

ISSUE NO.
303

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GTM

GAME TRADE MAGAZINE

  
25 YEARS

STARFINDER

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- DOGFIGHT IN SPACE LIKE NEVER BEFORE IN *LIGHT SPEED ARENA* FROM ARES GAMES!



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WIZKIDS

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Storm raiding is a perilous task, as the mighty Rift Storm encircles Atlantis and threatens all who dare approach. Players must navigate this treacherous landscape, using planes, trikes or subs to salvage wrecks, fulfill contracts, recruit crew, upgrade vehicles, and earn medals to gain prestige. The player with the most prestige points is remembered as the greatest Storm Raider of their time!

1-4 PLAYERS 60+MINS AGES 14+ SOLO MODE

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COVER STORY



Starfinder Second Edition

The summer fun heats up with the much-anticipated launch of *Starfinder Second Edition*! Check out this firsthand look at the all-new Core books and more *Starfinder* goodness to come.

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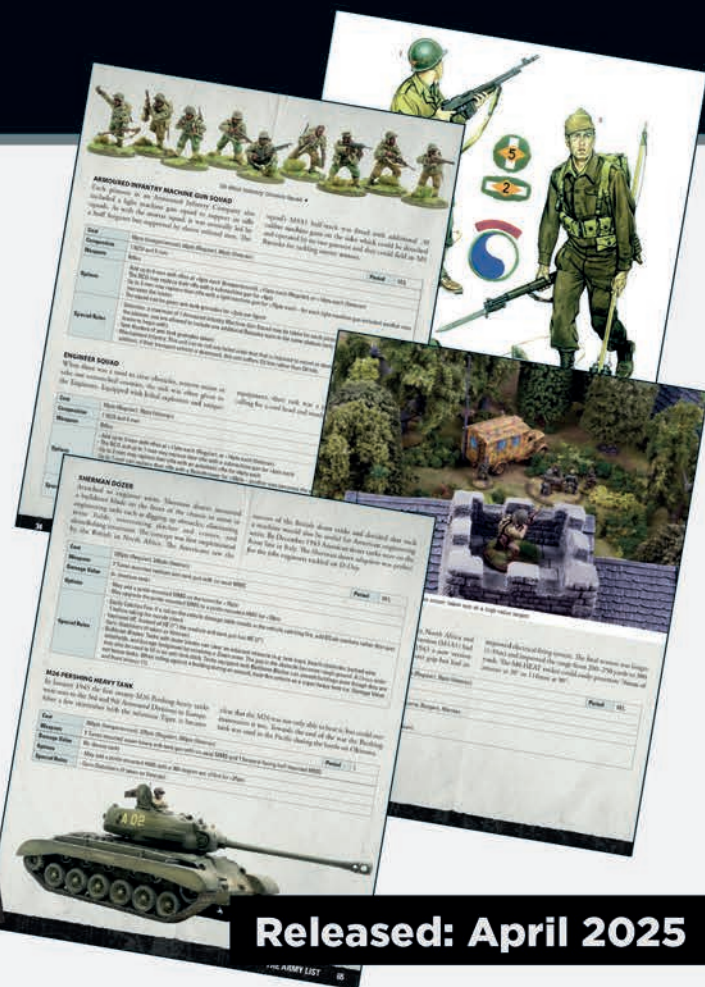
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Released: April 2025

ARMIES OF THE UNITED STATES

Armies of the United States puts you in command of the mighty American military in WWII, allowing you to turn your collection of *Bolt Action* miniatures into a powerful fighting force on the tabletop.

This book contains everything you need to deploy the hugely varied forces of the United States in *Bolt Action: Third Edition*, from historical background contextualising the miniatures, to rules for an enormous range of infantry units, armoured fighting vehicles, and crew-served weapons. These combine with *Bolt Action's* platoon selection system to allow you to create and field a truly unique US force, capable of taking on any challenge on the battlefield. *Armies of the United States* has over 100 pages, and is packed with brilliant artwork and photography to inspire your painting and modelling, making it an essential addition to every *Bolt Action* bookshelf.

RRP / MSRP - £25 / €30 / \$35



US AIRBORNE (D-DAY) PLATOON

This kit is absolutely packed with options, allowing you to build 30 US Airborne troops in their D-Day uniforms, in a wide variety of dynamic poses. There's also an enormous variety of weaponry to outfit your men, from the iconic M1 Garand and Carbine, Thompson and M3 SMGs, and BAR, to the powerful punch of the M1919 Browning light machine gun and Bazooka anti-tank rocket launcher. Alongside this is a wealth of additional components, including specialist equipment such as the M-227 Signal Lamp, M1903A4 sniper rifle, and magazine pouches and pistols galore, as well as a wide variety of heads!

RRP / MSRP - £37 / €44.50 / \$59

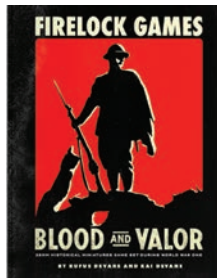
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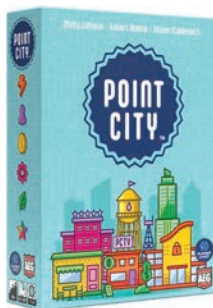
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MULTIVERSE ROLE-PLAYING GAME



Core Rulebook
ISBN 9781302927837 (320 Pages, \$59.99)



Spider-Verse Expansion
ISBN 9781302948573 (256 Pages, \$49.99)



X-Men Expansion
ISBN 9781302948580 (256 Pages, \$49.99)



Cataclysm of Kang
ISBN 9781302948566 (256 Pages, \$49.99)



Deadpool Role-Plays the Marvel Universe
ISBN 9781302960995 (48 Pages, \$9.99)



Avengers Expansion (SEPT '25)
ISBN 9781302965136 (256 Pages, \$49.99)

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Greetings Dear Readers!

Spring is here and your May edition of GTM is packed with some great sci-fi items for your consideration!

We begin with a sneak-peek at all of the exciting *Starfinder Second Edition* content coming this summer from our friends at Paizo.

While the *Starfinder Second Edition* will enjoy a soft-launch this month with the release of the *Galaxy Guide*, the action really heats up this summer with the release of *Murder in Metal City* at Gen Con, with the *Starfinder Second Edition Player's Core* and *GM's Core* to follow soon after.

Next up, the sci-fi action continues this summer with *Light Speed Arena* from Ares Games.

In *Light Speed Arena*, players compete in a high-speed arena with a fleet of dogfighting starships. Taking turns, players set up the board by placing elements such as asteroids or starships and orienting them to do the most damage to enemy fleets. Once everything is placed, a companion app determines which targets are hit – but watch out for friendly fire!

"But Jerome," you may ask, "what sci-fi stuff is available now?"

Never fear, Dear Reader, *Monster Fight Club* has got you covered with the latest team addition to their *Cyberpunk Red: Combat Zone* line, the *Seven Minutes, Trauma Team Gangers* set!

This all-new expansion features three highly detailed miniatures, a new Universal Gear deck, and the First Responder Objective Deck, all of which could mean the difference between survival or total disaster on the tabletop. New players and veterans alike will want to expand their forces with this team pack.

Of course, it's not all starships and space in this issue, we have plenty for fans of fantasy games as well!

First up, we have *Treasure of the Dwarves* from Trick or Treat Studios; in this bluffing game by Bruno Faidutti, players compete to accumulate resources and use cards to build their own scoring systems in the game. In this issue, GTM goes behind the scenes with the designer and learn all about the decisions made while developing this game.

We also have something for gamers who love fantasy miniatures as well — if you're looking for a large adversary or just something that will look killer displayed in your game room, be sure to check out the latest grand addition to the *Pathfinder Battles* line from WizKids, the *Adamantine Dragon*!

And if you like big monsters, especially the havoc-creating kind, then you are definitely going to want to check out *Monsters Menace the World* from Renegade Game Studios. Bring disaster to the tabletop as your monsters demolish cities and military bases, while you deploy military units to battle against your opponents' monsters to stop their rampage.

Of course, if we're talking about big monster battlers, no discussion would be complete without *King of Tokyo*! In this issue, we take a look at this beloved line of monster smash 'em ups and celebrate these fan-favorite classic offerings.

All this and so much more in your latest GTM.

Game on,
-JG



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GTM

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presents


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GAME STUDIOS**



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

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

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

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!

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 HN010595.....\$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 DC010103.....\$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.
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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 released 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 ballgates for something new and a shared pair of dice and get the pinball rolling! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87520.....\$24.99

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

GAMES SECTION LEGEND

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



FEATURED ITEM

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

OFFERED AGAIN

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

SPOTLIGHT ON



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

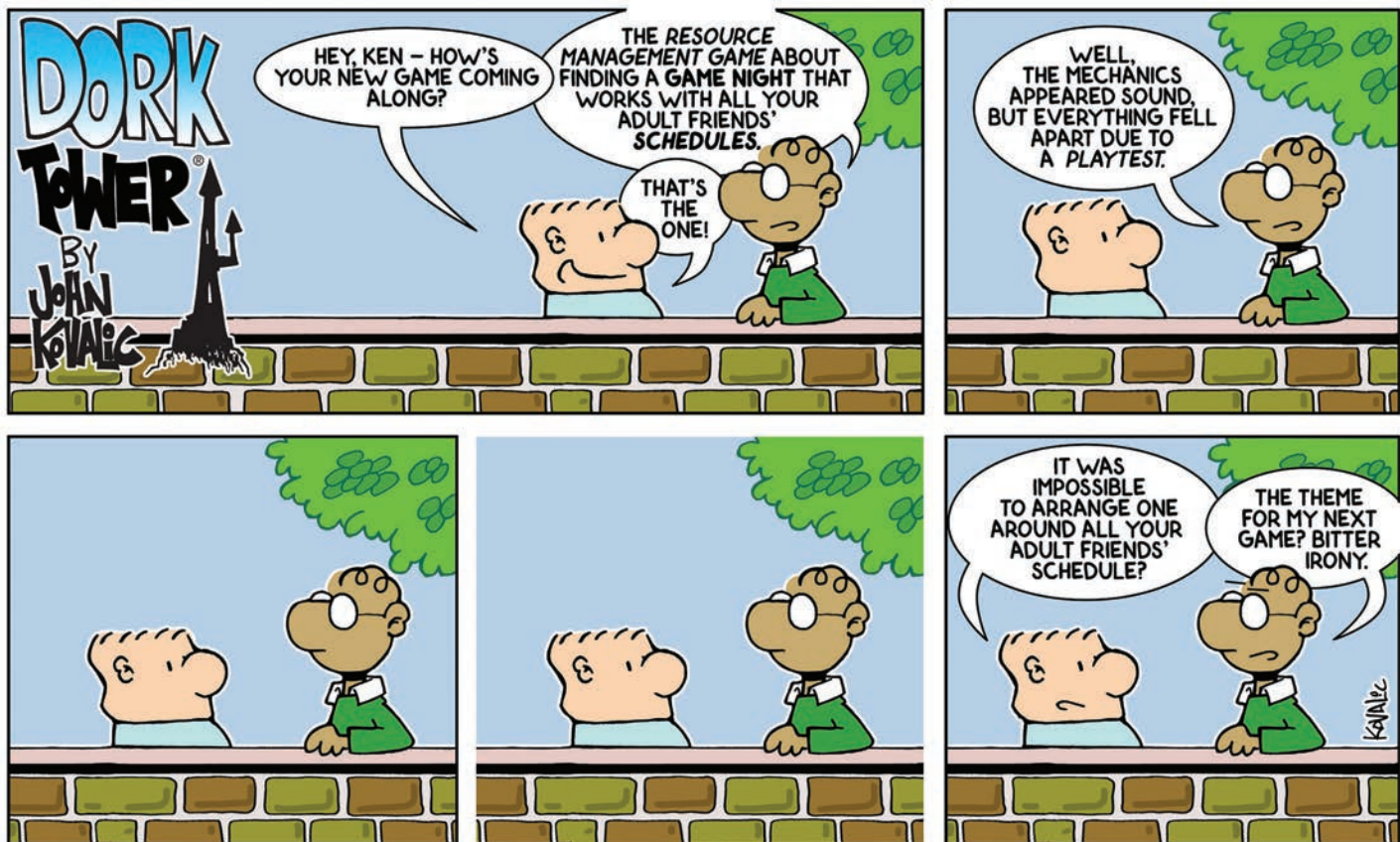
PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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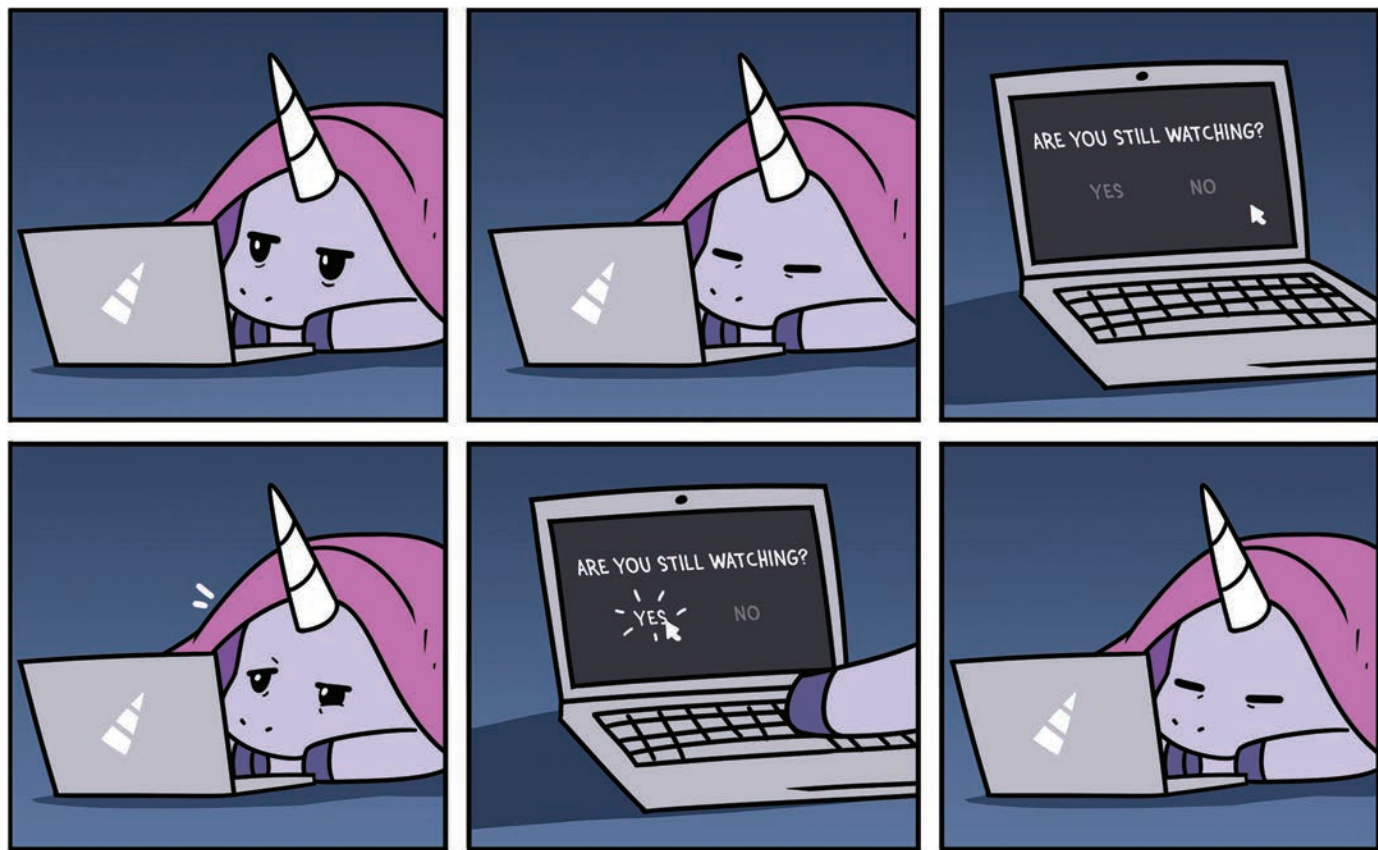
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ADVENTURE BEYOND IN **STARFINDER** SECOND EDITION!

