combines with the light from a story star on a page of the lorebook in front of you, creating an image of a Disney character. With the power of your inkcaster, the image rises off the page. This is a glimmer, a new version of the character that only exists in this world. As an Illumineer, you can create glimmers of characters and items to add to the lore of Lorcana—a treasure that must be preserved and protected at all costs.

Soon, other Illumineers across the globe will be called to the aid of Lorcana. You'll summon glimmers to quest with you as you search for missing lore in a race against time. Only together can you protect this wondrous realm from threats.





MICKEY MOUSE
BRAVE LITTLE TAILOR

Illustration by Nicholas Kole

THE FIRST CHAPTER

BEGIN YOUR ADVENTURE: STARTER DECKS

To play *Disney Lorcana*, each player will need a deck of 60 cards. Starter decks contain a preconstructed deck with a set card list. Starter decks come in 12-pack display and include four of each starter deck in the first set: Amber & Amethyst, Emerald & Ruby, and Sapphire & Steel..



Each starter deck includes:

- ♦ 1 starter deck of 60 cards, including 2 foil cards of the characters on the package front
- ♦ 11 game tokens
- ♦ 1 rulebook
- ♦ 1 booster pack containing 12 randomized cards

CUSTOMIZE YOUR DECKS: BOOSTER PACKS

Booster packs contain 12 random cards out of the card set. Use booster packs to build and customize your deck with abilities and characters beyond those found in starter decks.



Each booster pack contains 12 random cards consisting of:

- ♦ 6 common cards
- ♦ 3 uncommon cards
- ♦ 2 rare, super rare, or legendary cards
- ♦ 1 foil card

EXPAND YOUR COLLECTION: GIFT SETS

Gift sets include two collectible oversized foil cards and two playable foil game cards in addition to tokens and four boosters. The gift set for *Disney Lorcana: The First Chapter* will feature Hades – King of Olympus and Mulan – Imperial Soldier.



Gift sets include:

- ♦ 2 oversized foil cards (Hades – King of Olympus and Mulan – Imperial Soldier)
- ♦ 2 playable foil cards
- ♦ 34 game tokens
- ♦ 4 booster packs

THE ULTIMATE TREASURE: ILLUMINEER'S TROVE

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: The First Chapter*. Also included are deckbuilding tips, game strategies, and powerful card combinations from Team Lorcana.



Each Illumineer's Trove includes:

- ♦ 1 storage box
- ♦ 2 deck boxes
- ♦ 8 booster packs
- ♦ 15 game tokens
- ♦ 1 players guide



CARD SLEEVES

Each pack contains 65 card sleeves.



DECK BOXES

Each deck box can hold up to 80 sleeved cards.



PLAYMATS

A fabric top prevents damage during gameplay and can also be used as a desk mat or mouse pad, while the anti-slip bottom keeps the mat in place during use.



CARD PORTFOLIOS

Each card portfolio holds 64 standard cards and eight oversized cards.

MALEFICENT
SINISTER VISITOR

Illustration by Nicholas Kole

© Disney

Ravensburger



ELSA
SNOW QUEEN

Illustration by Nicholas Kole

©Disney

INKS



AMBER

Purposeful Amber glimmers protect their friends at all costs.



AMETHYST

Magical Amethyst glimmers use their powers to keep their options open.



EMERALD

Flexible Emerald glimmers can adapt to overcome nearly any situation.



RUBY

Daring Ruby glimmers use speed and bravery to defy the odds.



SAPPHIRE

Brilliant Sapphire glimmers find the best tool for the job.



STEEL

Powerful Steel glimmers rely on brute force to forge ahead.