With summer on the horizon, Paizo looks forward to the launch of its new edition of the Starfinder Roleplaying Game! *Starfinder Second Edition* brings the science fantasy you love to join up with Pathfinder Second Edition's celebrated game engine! There's no limit to the stories that can be told in *Starfinder Second Edition* – and the launch is only the beginning!

NEW PLANETS, NEW LORE, NEW RULES!

Starfinder Second Edition soft launched this month (May) with the release of *Starfinder Galaxy Guide*, a setting book that serves as a refresh for the cosmos! During the *Starfinder Second Edition* Playtest, a number of setting-altering events were explored through playtest adventures, such as the birth of a new cosmic entity from the planet it was incubating within and the beginnings of interstellar war between the Azlanti Empire and the Veskarium! *Starfinder Galaxy Guide* explores how these events, along with other key points of *Starfinder First Edition's* canon, have shaped the galaxy as it is today.

The full launch of *Starfinder Second Edition* begins with *Starfinder Player Core*, the rulebook that gives players and GMs alike everything to start playing! *Starfinder Player Core* contains full rules for six core classes — the envoy, mystic, operative, solarion, soldier, and witchwarper — plus a variety of ancestries, heritages, and backgrounds to build unique characters. With chapters focused on both playing the game and running *Starfinder Second Edition*, *Starfinder Player Core* sets the foundation for the system!



While *Starfinder Galaxy Guide* precedes the rulebooks, it serves as a wonderful way to prepare for your *Starfinder* campaign and think about what sorts of adventures you want to delve into. The book divides planets up by adventure genres such as high fantasy (in space), horror, cyberpunk, space operas, and more — giving GMs ideal settings for any story they can dream of!

For Game Masters looking to delve deeper into science fantasy subsystems, build their own planets, and take players for a spin, *Starfinder GM Core* delivers a stellar package of expansion features for the GM. From cinematic starship combat and hacking to guides for anachronistic adventures, *Starfinder GM Core* gives GMs the power to create whole new galaxies for their players to explore.

What's a vast galaxy to explore without creatures to fill it? *Starfinder Alien Core* helps populate the planets, moons, and asteroids of the star system with all manner of creatures. Whether your adventure needs a slew of low-level glitch gremlins and hardlight scamps or the looming cosmic horror of the illmantula, *Starfinder Alien Core* will provide. Plus—build your own alien threats with the custom creature rules!

Starfinder Galaxy Guide releases in May 2025. *Starfinder Player Core* releases at Gen Con on July 31st, and in August across retail locations. Pick up *Starfinder GM Core* in September 2025, and complete your collection with *Starfinder Alien Core* in November 2025!



STARFINDER RPG: GALAXY GUIDE HARDCOVER (\$2)		
PZO 22004-HC	\$59.99	Available April!
STARFINDER RPG: MURDER IN METAL CITY DELUXE BOXED ADVENTURE		
PZO24005-BX.....	\$39.99	Available August!

STARFINDER RPG: STARFINDER PLAYER CORE HARDCOVER (\$2)		
PZO22001-HC	\$69.99	Available July!
STARFINDER RPG: GM CORE HARDCOVER (\$2)		
PZO 22002-HC	\$69.99	Available September!

ADVENTURES THAT EXPLORE THE COSMOS!

With the launch of *Starfinder Second Edition*, we are also excited to bring new adventures—and new adventure formats—to the table!

The first adventure for *Starfinder Second Edition* crashes into local game stores this June for Free RPG Day — *Starfinder Battle for Nova Rush*! In this quick, high-octane adventure, players take on the role of pregenerated characters trying to wrestle a new starship out from under the control of a space pirate captain. But pirates aren't the only danger, as the struggle brings the Nova Rush in contact with a powerful Corpse Fleet ship — will your heroes be able to steal the Nova Rush back and pilot her to safety?

To complement *Starfinder Player Core* and the launch of *Starfinder Second Edition*, we are also debuting our first deluxe boxed adventure — *Murder in Metal City*. *Murder in Metal City* is a deluxe first-level experience, giving players 64 pages of action to really experience *Starfinder Second Edition* at first level. This boxed adventure will include everything needed for play, from flip-mats and pawns to pre-generated character sheets. Solve a high-stakes, high-tech murder mystery and explore the dangerous underbelly of Aballon, planet of the machines.



For players and GMs looking for a longer campaign, *Starfinder Second Edition's* first hardcover adventure launches in fall — *Starfinder Guilt of the Grave World*. Explore Eox, the planet of the undead, and learn secrets about the planet's founding, as well as the background of Zo! — *Starfinder's* eccentric undead reality show host! *Guilt of the Grave World* takes players from first to fifth level as they dive into the mysteries of Eox.

Battle for Nova Rush drops on Free RPG Day, June 21st 2025. *Murder in Metal City* is a *Starfinder Second Edition* launch product at Gen Con 2025. *Guilt of the Grave World* will hit shelves and stores October 2025.

PATHFINDER COMPATIBILITY AND ANACHRONISTIC PLAY!

One of the key elements of *Starfinder Second Edition* is the fact that it shares the same base engine as *Pathfinder Second Edition*! To this end, all classes, ancestries, creatures, spells, and equipment can be used interchangeably between systems. We're calling this a "compatible, but not necessarily balanced" experience — *Starfinder* characters almost always have access to ranged weapons

like laser pistols, for example, which can change the balance of a battle against *Pathfinder* enemies. But, a spell that requires a comm device as a target also cannot be used against a character who doesn't have one!

A chapter of *Starfinder GM Core* — *Running Anachronistic Adventures* — provides guidelines for GMs looking to implement *Pathfinder* and *Starfinder* elements into the same campaign or adventure. Send your *Starfinder* heroes crashing down onto a planet with *Pathfinder's* current

tech level, or throw your *Pathfinder* characters forward through space-time into a future filled with computers and wonder!

We encourage players and GMs to have fun mixing the systems and finding a groove that works for you! 2025 is the year Paizo welcomes you all to shoot for the stars!

...

UNLEASH THE POWER OF THE

PATHFINDER® BATTLES

ADULT ADAMANTINE DRAGON MINIATURE! WIZKIDS

Primal Dragon
Adamantine

*It take is sort of like a rock
spine, of overlapping scales
with thin plate like spikes.*

Side View Detail

PATHFINDER BATTLES: ADULT ADAMANTINE DRAGON BOXED MINIATURE

WZK 97572 \$79.99 | Available June 2025!

Pathfinder fans, get ready to add a fearsome new dragon to your collection! WizKids is proud to announce the release of the *Pathfinder Battles: Adult Adamantine Dragon*, a breathtakingly detailed miniature inspired by the creature featured on the cover of *Pathfinder: Monster Core*. Whether you're a dedicated tabletop gamer, a passionate collector, or a miniature painting enthusiast, this awe-inspiring figure is a must-have.

A LEGENDARY DRAGON FOR YOUR ADVENTURES

The adamantine dragon is one of the powerful skymetal dragons of the *Pathfinder* universe, named for the nearly indestructible metal that encases its body. Unlike other dragons that rely on elemental breath weapons, the adamantine dragon uses its unique abilities to tunnel through solid stone, launching surprise attacks on unsuspecting foes. Instead of spewing fire or lightning, these formidable creatures unleash devastating boulder barrages — regurgitated rocks they consume while burrowing underground. This distinctive take on draconic might makes the adamantine dragon a fascinating and terrifying opponent in any *Pathfinder* campaign.

METICULOUSLY CRAFTED FOR MAXIMUM IMPACT

WizKids has focused on capturing the grandeur of the adamantine dragon. Standing atop a 75mm clear base with a Huge-sized threat ring, this towering figure is ready to dominate your tabletop battlefield. The intricate sculpt highlights the dragon's jagged, adamantine-plated scales, powerful limbs, and the unflinching metal that is bound to its impressive form. Every detail, from its piercing gaze to the jagged boulders that make up its formidable hide, accurately captures the artistic design of this unique *Pathfinder* dragon.

This miniature isn't just for play — it's a striking display piece as well. Whether perched on your shelf or reigning supreme over a battle map, the *Adult Adamantine Dragon* is sure to impress fellow adventurers and collectors alike.

The sheer presence of this dragon elevates any encounter. Imagine your players' reactions when this immense, armored behemoth bursts from beneath the battlefield, altering the landscape with its destructive entrance. Its unique mechanics make it an exciting addition for game masters looking to create unforgettable moments. The *Pathfinder*





Temporal horns shoot straight back from the top part of the skull. Are not attached to the gill plate or the jaw. They should be rugged and chipped and follow the same squared off design language.

Head Detail - Side

Nasal horn shoots forward. Looks like a clipped wedge of hard metallic rock. Hard to distinguish where the head starts and the horn stops.

They follow the square-like design language of the scales. They overall be rounded. The components such as the spikes, plates, and negative space of the webbing are very used off.

The lower jaw has a significant scoop like underbite. Teeth like plates over the jaw and chin. Under the jaw is a softer flesh on its throat that is pebbled with squared plates and nodes. They resemble rocks stuck in a muddy embankment.

Gill plate scales along the bottom of the neck show large separation. It reculps into the form of the neck, a concave recess. This is the air intake that projects flames.

Battles: Adult Adamantine Dragon miniature is the centerpiece for those moments.

A CHOICE FOR EVERY COLLECTOR: PRE-PAINTED OR DIY MASTERPIECE

WizKids understands that every gamer and collector has their own preferences, which is why the *Adult Adamantine Dragon* is available in both pre-painted and unpainted versions.

The pre-painted version boasts expert-level shading and detailing, ensuring that it looks stunning right out of the box. Meanwhile, the unpainted variant provides a blank canvas for hobbyists who love the challenge of bringing their own artistic vision to life. Whether you're an experienced painter eager to add your own creative flair or a beginner looking for a rewarding project, this miniature offers an exciting opportunity to personalize your collection.

For painters, the unpainted version presents unique challenges and rewards. The sculpt's sharp details provide an excellent foundation for dry brushing and layering techniques, making it a fantastic piece for painters seeking to refine their metallic effects. Those looking to push their skills further can experiment with weathering techniques to give the dragon a battle-worn look, simulating centuries spent tunneling through stone and engaging in legendary conflicts.

ENHANCE YOUR PATHFINDER EXPERIENCE

The *Adult Adamantine Dragon* isn't just a collector's item—it's a game-changing addition to your *Pathfinder* sessions. As a Huge-sized miniature, it introduces thrilling new challenges for players brave enough to face its devastating boulder attacks and near-impervious defenses. Whether serving as a fearsome adversary or a powerful ally, this dragon brings cinematic action to the tabletop, making every encounter more immersive and dynamic.

Additionally, the inclusion of a clear base allows for seamless integration onto battle maps, ensuring that it doesn't obscure important information while still maintaining a commanding presence. Game masters and players alike will appreciate the balance of aesthetics and practicality this miniature provides.

Want to incorporate this dragon into your campaign? Consider crafting a storyline where adventurers must seek out an adamantine dragon to forge legendary weapons, or perhaps they must prevent a rampaging beast from reshaping the landscape with its devastating burrowing abilities. The possibilities are endless, and this miniature ensures that your stories are as visually impressive as they are engaging.

A PERFECT GIFT FOR PATHFINDER ENTHUSIASTS

If you're looking for the ideal gift for the *Pathfinder* fan in your life, the *Adult Adamantine Dragon* is a fantastic choice. Whether they're an experienced game master, a dedicated player, or a devoted collector, this miniature is bound to become a treasured centerpiece of their collection. Its combination of quality craftsmanship, game utility, and stunning design makes it a standout addition to any gaming shelf.

For those who love large-scale battles, this dragon can serve as the final boss of a high-level campaign, giving players the challenge of a lifetime. Alternatively, collectors can proudly showcase it alongside other legendary creatures from the *Pathfinder Battles* series, adding prestige to any display.

SECURE YOUR MINIATURE TODAY!

The *Pathfinder Battles: Adult Adamantine Dragon* is an essential addition to any *Pathfinder* collection. With both pre-painted and unpainted options available, it offers something for everyone—from players seeking an awe-inspiring foe to painters ready to take on their next artistic challenge. Don't miss your chance to own this incredible miniature!

Head to your favorite game store to secure your *Adult Adamantine Dragon* today. With its imposing presence, rich lore, and premium craftsmanship, this dragon is ready to take flight in your next *Pathfinder* adventure!

...

TREASURE OF THE DWARVES

TREASURE OF THE DWARVES

TOT TDB01 \$49.95 | Available March 2025!

Treasure of the Dwarves is an auction game with an original bidding system. Every round, one or two players auction a magical item card. Each player must make an offer for one of the available cards by putting one or more coins or gems in a small chest.

Treasure of the Dwarves is a bluffing game. The seller may look at the content of the chests in any order, but cannot go back and choose a box they have already seen. It would indeed go against the dwarven etiquette rules, which are even stricter than the Japanese ones, and no one wants to do hara-kiri with a battleaxe. A clever dwarf, and dwarves are usually clever, can sometimes get an item at a good price with a mediocre offer, hoping it will be looked at last.

Treasure of the Dwarves is a combo game, in which players accumulate resources in gems, coins and cards, and use cards to build their own scoring systems during the game. This "scoring rules building" feels a bit like a

game I really like, *Fantasy Realms*.

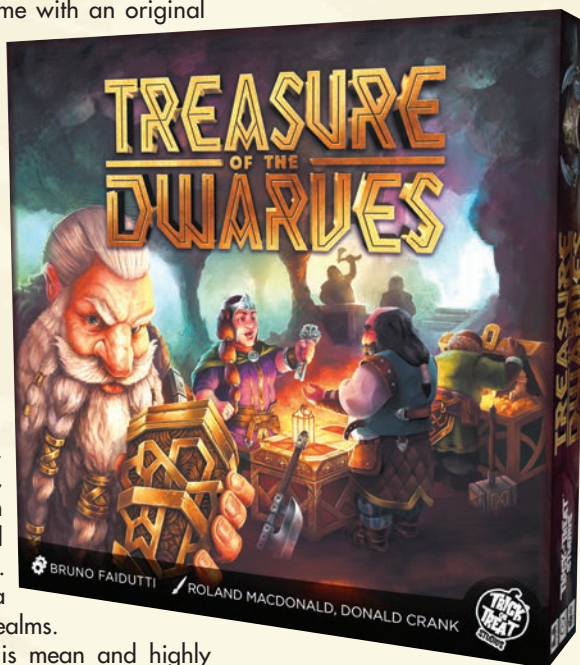
Treasure of the Dwarves is mean and highly interactive, with many opportunities for deceit and "take-thats". Players can both manipulate opponents and sometimes sabotage their treasures.

Treasure of the Dwarves is therefore both a tactical and a strategy game. It is tactical when trying to make the right bid for the right card. It is strategic when planning one's final scoring.

I don't think there's a single boardgame which I have more playtested, developed, or fine-tuned than this one. It is certainly the most representative of my design style, my idea of what a boardgame should be. Over five years, I have played it hundreds of times, carefully balancing and rebalancing the scorings for coins, gems, and cards. Several playtesters added their grain of salt to it, especially Vincent Pessel, who is very good at spotting small imbalances and rules issues, and Croc, who had the idea of two simultaneous auctions. This is what makes it possible to play a fast and fun 8 player game, something relatively rare with non-party games.

THE ART

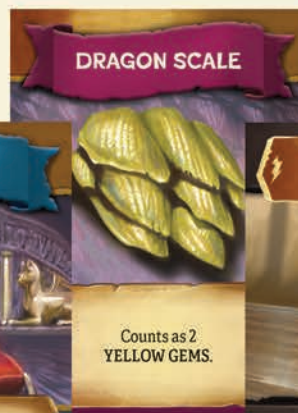
Two artists, Roland MacDonald and Donald Crank, have contributed to the art in *Treasure of the Dwarves*. The cover art, which could have been featured in an illustrated edition of Tolkien, gives the traditional image of the dwarven society. The many magic items are more surprising. One can imagine that they are very old, and show traces of the distant cultural influence of some other underground people, may be the lizard men living near the underground lakes and rivers. At least one of the dwarves illustration's looks definitely suspicious. After all, what do we really know of the origins of dwarven culture? In German traditions, dwarves live in hollow mountains but are also linked to rivers and springs.



WHITE DIAMOND GEM
... Diamonds are ...
... can replace any col



Score for sets of regalia
(SCEPTER, CROWN, ORB):
1 item: 1
2 different items: 2
3 different items: 3



Counts as 2
YELLOW GEMS.



Look at 2 random cards from
another player's hand. Return 1
and play the other as if you had
just bought it. The other player
then draws a card.



DWARVES AND MAGICAL ITEMS

Treasure of the Dwarves is not really, or not seriously, about mythology, and the magical items in it have been given names that suggest their in-game abilities. For some time, however, I toyed with the idea of using items from the Norse and German mythologies, in which dwarves are described as small but powerful underground creatures specialized in crafting and guarding magic stuff. The English word "dwarf" comes from the old Norse "dverg". To learn more about the cultural history of these creatures, I recommend Claude Lecouteux's *Hidden History of Elves and Dwarfs*, even when its approach is old fashioned, as well as, in a more specifically British context, Francis Young's recent book, *Twilight of the Godlings*, in which I've found this marvelous explanation, by Sir Walter Scott, of the origins of dwarfs and of their affinities for caves and metals – dwarves are basically Baltic pygmy refugees.

DWARVES AND DRAGONS

There are dragons in several of my games, including of course *Dragons Gold*, *Fist of Dragonstones* and, more recently *Dragons*. The reason is, of course, that I am often inspired by the generic medieval fantasy setting in which I wallowed as a teenager, and which I still enjoy. I could not bring living dragons into *Treasure of the Dwarves*, where there are no violent fights, but most if not all of the coins, gems, and shining or magical items traded must have belonged to a dragon at some time. They certainly have great value for dwarves, especially since old tales say that the first dragon, Fafnir, was originally a dwarf, gradually changed into an ugly monster by his fear and avarice.



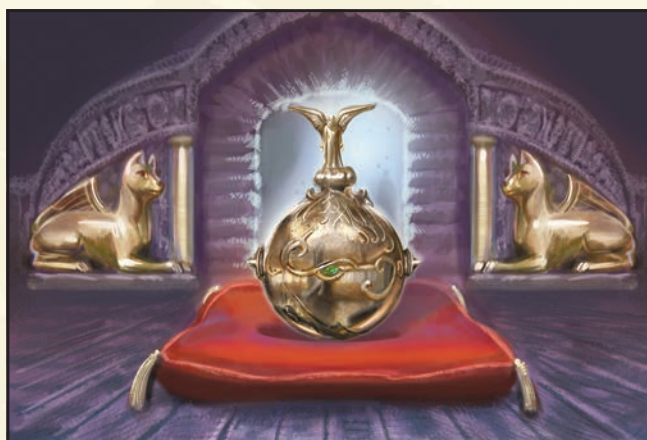
THE CROWN JEWELS

Far from the Germanic or Nordic forests, the dwarves seriously considered sailing to Japan to get regalia. Having decided, for game balance reasons, that there would be three or four different crown jewels of the King under the mountain, I had to decide what exactly they were. In France, and I think in most western countries, the first regalia we think of are those of the British crown. Unfortunately, the list is vague and there are, anyway, way more than three. This left me with two official sets of three items. Those from the Japanese emperor, which have never been shown to the public, are a sword, a mirror and a curved and mysterious jade stone. Those from the Austrian emperor, which can be seen in Wien in the Schatzkammer Museum, are a crown, an orb and a scepter.

GOING FARTHER

Thirty years ago, I often, usually in vain, suggested that publishers add a few blank cards in my games, so that players could try and add their own stuff. After all, that's how I started enjoying game design, with adding alien powers and card effects in *Cosmic Encounter*. Be wary, however, not to break the game's balance. Some cards can be better than other ones, that's what makes auctions meaningful, but not too much, or not always, or not for everyone. Be careful also with the global balance between the three

...



main ways to score, coins, gems and cards.

SEVEN MINUTES

A TRAUMA TEAM EXPANSION FOR COMBAT ZONE



Fans of *Combat Zone*, prepare for a high-stakes, high-threat addition to your skirmish experience! The upcoming *Seven Minutes* expansion injects a fresh tactical edge into the game, introducing a new Universal Gear deck, the First Responder universal Objective deck, and a trio of specialized Trauma Team operatives. This expansion is designed to push players into the chaotic heart of a high-risk extraction, offering new tools, new strategies, and a support playstyle that keeps your team in the field long past when their injuries should have taken them out.

Time is everything in *Combat Zone*, and nowhere is that more evident than in *Seven Minutes*. The expansion's Universal Gear deck arms players of any faction with crucial equipment that can make the difference between survival and catastrophe. Meanwhile, the First Responder universal Objective deck introduces emergency tasks where players must act in the best interests of life and public safety. The addition of these two decks significantly expands strategic depth, allowing for new approaches to campaigns for any team to try something new.

The true highlight of *Seven Minutes* is its three beautifully detailed models — essential personnel who bring unique abilities to any force but truly shine when leading an all Trauma Team squad. These models add dynamic new layers to *Combat Zone's* tactical gameplay, offering resilience, adaptability, and a dose of adrenaline-fueled action.

EMT LEAD: The Trauma Team's backbone, the EMT Lead, is a crucial figure for keeping your operatives in the fight. She enables her team members to perform Triage actions without rolling, making medical interventions fast, reliable, and efficient in the heat of battle. Whether stabilizing a downed ally or preventing a mission-ending injury, her presence ensures the team stays in top shape. She's also a Leader, so if players want to play an all Trauma Team group in the Combat Zone, then she's your gal.

EMR PILOT: Skilled in high-speed extractions and emergency maneuvers, the EMR Pilot rewrites the rules of engagement when it comes to vehicular play. Unlike standard drivers, who rely on Reflexes, this Wheelman can use Tech to drive, providing more flexibility in upgrade choices.

SECURITY GUNNER: Protection and firepower go hand in hand, and the Security Gunner is built for both. She can [RE]act when a vehicle takes damage, ensuring her squad remains a moving, well-defended force. Additionally, she carries Flagrantly Illegal Stims, a potent combat booster that grants a teammate a free GREEN action with Dangerous, allowing for high-risk, high-reward tactical choices in critical moments.

CYBERPUNK RED: COMBAT ZONE - SEVEN MINUTES, TRAUMA TEAM GANGERS
MFC 45125 \$30.00 | Available Now!



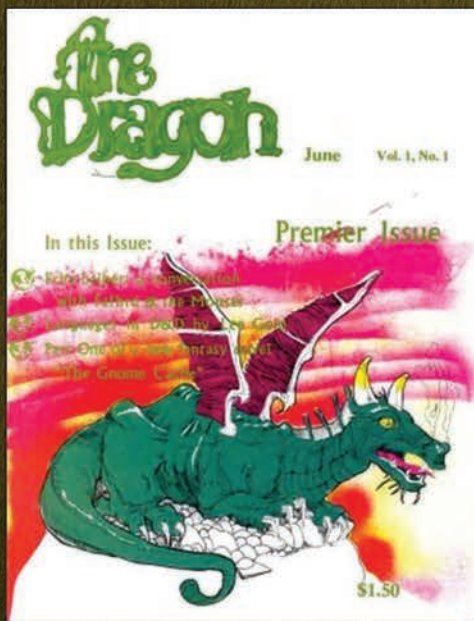
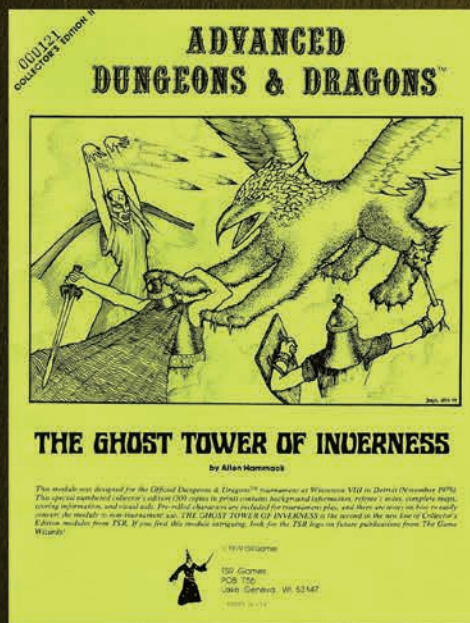
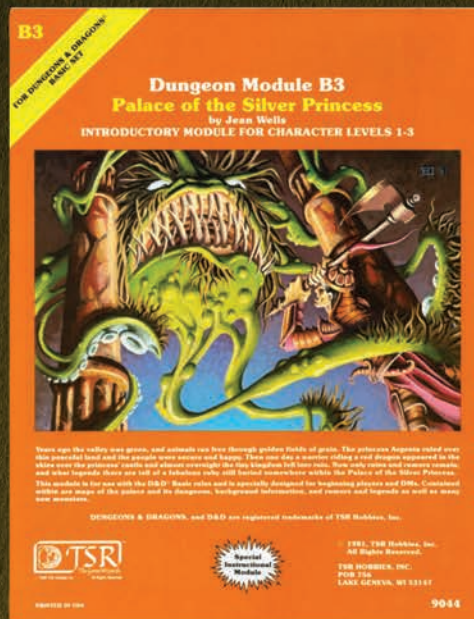
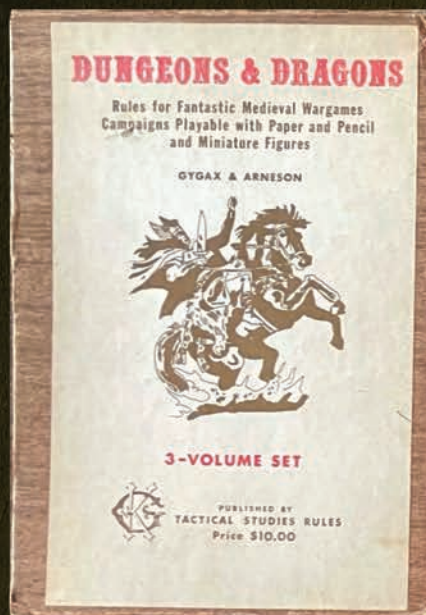
For those eager to push their Trauma Team to the next level, *Seven Minutes* is a perfect complement to the forthcoming *Herakles* release. The synergy between these two expansions allows players to fully realize an all Trauma Team force, delivering a hard-hitting, life-saving playstyle that thrives on precision and board presence. Whether supporting a mixed force or operating as a specialized unit, these new models and decks provide players with fresh and exciting ways to engage with *Combat Zone* from the comfort of an aerodyne.

Whether you're a veteran looking to expand your strategic options or a newcomer drawn to the high-intensity world of *Combat Zone*, *Seven Minutes* is an expansion you won't want to miss. With its emphasis on unique character abilities and game-changing tactical options, this release elevates the battlefield experience to thrilling new heights. Get ready to deploy, adapt, and rescue cus when you have *Seven Minutes*, every second counts!

...

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King of Tokyo is a beloved line of smash-em-up monsters that are all trying to stake their claim in the streets of Tokyo Bay. They aim to be the one to come out on top and nothing is going to stop them! All games in the line offer fun, simplistic gameplay that offers a unique puzzle of decisions for the best strategy. Roll your dice and make your moves to become the best monster out of them all. Or maybe end up working together for the greater good? There are all sorts of options available for *King of Tokyo*!

KING OF TOKYO: DUEL

Go head to head in *King of Tokyo: Duel*! Two players engage in an intense tug-of-war, head-to-head as they fight for the dominance of the streets of Tokyo. Dice rolling still stays in the familiar way for *King of Tokyo* fans, but with new mechanics! The addition of Fame and Destruction make your games all the more exciting. With power cards to add to the mix, your unique monster and their powers will make their way to the top. Alienoid's alien technology adds to any roll, while Gigazaur allows you to pull more fame. Get ready to face each other with a unique set of tactics in *King of Tokyo: Duel*!

you attack your enemies to keep them from gaining ground? Heal yourself to keep in the game? There's even the possibility of improving your monster to smash and punch even better through the streets! *King of Tokyo* adds fun and tension to your family friendly game nights with colorful monsters and unique dice to help you gain victory points. Roll your dice to determine your actions and store some of those dice for later. Heal yourself or punch your opponents to gain the higher ground. Will you be the *King of Tokyo*?



KING OF TOKYO: DUEL

IEL 70302..... \$24.99 | Available Now!

KING OF TOKYO

Giant, mutant monsters, aliens, and robots are smashing their way through the city! Rolling dice lets you choose your strategy: will



KING OF TOKYO: 2016 EDITION

IEL 51314..... \$44.99 | Available Now!

KING OF TOKYO: ORIGINS

The same action-packed dice rolling now with four more monsters! Gigarex, Iron Back, Cosmic Joe, and Mechamster are here to fight the battle. This entry into the series offers everything with gameplay as the original but at a more affordable price point for those who are testing to see if this dice rolling strategy





is for them! This stand-alone game works great on its own, or with monsters that are ready to be added to any *King of Tokyo* game. *King of Tokyo: Origins* is exactly what you're looking for to get into the world of *King of Tokyo*! Fight each other and take on the battle of Tokyo.



KING OF TOKYO: ORIGINS

LUM 70183..... \$29.99 | Available Now!

KING OF TOKYO: MONSTER PACKS

Whether it's *King Kong*, *Cybertooth*, or *Anubis*, there's plenty of new monsters to add to your game! *King Kong* adds an Empire State Building or Tokyo Tower to interact with. Getting to the top of either tower automatically wins you the game, so get to climbing! *Cybertooth* can go berserk mode that's compatible with every monster. If you get four smashes or more, add your Berserk die on top of that roll. Watch out, though, as this means you can't heal. *Anubis* brings a new die and new curse mechanics for a new level of tension in



the game. Roll the die of Fate to activate a positive or negative curse effect. All three of these monsters bring exciting new mechanics to your game, extending your playtime again and again.

KING OF TOKYO: NEW YORK KING KONG MONSTER PACK

IEL 51421..... \$11.99 | Available Now!

KING OF TOKYO: NEW YORK ANUBIS MONSTER PACK

IEL 51531..... \$11.99 | Available Now!

KING OF TOKYO: CYBERTOOTH MONSTER PACK

IEL 51637..... \$11.99 | Available Now!

KING OF MONSTER ISLAND

King of Monster Island is a new spin on a favorite classic. Now, instead of fighting against one another, you're working together in this dice rolling co-op. Defeat the larger-than-life boss and their annoying minions before the interdimensional portal is put together! Keep an eye on your fellow monsters, too, as even one falling means that the whole team is out. The volcano is not just an eye-catching centerpiece for the theme of the volcanic island. The dice are rolled into the volcano so that each of the boss's die can land in a different monster's zone. Call on allies, gather your team, and make your move to help each other defeat this terrible boss before it's the end of the world!



KING OF MONSTER ISLAND

IEL 70029..... \$69.99 | Available Now!

King of Tokyo offers action, adventure, and strategy at every turn! Whether you're facing off against each other or a boss, the goal of the game is always the same: to come out on top. Be ready to face giant, fun themed monsters no matter what game you're here to play. The dice are ready to roll and ready for you to strategize over how you're going to face them down next. *King of Tokyo* is an excellent addition to any game night with its fun, simple gameplay that gives players enough strategy to really tackle how you're going to win against these terrible foes. The entire *King of Tokyo* line is available now!





BLOOD AND VALOR

THE MEXICAN INTERVENTION

By Alec Aguila

Just like its Victorian era compatriot, **Firelock Games'** historical world war I combat game, Blood & Valor, has received a new, free expansion for players to experience: The Mexican Intervention!

Centered around the Mexican Revolt of the time period, the expansions feature 5 fully new factions for players to use and assemble!

- The American Intervention Forces
- The Mexican Federal Army
- The Constitutional Army (Carrancistas)
- Division Del Notre
- Liberation Army from the South

In addition to these 5 factions, there are also three new special rules added to Blood & Valor through the expansion! These are....

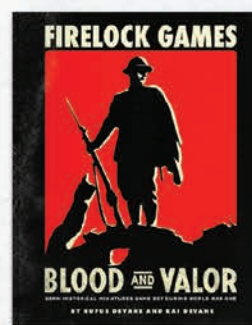
Duelist: units with the Duelist special rule can once a game reroll all failed shoot saves.

Mobile Infantry: Any Command team in this force can be mounted on horses for free.

Escape Artist: After a failed shoot or close combat save this command unit can once a game use a bite the bullet point to negate the failed shoot and close combat save results.

Perhaps the biggest draw of the new expansion, however, is a new narrative scenario for Blood & Valor players to play through: Hostage Hold! This new narrative scenario has attackers trying to rescue one of their units held hostage by the defenders. Players will desperately battle each other trying to get any advantage they can with the hostages until one can finally claim victory over the other!

This expansion is free and can be accessed by any Blood & Valor player through the **Firelock Games** website: www.firelockgames.com



BLOOD & VALOR RULEBOOK

BV0001

978-1-7320934-2-3



BLOOD & VALOR: END OF EMPIRES EXPANSION BOOK

BV0002

979-8-98-737940-0



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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 305S\$3.99

25TH CENTURY GAMES



BIG SUR

In *Big Sur*, players draft cards to use them either as resources to build new road sections or as the road sections themselves. Your linear path of cards will score for connecting terrain types and meeting other conditions. You can also add notable landmarks to your highway for other unique scoring conditions; these landmarks are based on actual scenic lookouts and locations on Big Sur. Scheduled to ship in May 2025.

25C 66000\$19.99



GRAND CENTRAL SKYPORT

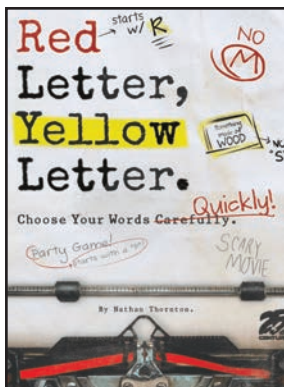
In *Grand Central Skyport*, you want to efficiently operate your airship station and attract the most prestigious tycoons to your city. During the game, you attract new airships to your skyport, and each airship has a color and an initial slotting movement. Try to maneuver your airships to group them by color so that they stack to score increasingly more points. Unfortunately, with each new ship entering your station, its movement will trigger the rearranging of previously placed airships, so ideally you can race other skyport owners around a central rondel to choose the incoming airships that are best for you. Scheduled to ship in June 2025.

25C 37000\$39.99

LIARS DICE

Liar's Dice, a classic bluffing game where players guess the number of dice of a specific value held by all players. The game features a clever and compact design where the box unfolds into a board, similar to the *Tasso Banana* game. Scheduled to ship in May 2025.

25C 77000\$24.99



RED LETTER YELLOW LETTER

It's a party game of saying words! Words with letters in them! And saying those words when they fit in a category. And when they have the right letters in them. And that's basically it! Also, all these things are on cards. Ok, now that's pretty much it. Scheduled to ship in June 2025.

25C 51000\$24.99

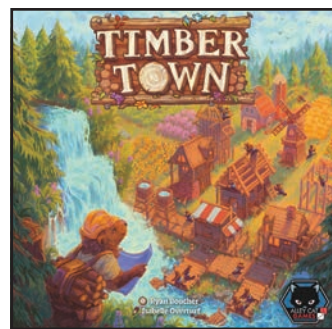
SAND ART

This move and fill game carries the spirit of roll and write games, while also appealing to fans of pattern-building and abstract games. During play, you move back and forth along a linear track of actions on the workbench, gathering different colors of sand in your supply, mixing primary colors of sand into new secondary colors, and pouring them into bottles to create patterns and images that will attract customers in your shop. Creating the most unique and visually pleasing bottles will earn you the most points. Scheduled to ship in June 2025.

25C 56000\$39.99



ALLEY CAT GAMES



TIMBER TOWN

In *Timber Town* you are a beaver architect, constructing a new town on the riverbank using buildings sent drifting down the river. *Timber Town* is a 2 player "river drafting" game where players grab tiles from an ever changing board. Players place their tiles in their towns into the same column from which the tile was drafted from in an effort to match the objectives for that game. Different objectives are used between each game giving over 1000+ satisfying ways to score! Scheduled to ship in June 2025.

ACG 094\$29.99

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BANDAI CO.

**DIGIMON
CARD GAME****DIGIMON TCG: SINISTER ORDER BOOSTER DISPLAY (24) (EX-10)**

This set is a huge gathering of evil Digimon! Starting with BlackWarGreymon the villains, virus Digimon, opposing the heroes from each anime series can be found here. From *Digimon Universe App Monsters* comes Yujin Ozora! Unlock the God App and summon Deusmon. Digimon Liberator is taking interesting turns. For this booster Close and Sunarizamon are back with new power. For the first time, this set comes with sleeves featuring enemy Digimon as a BOX purchase: 5pcs of sleeves are randomly included from 4 types! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2806575.....PI

**DRAGON BALL
SUPER
CARD GAME
Fusion World****DRAGON BALL SUPER FUSION WORLD TCG: OFFICIAL CARD CASE AND SLEEVES SET 04 - BROLY DISPLAY (9)**

This is a set of very popular warrior Broly items! The set includes a cool card case, card sleeve, limited-edition energy marker, and alt-art card with Broly themes. It comes with a gold textured foil specification energy marker and an Alt-art design card for the latest FB06 card! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2806600.....PI

**DRAGON BALL SUPER FUSION WORLD TCG:
SET 07 BOOSTER DISPLAY (24) (FB07)**

Shenron and Leaders connected to Shenron are gathered! Shenron, who possesses skills not seen in past leaders, makes his first appearance. In addition, new leaders from a wide range of episodes, such as Super Hero, DAIMA, and GT, are also included. Some high rarity cards evolve into more luxurious and collectible cards! As a measure to enhance collectability, SR? (SR's Alt-Art Ver.) are significantly upgraded. The number of Alt-Art cards has been increased! Opening packs will become even more exciting. Alt-Art versions of the Super Combo cards that are essential for decks are included (5 types in total)! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2806598.....PI

**DRAGON BALL SUPER MASTERS TCG:****NEW SERIES - SET 01 BOOSTER DISPLAY (24) (B28)**

This new series introduces a new white card color! Get all-new experiences in deck building and gameplay. Pull Rates/Rarities: Upgraded pull rates! Each pack will now have 4 holo cards instead of 2. Debut of a new rarity, Concept Rare, which features different themes with new cards of various scenes and characters! Previous SCR cards get reprints with new illustrations as GOD Rare cards! This set has both a new and a reprint GOD Rare card for a total of 2 different types. Box Topper: Limited edition energy markers (total 10 types) are included as box toppers! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2810873.....PI

**ONE PIECE
CARD GAME****ONE PIECE TCG: OFFICIAL SLEEVES SET 11 DISPLAY (12)**

Contains 12 assorted One Piece sleeve packs with 70 sleeves each. Four different designs. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 9050340.....PI



FEATURED ITEM

ONE PIECE CARD GAME

ONE PIECE TCG: ILLUSTRATION BOX DISPLAY (6)

Includes 6 copies of a popular card with a new illustration and a booster pack. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

IB-03

BAN 2802211.....PI

IB-04

BAN 2802212.....PI

ONE PIECE TCG: PREMIUM BOOSTER V2 DISPLAY (20) (PRB-02)

Features reprints of popular cards and event-exclusive promotional cards, such as Sabo from OP04 and Trafalgar Law from ST17! Includes new alt-art illustrations created for this pack. Plus, don't miss out on cards from previous packs with Pirates Foil! *Premium Booster Vol. 2* lineup has new cards to strengthen decks using popular themes. Combine these with the re-printed cards to make decks using new strategies! Introducing DON!! Cards with Character Designs. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2802206.....PI

SPOTLIGHT ON



TRADING CARD GAME

UNION ARENN

ユニオニアレンナ

UNION ARENA TCG: ATTACK ON TITAN

Eren Jaeger and Levi, as well as other popular characters from the TV anime series *Attack on Titan* are in the card lineup! Cards recreate the world of *Attack on Titan* such as the Scout Regiments coordinated attacks, utilize the vertical maneuvering equipment, and even mimic Titan assaults! As a chase card the SR?? and SR??? will have the signature of the Japanese voice actor printed on it! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BOOSTER DISPLAY (16) (UE10BT)

BAN 2800351.....PI

STARTER DISPLAY (6) (UE10ST)

BAN 2800350.....PI

TRADING CARD GAME

UNION ARENN

ユニオニアレンナ

UNION ARENA TCG: CODE GEASS - LELOUCH OF THE REBELLION BOOSTER V2 DISPLAY (16) (UEX03BT)

Union Arena Code Geass Lelouch of the Rebellion card pool is expanding with a vol.2 booster! Vol. 2 includes many new cards to power up previous decks. Having a serial number card that caused a buzz during vol.1 is being used for vol.2 as well! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2802219.....PI

TRADING CARD GAME UNION ARENN

ユニオニアレンナ

UNION ARENA TCG: HUNTER X HUNTER V2 BOOSTER DISPLAY (16) (UEX04)

Booster Pack Vol. 2 has arrived and is fully compatible with cards from Vol. 1! This release includes new cards for the existing three colors, along with the introduction of an entirely new color. The SR?? and SR??? card types feature stunning foil designs and stamped autographs! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2802224.....PI

UNION ARENA TCG: RUROUNI KENSHIN

Rurouni Kenshin joins *Union Arena*! Iconic characters like Himura Kenshin, Saito Hajime, and others from the anime are featured in the card lineup. Players can make fun decks based on the Kamiya Dojo or the Shinsengumi, which series fans are sure to enjoy. As a chase card the SR?? and SR??? will have the signature of the Japanese voice actor printed on it! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BOOSTER DISPLAY (16) (UE11BT)

BAN 2802221.....PI

STARTER DISPLAY (6) (UE11ST)

BAN 2802223.....PI

BANDAI NAMCO TOYS & COLLECTIBLES

GUNPLA: HIGH GRADE 1/144



POLICE ZAKU

BNT 2759290\$24.00



RED GUNDAM

BNT 2762125\$30.00

GUNPLA: GQUUUUUUX



MOBILE SUIT A (TENTATIVE)

BNT 2762126\$26.00

MOBILE SUIT B (TENTATIVE)

BNT 2773788\$26.00

BEZIER GAMES



SCREAM!

Step into the eerie woods with *Scream!* where every card flip might unleash a shriek or a strategy. *Scream!* is the "spiritual" sequel to *Scram!* In the aftermath of the events in *Scram!*, the campers foolishly unleash the powers of the Necronomicon. Now your camping adventure has turned spooky with creatures from your darkest cinematic nightmares coming out of the woodwork! Can you survive the night? Scheduled to ship in June 2025.

BEZ SCREAM.....\$14.95

CAPSTONE GAMES

SPOTLIGHT ON



RAISING CHICAGO

Chicago in the mid-1800's a city-wide drainage crisis caused by its low elevation to nearby Lake Michigan has caused significant problems. The city council's answer? Raise the buildings to make way for a new sewer system beneath the elevated streets. In *Raising Chicago*, you'll compete with other businesses to secure contracts for raising the city's buildings. But be warned, you must complete each building project every turn and running out of resources will severely damage your reputation. Strategically place your buildings, fulfill the city council's demands and complete the most projects in each ward to become the most renowned builder! Scheduled to ship in June 2025.

CSG SWRC01\$64.95

CATALYST GAME LABS

BATTLETECH: BATTLEMAT LEGENDARY BATTLES

Scheduled to ship in September 2025.



THUNDER RIFT / MISERY

CAT 35801I\$39.99



TWYXCROSS

CAT 35801H\$39.99

BATTLETECH: MINIATURE FORCEPACK

SPOTLIGHT ON

BLACK REMNANT COMMAND LANCE

Nothing Hurts Like Family. Stavrenn Otho leads his ragtag team of mercenaries on high-risk missions across hundreds of light-years, but the greatest threat to his battle-forged unit may come from those of his own blood. Unleash the Black Remnant Command Lance, straight out of Penny Arcade's streaming *BattleTech* campaign! CAT 35788\$29.99



CRITICAL KIT



BE LIKE A CAT RPG

Be Like A Cat is a solo or two-player role-playing game that invites you to take on the role of a feisty feline exploring one of many worlds and attempting to take control of territory. Think cat mafia! The core rulebook contains all you need to get started, including scenarios for urban, cyber, pirate, space and ancient Egypt adventures. Sharpen your claws and lick your toe beans; it's time to fight for your turf. All you need is a pen and paper, two six-sided dice and your unbridled imagination to take to the streets as a feisty feline. *Be Like A Cat* is a solo RPG where you prowl alleys and rooftops as a cat looking to expand your territory in one of several world settings. Scheduled to ship in May 2025.

CKR PGBLACA\$24.00



BE LIKE A CROW RPG

Be Like a Crow is a solo or two-player role-playing game that invites you to take on the role of a corvid, exploring one of many worlds and completing objectives whilst meeting other creatures and collecting weird and wonderful objects. All that is required to start playing is the rulebook, a pen and paper, and a deck of cards. You can choose to play a crow, raven, rook, jackdaw or magpie and journey through one of six settings: urban, cyber, steampunk, fantasy, gothic and Tower of London. A series of expansions are also available for different settings. Scheduled to ship in May 2025.

CKR PGBLACR\$20.00

PUNK IS DEAD RPG

Punk is Dead is a TTRPG set in the United Kingdom where the world is going to sh*t in a sack cart, and music is all you've got left. Just like those four brave bozos on the Titanic, you're gonna keep playing until your last amp falls into the abyss. Scheduled to ship in May 2025.

CKR PGPID\$38.00



CROWD GAMES



FABLED: EVE OF TIMES EXPANSION

Fabled: Eve of Times presents three unique Modules and two advanced Scenario sets. Each Module and Scenario uses a number of special components. *The Magnificent Allies, Obstacles and Guides*, and *Borderlands* Modules may be added to the game in any combination and are compatible both with each other and with the core game of *Fabled*. *Edge of Worlds* and *Divine Intervention* are advanced Scenario sets intended for the competitive play and for the Challenge respectively. Also, the Legendary level of Difficulty is introduced in the *Divine Intervention* Scenario set. Scheduled to ship in May 2025.

CGA 12002\$35.00

CUBICLE 7

SPOTLIGHT ON

WARHAMMER FANTASY RPG: HIGH ELF PLAYER'S GUIDE (HARDCOVER)

A must have expansion for High Elf characters. An overview of High Elf history and culture, a guide to Ulthuan, and ideas for Characters from each of the ten kingdoms, providing a great introduction to the High Elves and their culture. New careers, like the Swordmaster, Mage, Sea Guard, and Shadow Warrior. Options for Elves to experience prophetic Dreams and overriding Obsessions instead of the Short-Term and Long-Term Ambitions pursued by other Characters. Explore the Lore of High Magic, including a comprehensive list of spells and creating powerful high mages. Participate in the infamous intrigues of the kingdoms of Ulthuan. Scheduled to ship in September 2025.

CB7 2808\$39.99



SPOTLIGHT ON



WARHAMMER FANTASY RPG: HIGH ELF PLAYER'S GUIDE COLLECTOR'S EDITION

An overview of High Elf history and culture, a guide to Ulthuan, and ideas for Characters from each of the ten kingdoms, providing a great introduction to the High Elves and their culture. New careers, like the Swordmaster, Mage, Sea Guard, and Shadow Warrior. Options for Elves to experience prophetic Dreams and overriding Obsessions instead of the Short-Term and Long-Term Ambitions pursued by other Characters. Explore the Lore of High Magic, including a comprehensive list of spells and creating powerful high mages. Participate in the infamous intrigues of the kingdoms of Ulthuan. Collector's

Edition comes wrapped in faux leather and adorned with silver designs of the high elf gods. Scheduled to ship in September 2025.

CB7 2810\$79.99

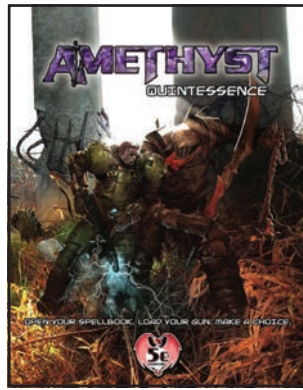
DIAS EX MACHINA



AMETHYST RPG: FACTIONS

In *Amethyst Factions*, you will find the following... New races. New gear including powered armor and guns. New vehicles including spacecraft. Foundation spells and new magic items. Over 150 pages exploring the setting of *Amethyst*. Over fifty new monsters. A campaign guide. A new adventure: The Taking of Proto Jericho. Dozens of original illustrations from Hugo-nominated artist Nick Greenwood. A CHOICE WILL BE MADE. FACE THE CONSEQUENCES. Scheduled to ship in May 2025.

DEM 100101\$69.99



AMETHYST RPG: QUINTESSENCE

This rulebook includes - A new adaptation of *Amethyst* based on the 5th edition (5E) of the first fantasy roleplaying game, the defining RPG of the last, current, and most likely next generation. New technology-based rules including vehicle combat and firearms compatible with any 5E game. Eleven new races and over thirty new backgrounds. Eight new classes based around technology. Over thirty new archetypes. High Tech Equipment from revolves to railcannons. Powered armor. Both ground vehicles and aircraft. Over thirty new monsters. Scheduled to ship in May 2025.

DEM 100102\$69.99



AMETHYST RPG: REVELATIONS

In *Amethyst Revelations*, you will find the following: New races, New backgrounds, Five new classes, New archetypes. Discover the history of the cybernetic angels. Forge customizable living spells with the pleromancer. New technologies, including organic weapons, mecha, and sand skiffs. Explore new regions in Europe and Africa. Fight against over fifty new monsters. To understand the present, one must know the past. Scheduled to ship in May 2025.

DEM 100100\$69.99

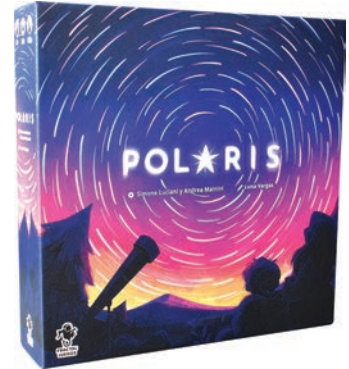
DRACO STUDIOS



DODOS RIDING DINOS: FIRST RACE

Dodos Riding Dinos: First Race is an exciting tabletop racing and skill game where you compete using a team of Dodos and Dinos, known as Dodino. Launch projectiles at your opponents, test your luck advancing with dice, or hinder others by taking cards from their hand; everything counts to cross the finish line before anyone else! This family-friendly version stands on its own from the original *Dodos Riding Dinos* game, offering a 20-minute experience for 2 to 6 players that is simpler and more frantic than ever. Scheduled to ship in June 2025.

DAO 42125\$29.99



POLARIS

In *Polaris*, you'll have to position your Stars in the night sky to form constellations and accomplish the game's objectives. 5 scoring phases will be played, which will get shorter and shorter, where the different moon phases will be vital to know where you can place your stars in each of them. On your turn, you'll only have to perform one of three possible actions: Draw Cards, Play Cards, or Take Shooting Stars. Whoever earns the most Victory Points at the end of the game will win. Scheduled to ship in May 2025.

DAO 51005\$39.99



DRAGONBOND RPG: ENDLESS SAGAS - ITZA'S GUIDE TO DRAGONBONDING

This book provides a host of new player options, including classes, subclasses, feats, ancestries, and lineages for characters from Valerna. Also within these pages is a treasure-trove of information for a GM, including a horde of new monsters and detailed information for each of the most prolific dragonbroods found on Drakha, the Red Moon. Perhaps the most valuable of all, *Itza's Guide to Dragonbonding* presents new rules for aerial draconic combat, as well as guidelines for forming a Dragonbond, a mystical connection between a mortal and dragon. Scheduled to ship in March 2025.

DAO 27100\$59.99

THE EREN CHRONICLES

EXORDIUM RPG: ORIGINS OF MYTHOS

Scheduled to ship in May 2025.

DECK OF FATES, THE ART OF CARTOMANCY

Unravel the path towards your true destiny and shed light to the mysteries held by the future, past and present, through spreading the fabled *Deck of Fates*. Discover the art of Cartomancy and breathe the essence of mythos both into and outside your gaming sessions using this beautifully illustrated card deck. The *Oracle Deck of Fates*, featuring 16 tarot cards, illustrated by award-winning artist Othon Nikolaidis. The deck comes in a cardboard box with an instruction booklet, including 4 unique reading spreads, card symbolisms, and more!

ERN EX-DCK-001\$25.00



DICE SET

ERN EX-MDC-PK7\$30.00



GM SCREEN
ERN EX-SCR-001\$20.00

EXALTED FUNERAL PRESS

DOLMENWOOD RPG
Scheduled to ship in June 2025.



ADVENTURE & PERIL IN FAIRYTALE WOODS - CAMPAIGN BOOK

The complete Referees guide to running campaigns in the beguiling realm of *Dolmenwood*. *Dolmenwood* is a weird fairy tale adventure game, conjuring the wonder, horror, whimsy, and strangeness of British folklore. Included in this book: Mysterious lore of the standing stones, ley lines, lost shrines, fairy roads, Wood Gods, fairy nobles, and ancient history. 7 major factions: the Chaos-godling Atanuw, the wicked fairy Cold Prince, the sorcerous Drune, the human nobility, the breggle nobility, the Pluritime Church, and the enigmatic witches.

EFP NG0032\$60.00



ADVENTURE & PERIL IN FAIRYTALE WOODS - MAPS BOOK

A supplement for the Referee, providing a multitude of lavish maps of the beguiling realm of *Dolmenwood*. *Dolmenwood* is a weird fairy tale adventure game, conjuring the wonder, horror, whimsy, and strangeness of British folklore. Included in this book: Domain maps, indicating the regions, political divisions, and faction control of the Wood.

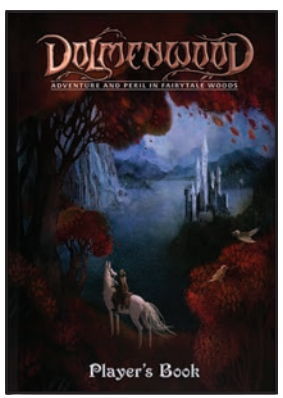
EFP NG0034\$20.00



ADVENTURE & PERIL IN FAIRYTALE WOODS - MONSTER BOOK

The complete Referees guide to the weird, wondrous, and terrifying denizens of *Dolmenwood*. *Dolmenwood* is a weird fairy tale adventure game, conjuring the wonder, horror, whimsy, and strangeness of British folklore. Included in this book: A bestiary of 87 fully detailed monsters dripping with flavour, including encounter seeds and beautiful illustrations. 53 mundane animals, including unique *Dolmenwood* fauna such as gobbles and gelatinous apes. 9 types of everyday folk: anglers, criers, fortune-tellers, lost souls, merchants, peddlars, pilgrims, priests, and villagers.

EFP NG0033\$30.00



ADVENTURE & PERIL IN FAIRYTALE WOODS - PLAYER'S BOOK

The complete players guide to the beguiling realm of *Dolmenwood* - a moss-clad forest on the borders of Fairy, rife with intrigue, secrets, and magic. Step then, bold and foolhardy adventurer, into the tangled Wood and beware, for little here is as it seems. *Dolmenwood* is a weird fairy tale adventure game, conjuring the wonder, horror, whimsy, and strangeness of British folklore.

EFP NG0031\$30.00



CLOTH PLAYER'S MAP

EFP NG0038\$30.00



CLOTH REFEREE'S MAP

EFP NG0039\$30.00



DICE SET

EFP NG0040\$15.00



OFFICIAL ADVENTURE SCENARIO - EMELDA'S SONG

The market town of Lankshorn is abuzz with excitement after the cruel Lord Malbleat announces a festival honouring his sorcerous ancestor. Only when the young singer Emelda - famed for her beautiful voice - is reported missing do things take a sinister turn. *Emelda's Song* is an adventure of infiltration and intrigue designed for characters of Level 24. Presented in a quick-reference format, the adventure is easy to run with minimal prep. 36-page hardcover; A5 (Digest) size; deluxe quality sewn binding; endpapers printed with maps.

EFP NG0028\$15.00



OFFICIAL ADVENTURE SCENARIO - THE RUINED ABBEY OF ST. CLEWYD

The once-proud Abbey of St. Clewyd the Refulgent has stood in ruins for a century, wracked with weird energies and haunted by wicked spirits. Several missions have sought to reclaim the abbey and quell the tides of Chaos. All have failed. What treasures lie untouched within, ripe for the picking? Can the mystery of the abbey's ruin be unravelled and the forces of Chaos be vanquished? *The Ruined Abbey of St. Clewyd* is a weird crypt-crawl adventure designed for characters of Level 46. Presented in a quick-reference format, the adventure is easy to run with minimal prep.

EFP NG0027NEW\$15.00



OFFICIAL ADVENTURE SCENARIO - THE FUNGUS THAT CAME TO BLACKESWELL

Fungal apocalypse has ravaged the isolated village of Blackeswell, blanketing the streets in blanching mycelia waving eerily to an unheard hymn. The village is to be razed to the ground, but the bold may be able to get in and out before the troops arrive. Can any living souls be saved and can the fungal infestation be reversed? *The Fungus That Came to Blackeswell* is an adventure of fungal horror designed for characters of Level 23. Presented in a quick-reference format, the adventure is easy to run with minimal prep.

EFP NG0026NEW\$15.00



OFFICIAL ADVENTURE SCENARIO - WINTER'S DAUGHTER

The tomb of an ancient hero, lost in the tangled depths of the woods. A ring of standing stones, warded by the sinister Drune cult. A fairy princess who watches with timeless patience from beyond the veil of the mortal. A forgotten treasure that holds the key to her heart. *Winter's Daughter* is a romantic fairy tale adventure designed for characters of Level 13. Presented in a quick-reference format, the adventure is easy to run with minimal prep. Referees also need the *Dolmenwood* core books.

EFP NG0001\$15.00



REFEREE'S SCREEN

EFP NG0036\$25.00



SILENT TITANS RPG

This is *Silent Titans*, an adventure, a game, a work of art, a mystery, a book of post-singularity dream-imagery and local history, and a sensory feast for the eyes. It's an Adventure. *Silent Titans* includes an overland area isolated by mysterious phenomena, a central town, a scattering of settlements and five unique non-Euclidian dungeons. Brave the strange environment, investigate the dungeons, get the treasure and you can escape. Scheduled to ship in June 2025.

EFP 01073\$50.00



WEIRD HEROES OF PUBLIC ACCESS RPG

Lights! Camera! Technical Difficulties! Action! Have you ever dreamed of hosting your own public access TV show? Investigating the bizarre supernatural mysteries of your small town? Now's your chance! Introducing *Weird Heroes of Public Access* - the tabletop roleplaying game that lets you and your friends step into the shoes of quirky public access TV personalities battling monsters, angry moms, and juvenile delinquents to save your beloved town of Fairhaven. Under the glow of a relentless full moon, you and your crew of public access heroes will use a simple d6-pool system to quickly get into the action. Time is of the essence as you race to uncover Fairhaven's darkest secrets and protect your show from being canceled! This 100+ page core rulebook is packed with everything you need, including rules, character creation, strange beings, and adventure prompts. Get Weird! Scheduled to ship in June 2025.

EFP 01072\$35.00

FASA GAMES

SPOTLIGHT ON



LEVIATHAN: ACADEMY SET

The *Leviathan Academy Set* contains everything needed for two or more players to play a game of *Leviathan*. Rulebook, cards, counters, dice, and two ship models each from the Terran Commonwealth (Javelin scout and Spiculum destroyer) and Callistonian Empire (Dire Wolf cutter and Wild Host raider). Scheduled to ship in May 2025.

FAS 62002\$99.99



LEVIATHAN: ACADEMY SET CARD DECK

Scheduled to ship in May 2025.

FAS 62003\$10.00

SPOTLIGHT ON



LEVIATHAN: CORE RULEBOOK

The battle for supremacy amongst the splinters of the great Terran Commonwealth has led to an arms race. The remnants of the Old Commonwealth have just unleashed the colossal Leviathan-class battleship against their enemies. With the ability to carry itself and four attached warships through a jump, an arsenal capable of leveling cities, and two fighter wings of 48 fighter craft each, the arrival of a Leviathan-class in any system spells trouble for any of the Commonwealth's enemies. Scheduled to ship in May 2025.

FAS 62001\$24.99



LEVIATHAN: POWER ALLOCATION TOKEN SET

Extra power allocation tokens for *Leviathan*. This set includes: 20 Power allocation tokens [orange], 10 Captain's Reserve power allocation tokens [blue]. Each token is 15mm in diameter and 3mm thick and come in zip lock baggies on a blister card. Scheduled to ship in May 2025.

FAS 62004\$20.00

FIRESIDE GAMES



PLEASE DON'T BURN MY VILLAGE

A fearsome dragon is threatening to burn all the villages in the kingdom! Luckily dragons are greedy, so if you can bribe him with treasures from the battlefield like a barbarian's axe or a phoenix feather, you might persuade him to spare your village. Unfortunately, other villagers in the kingdom have the same idea... In *Please Don't Burn My Village!*, which is set in the world of *Castle Panic*, you want to bribe with the right treasure at the right time to keep the dragon's attention - while buying treasures at the black market and cursing the other villagers' treasures. When no treasure remains, the dragon will burn all of the villages except one. Will yours be the one that survives? Scheduled to ship in April 2025.

FSD 2005\$24.95

FREE LEAGUE PUBLISHING



THE LORD OF THE RINGS RPG: STARTER SET (5E)

The *Lord of the Rings Roleplaying 5E Starter Set* combines the worlds most known and beloved fantasy setting with the worlds leading roleplaying game system in a visually stunning, easy to use and yet inexpensive package. This beginner-friendly starter set provides all you need to embark on your journeys in Middle-earth, with streamlined rules. Scheduled to ship in July 2025.

FLF LTR006\$24.99



THE ONE RING RPG: STARTER SET - OVER HILL AND UNDER HILL

This new and beginner-friendly starter set for *The One Ring tabletop RPG*, based on the works of J.R.R. Tolkien, provides all you need to embark on your journeys in Middle-earth. Immerse yourself in a world set between the time of Bilbo's first adventure and the events of *The Lord of the Rings*, exploring the Lone-lands of Eriador and taking on the roles of characters whose stories are yet to be told. Scheduled to ship in July 2025.

FLF TOR019\$24.99

FLOODGATE GAMES

HEDGE MAGE

In *Hedge Maze*, players build a hedge maze of polyominoes to prevent your rival from stealing your gnomes, while navigating your other neighbor's maze at the same time to nab their gnomes. It's a puzzle-y combination of polyomino placement and tactical movement. It's a wizard vs. wizard prank war and no gnome is safe! But this is a neighborhood of moderately powered Hedge Mages, with only two powers: grow shrubs, and animate garden gnomes. To sneak into your neighboring mage's yard to yank their gnomes, while keeping another rival mage from snagging yours, it's going to take both powers you've got. Harness your horticulture magic to gather the greatest gnome collection! Scheduled to ship in June 2025.

FGG HM\$39.95



GAMES

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

GTM

MAY 2025

29

COMING
SOON

GOTHIC SECTOR - ELDAR

ELDAR

FULLY PRE-PAINTED TERRAIN ARRIVES MAY



BB719

\$40



BB720

\$50



BB721

\$40



BB725

\$35

Introducing... **GOTHIC SECTOR: ELDAR!** Heroic Scale, pre-painted, sci-fi terrain that allows players to create immersive experiences straight from the box. Bringing their tabletops to life with stunning resin models that are made to last and level up any gaming space. *Designed by War Scenery and produced by GF9, Gothic Sector: Eldar is compatible with all 28-35mm scale games such as Warhammer 40,000.*

**HEROIC
SCALE**

Compatible with
30-35mm miniatures

MORE ELDAR ARRIVES JUNE 2025

Landing Pad

BB722 \$30

Headquarters

BB6723 \$60

Plasma Generators (x2)

BB724 \$30

Portals (x2)

BB726 \$30

JUNE 2025



NEW

MUNDUS IMPERIALIS - DAMAGED & DESTROYED



MUNDUS IMPERIALIS





BB688 **\$40**



BB699 **\$40**



BB687 **\$50**



BB686 **\$50**

New to the Gothic Sector range...MUNDUS IMPERIALIS DAMAGED BUILDINGS PLUS ROADS & HIGHWAYS! This Epic Scale pre-painted sci-fi terrain allows you to craft the most haunting landscapes for your armies to wage war across straight from the box, stay prepared for eternal conflict with these new damaged variants alongside new roads and highways.

Compatible with all 6-10mm games, such as Legion Imperialis, Battletech and more!



Compatible with
6-10mm miniatures

THE FULL DAMAGED & DESTROYED RANGE

Administratum (Damaged & Destroyed)

BB681\$30

Scholam (Damaged & Destroyed)

BB682\$30

Librarium (Damaged & Destroyed)

BB683\$30

Genatorium (Damaged & Destroyed)

BB684\$30

Censorium (Damaged & Destroyed)

BB685\$30



AVAILABLE NOW



IRONGUARD SUPPLIES

IRONGUARD MINIATURE DISPLAY CASES

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

MINIATURE DISPLAYS COUNTER DISPLAY (12 PACKS OF 2) DIA STL260988PI



GAMES

IRONGUARD MAGNA-ARMOR MAGNETIC CARD HOLDERS

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

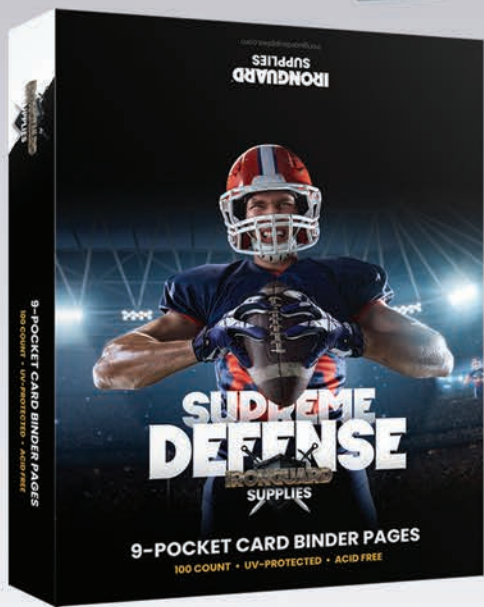
- 35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL215480PI
- 55PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL215481PI
- 75PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258372PI
- 100PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258374PI
- 130PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258375PI
- YELLOW 35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL258750PI
- BLACK 35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL258371PI



IRONGUARD MAGNA-ARMOR MAGNETIC CARD PACK HOLDERS

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

- 10-CARD-PACK MAGNA-ARMOR HOLDERS DIA STL258367PI
- 15-CARD-PACK MAGNA-ARMOR HOLDERS DIA STL258370PI



IRONGUARD 9-POCKET PAGES

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

- 25-COUNT PACK DIA STL230307PI
- 25-COUNT BLACK PACK DIA STL230313PI
- 100-COUNT DISPLAY DIA STL230304PI
- 250-COUNT DISPLAY DIA STL230315PI

IRONGUARD 9-POCKET DELUXE PORTFOLIO

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

- BLACK DIA STL230316PI
- BLUE DIA STL230319PI



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

GTM

MAY 2025

**IRONGUARD CARD SLEEVES**

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

BLACK (PACK OF 50) DIA STL230344PI
 GREEN (PACK OF 50) DIA STL230334PI
 GREY (PACK OF 50) DIA STL230332PI
 PURPLE (PACK OF 50) DIA STL230336PI
 RED (PACK OF 50) DIA STL230335PI
 YELLOW (PACK OF 50) DIA STL230333PI

**IRONGUARD BOARD GAME SLEEVES**

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

STANDARD (PACK OF 100) DIA STL230327PI
 MINI (PACK OF 100) DIA STL230328PI
 EU SIZE (PACK OF 100) DIA STL230329PI
 EU MINI SIZE (PACK OF 100) DIA STL230330PI
 TAROT (PACK OF 100) DIA STL230331PI

**IRONGUARD PENNY SLEEVES**

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

STANDARD (PACK OF 100)PI
 DIA STL230325PI
 GRADED (PACK OF 100)PI
 DIA STL230326PI
 130PT (PACK OF 100)PI
 DIA STL258392PI

**IRONGUARD CARD BOX**

All hands off deck! Keep your card deck out of your sweaty mitts by putting it in one of these opaque deck cases! Holds 100 cards. DIA STL230355PI

**IRONGUARD SEMI-RIGID CARD SLEEVES**

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

RETAIL PACK (200 SLEEVES) DIA STL215479PI

**IRONGUARD TOP LOADERS**

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

35PT (PACK OF 25) DIA STL215472PI
 55PT (PACK OF 25) DIA STL215477PI
 75PT (PACK OF 25) DIA STL215478PI
 100PT (PACK OF 25) DIA STL258374PI
 130PT (PACK OF 10) DIA STL258388PI
 180PT (PACK OF 10) DIA STL258391PI
 35PT BLACK (PACK OF 25) DIA STL215473PI
 35PT YELLOW (PACK OF 25) DIA STL215474PI

ALSO AVAILABLE:

IRONGUARD EASY SLIDE PENNY SLEEVES SMALL LIP (PACK OF 100) DIA STL230351PI
 IRONGUARD EASY SLIDE PENNY SLEEVES LARGE LIP (PACK OF 100) DIA STL230353PI
 IRONGUARD TEAM SET BAGS (PACK OF 100) DIA STL230418PI
 IRONGUARD LABELED TOP LOADERS 35 PT "NUMBERED" (PACK OF 25) DIA STL215476PI
 IRONGUARD LABELED TOP LOADERS 35 PT "ROOKIE" (PACK OF 25) DIA STL215475PI
 IRONGUARD COMIC BOOK TOPLOADERS CURRENT SIZE (PACK OF 5) DIA STL258377PI
 IRONGUARD COMIC BOOK TOPLOADERS SILVER AGE SIZE (PACK OF 5) DIA STL258379PI
 IRONGUARD COMIC BOOK TOPLOADERS GOLDEN AGE SIZE (PACK OF 5) DIA STL258380PI
 IRONGUARD COMIC BOOK TOPLOADERS MAGAZINE SIZE (PACK OF 5) DIA STL258382PI
 IRONGUARD 8" X 10" PHOTO TOPLOADERS (PACK OF 5) DIA STL258383PI

GATE KEEPER GAMES



ECLIPSE DICE: JOKER

GKG E0520\$15.99

GOODMAN GAMES



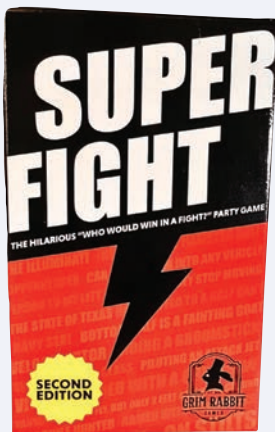
BLASTER VOL. 8 - DARK AGE OF ANNWN

In *Dark Ages of Annwn*, players embody villages struggling to survive amidst folk horrors and rival factions, forging their own tales of heroism and tragedy. This rank and file game, inspired by Welsh history, pits small units against each other in battles for survival and glory. *Dark Age of Annwn* is a bleak fantasy-horror skirmish-level game set in dark age Wales. Featuring monsters based on real Welsh folklore.

GMG ELEB81SC10\$24.99

GRIM RABBIT GAMES

SPOTLIGHT ON



SUPERFIGHT: SECOND EDITION

In this one-on-one battle, players get dealt a character and two attribute cards to create their fighter. Once both fighters are set, players must convince the rest of the group that their fighter would win against the other. Everyone then casts their vote for the fighter they think will come out on top. If their card has a dice icon, they'll now have a chance to roll the d-12 to mix things up! Scheduled to ship in April 2025.

GRM SFC1\$20.00

GREATER THAN GAMES

OFFERED AGAIN

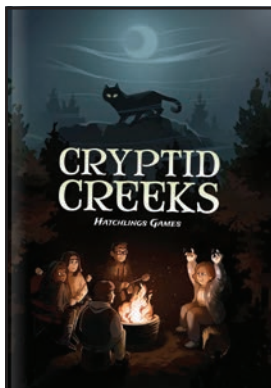


O/A MEDIUM

In the game *Medium*, players act as psychic mediums, harnessing their powerful extra-sensory abilities to access other players' thoughts. Together in pairs, they mentally determine the Medium: the word that connects the words on their two cards, and then attempt to say the same word at the same time! Two cards. Two thoughts. One mind.

GTG MEDM-CORE.....\$19.95

HATCHLING GAMES



CRYPTID CREEKS RPG

Cryptid Creeks is a carved from cosy horror inspired by *Gravity Falls* and *The Goonies*. In the game, you play scouts trying to break curses on their hometown with the help of ancient cryptids. Board your boat, gather clues and break curses to save your home. *Cryptid Creeks* is a tabletop roleplaying game that combines the mystery, horror and coming-of-age genres to emulate popular shows such as *Gravity Falls*, *Stranger Things* and *Buffy the Vampire Slayer*. In the game, you play a crew of River Scouts setting out to save Clawfoot- the place you call home. Scheduled to ship in May 2025.

HAT 1003\$45.00



MYTHICAL DICE

The Minotaur, deep in his labyrinth Do you know how he kills time while waiting for his next prey? Well, he plays dice, again and again! Do you dare join him? A trick-taking game with dice! Guess how many tricks you'll win (or not!) at the start of each round. Guess right, and you'll become the labyrinth champion! The game includes seven types of dice: minotaurs, griffins, mermaids and four types of numerical dice. The game lasts from 6 to 8 rounds, depending on the number of players, and at each turn each player draws from the bag a number of dice equal to the current hand, e.g. five dice for the fifth hand, then places them behind his or her folding screen.

HBG IEMD01EN\$24.99

KIDS TABLE BOARDGAMES



HOW TO SAVE A WORLD

How to Save a World is a worker-placement game with hand-building and resource management. Each turn, you assign workers to perform critical tasks or spend action cards to help advance your goals. At the end of each round, the projects will be assessed and the asteroid will move ever closer. Can you make the right decisions to avert disaster in this competitive science-fiction thrill ride for 2-4 players? Scheduled to ship in April 2025.

KTG BIL9001\$49.00



OH MY ORCHIDS

It's always flowering season in sunny Singapore! In *Oh My Orchids!*, you want to gather seed cards to plant in your garden different types of Singaporean flowers, from dazzling heliconias to delicate orchids. Lots of thorny decisions await you in this flowery game of hand management and set collection. Scheduled to ship in June 2025.

KTG 1600\$16.00

KOBOLD PRESS

SPOTLIGHT ON



MORE PREPARED! (HARDCOVER)

Did game night sneak up on you again? Are your players ignoring your carefully laid plots to follow their new favourite NPC around? *More Prepared* is here with 30 solutions to your problem! This collection of low-prep, one-shot adventures for *Tales of the Valiant* are designed to fit seamlessly into your campaign. Scheduled to ship in July 2025.

KOB 6036.....\$39.99

KONAMI DIGITAL ENTERTAINMENT

SPOTLIGHT ON



YU-GI-OH! TCG: BATTLES OF LEGEND: MONSTER MAYHEM BOOSTER DISPLAY (24)

This year's *Battles of Legend* set, *Battles of Legend: Monster Mayhem*, comes with three new surprises! Surprise 1: Its Time to Chibi! Get your hands on 10 cute-as-a-button chibi variant arts of popular monsters. We've used the chibi art style on accessories before, but this is the first time its been used on actual cards. And just to be clear, these aren't tokens, they're fully-playable cards with game text! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86786.....\$107.76

SPOTLIGHT ON



YU-GI-OH! TCG: DUELISTS ADVANCE BOOSTER DISPLAY (24)

The latest blockbuster hundred-card core booster set, *Duelists Advance*, is coming your way to heat up the summer months! *Duelists Advance* is jam-packed with exciting new cards that true Duelists everywhere won't want to miss! **NOTE:** This item is available in full displays. Please contact your retailer for availability. KON 86810\$107.76

LAST NIGHT GAMES

MYSTIC MANOR

In *Mystic Manor*, players take turns spending courage points to move to a new location inside the house or perform actions outside of the house that allow the players to build up their character's maximum courage and storage, sell items they have collected, gain new items, enlist the help of a pet dog, or reset their courage points to re-enter the manor. Inside the house, you spend courage to move to a new room to collect items, attack ghosts, capture imps, bargain with apparitions, or gain the companionship of a house cat. Scheduled to ship in June 2025.



LNG 2025MYST\$44.95

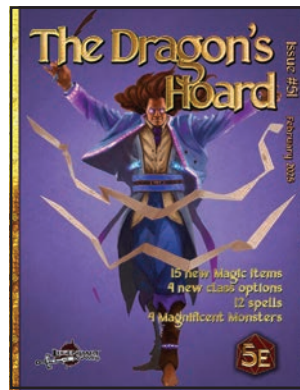
LEGENDARY GAMES



ASIAN MONSTERS (TALES OF THE VALIANT)

Asian Monsters is a 112-page *Tales of the Valiant* monster book featuring over 90 incredible creatures drawn from the myths and legends of Asia. Researched and developed with a diverse team of authors, artists, and cultural consultants, you'll find an awesome array of enemies and allies from the folklore of Cambodia, China, India, Japan, Korea, Laos, Malaysia, Myanmar, Thailand, Tibet, and Vietnam, as well as nations of the western Pacific like Indonesia, Australia, and the Philippines, beautifully illustrated and ready to unleash in your *Tales of the Valiant* campaign. Scheduled to ship in May 2025.

LGP 499FE01TOV\$29.99



THE DRAGON'S HOARD #51 (5E)

The Dragon's Hoard is a monthly anthology of magic items, spells, monsters, and more for your *5th Edition* campaign! In this month's features you'll find: The Treasure Trove, featuring magnificent magical items like the elderwood bow, caster's shield, twitch tonic, and amber of eternal bloom! Baskers Books, featuring new spells for every *5E* spellcasting class like ethereal step, hidden hand, predatory pounce, and wildfire barrage! Terrifying Traps like the force portal, cinder chute, and reaping scythe trap! Character Options, featuring new special features for your classes like the Bonewalker ranger, Kiln Sorcery, and the College of Rumors! Scheduled to ship in May 2025.

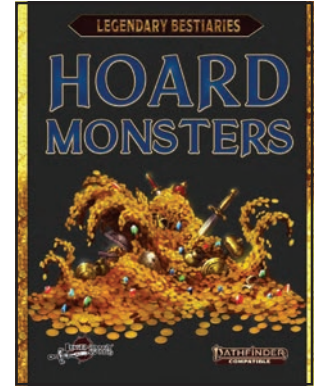
LGP 625DH515E\$11.99



HOARD MONSTERS (5E)

Hoard Monsters is a beautiful bestiary for *5E* 2024 featuring over 4 dozen delightfully deadly dungeon denizens that your heroes will dread! This book is the latest awesome addition to our *Legendary Bestiary* series, featuring spectacular softcovers like *Asian Monsters*, *Mechanical Monsters*, *Mediterranean Monsters*, *Mythos Monsters*, *Sea Monsters*, and *Swarms*, as well as the massive hardcover *Faerie Bestiary*! Check out this amazing 48-page bestiary for the *D&D 5E* 2024 and Make Your Game Legendary! Scheduled to ship in May 2025.

LGP 627HM015E\$16.99



HOARD MONSTERS (PF2)

Hoard Monsters is a beautiful bestiary for the *Pathfinder Second Edition* featuring nearly 3 dozen delightfully deadly dungeon denizens that your heroes will dread! This book is the latest awesome addition to our *Legendary Bestiary* series, featuring spectacular softcovers like *Asian Monsters*, *Mechanical Monsters*, *Mediterranean Monsters*, *Mythos Monsters*, *Sea Monsters*, and *Swarms*, as well as the massive hardcover *Faerie Bestiary*! Check out this amazing 40-page bestiary for the *Pathfinder Second Edition* and Make Your Game Legendary! Scheduled to ship in May 2025.

LGP 627HM01PF2\$15.99



SEA MONSTERS (TALES OF THE VALIANT)

Sea Monsters is a beautiful 78-page *Tales of the Valiant* bestiary featuring over 60 maritime monsters and nautical nemeses. Plus, you get expanded *Black Flag/Tales of the Valiant* rules for aquatic adventuring! Send your heroes down to Davy Jones' locker with these killer creatures from the ocean depths and Make Your Game Legendary! Scheduled to ship in May 2025.

LGP 479SM01TOV\$21.99

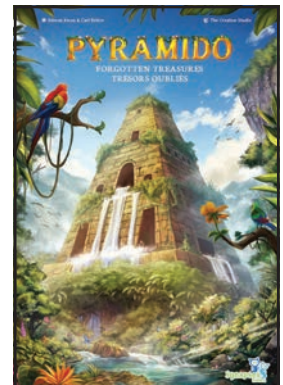
LES JEUX SYNAPSES GAMES

OFFERED AGAIN

O/A PYRAMIDO: FORGOTTEN TREASURES

In *Pyramido: Forgotten Treasures*, the multi-level scoring game, players explore their pyramid and create areas with as many matching Gem icons as possible. Each pyramid will be composed of 20 Dominoes arranged over 4 stages. On their turn, players choose and place a Domino on their pyramid and take a Gem from the corresponding area. Upon completion of a stage, they can place the Gems they have collected on their pyramid to activate scoring areas.

LUM PYR02ENFR\$34.99



MAESTRO MEDIA VENTURES

OFFERED AGAIN



O/A THE BINDING OF ISAAC: FOUR SOULS 2ND EDITION

Four Souls starts by giving each player their character cards, item cards, three loot cards, and coins. Play goes from player to player as each choose to play loot cards, buy items from the store, or attack monsters! The first player to obtain four souls reigns supreme. Are you ready to tackle The Bloat and other evil adversaries?

MMV 2617\$44.99



MANTIC ENTERTAINMENT

HALO: FLASHPOINT
Scheduled to ship in May 2025.

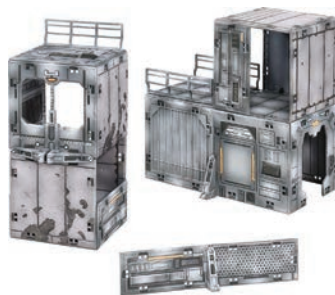
SPOTLIGHT ON



FIRETEAM PHOENIX
MGE MGHU303 \$60.00



FORCE ORGANISER PACK
MGE MGHAM101 \$30.00



OUTPOST BUILDABLE TERRAIN SET
MGE MGH111 \$60.00

SPOTLIGHT ON



THE MASTER CHIEF, HUMANITY'S GREATEST WEAPON
MGE MGH117 \$18.00

KINGS OF WAR

Scheduled to ship in April 2025.



BASILEAN HEROES
MGE MGKWB202 \$50.00



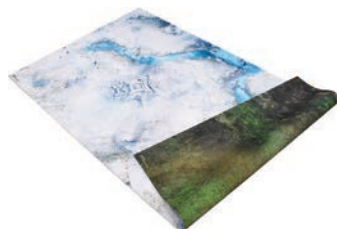
BASILEAN MEGA ARMY (2025)
MGE MGKWB113 \$165.00



BASILEAN PALADIN KNIGHTS REGIMENT
MGE MGKWB302 \$47.50



CHAMPIONS RULEBOOK & TOKENS
Welcome to Kings of War: Champions - a fantasy tabletop game for two players. Choose your hero (or Villain), along with their accompanying troops, then battle it out in fast-paced, tactical conflicts that can be played in around one hour. Use the special commands of your chosen faction to turn the tide or crush your foe as you fight to claim scenario objectives.
MGE MGKWM128 \$45.00



CHAMPIONS - DELUXE DOUBLE-SIDED GAMING MAT
MGE MGKWM130 \$65.00

BASILEAN ARMY (2025)
MGE MGKWB112 \$110.00



CHAMPIONS - FAITH & FURY 2-PLAYER SET

The righteous Alanis Sallustis and her brave Basileans take on the wicked Bloody Cardinal and his demonic minions. With 41 superb Mantic miniatures, a gaming mat, tokens, terrain and all the rules you need to play Kings of War: Champions - the rank and flank game of heroic, fast paced fantasy skirmishes where legends are forged in battle!
MGE MGKWM129 \$125.00



CHAMPIONS - TALENSEN CORE BOX
MGE MGKWL106 \$55.00



CHAMPIONS - TERRAIN BOX
MGE MGKWT101 \$40.00

CHAMPIONS - VOIDHEART CORE BOX
MGE MGKWW104 \$55.00



MATAGOT

OFFERED AGAIN



O/A EVENFALL

It's *Evenfall*, and the Clans of Magic are preparing for a new era. *Evenfall* is the time when the boundaries of reality collapse and the supernatural awakens. The World-Tree opens its glowing gateways to unknown distant regions. Send Witches from your clan to discover and control new Places of Power. Use them for arcane rituals and battle for the favor of the Powerstones. But there is only one seat on the Enchanted Throne!
MTA MAT-EFL-001-293 \$59.99

McMILLER

FISH FIGHT

Dive into action with *Fish Fight!* - the ultimate indoor/outdoor party game for all ages. Split into teams and battle it out through a series of fin-tastically funny challenges. Will your team be crowned Titans of the Tide, or will you be left floundering? Scheduled to ship in June 2025.
MME FISH \$24.99





**YES! IT REALLY IS
PRE-PAINTED!**



**BATTLEFIELD
— IN A BOX —**

FULLY PAINTED TABLETOP READY TERRAIN

GOthic SECTOR

BATTLEFIELD IN A BOX

MUNDUS IMPERIALIS

NEW!



Civil Defense Bastion (Damaged)
BB686 \$50

Manufactorium Depot (Damaged)
BB687 \$50

Highways - (x12)
BB688 \$40

Roads - (x12)
BB699 \$40

GET IN TOUCH TO SEE
THE FULL RANGE

**PRE-PAINTED
HEAVY DUTY TOUGH
& DURABLE RESIN
THEMED SETS
READY TO USE
STRAIGHT FROM THE
BOX**



BB668 \$50



BB669 \$25



BB671 \$35



BB667 \$50



BB670 \$35

EPIC SCALE: 6-10MM COMPATIBLE

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GOTHIC SECTOR

BATTLEFIELD IN A BOX

Introducing... **GOTHIC SECTOR: ELDAR!** Heroic Scale, pre-painted, sci-fi terrain that allows players to create immersive experiences straight from the box. Bringing their tabletops to life with stunning resin models that are made to last and level up any gaming space. Designed by War Scenery and produced by GF9, Gothic Sector: Eldar is compatible with all 28-35mm scale games such as Warhammer 40,000, Kill Team, Star Wars: Legion and more!



SCATTER TERRAIN - \$40



HEADQUARTERS - \$60

Soul Shrine

BB719.....\$40

Webway Warpgate

BB720.....\$50

Scatter Terrain

BB721.....\$40

Landing Pad

BB722.....\$30

Headquarters

BB723.....\$60

Plasma Generators

BB724.....\$30

Thermo Plasma Generator

BB725.....\$35

Portals

BB726.....\$30

**HEROIC
SCALE:
28-32mm
COMPATIBLE**





BLIND

BUILD YOUR BATTLEFIELD



ELDAR

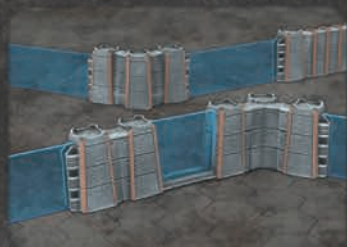


PRE-PAINTED
HEAVY DUTY TOUGH
& DURABLE RESIN
THEMED SETS
READY TO USE
STRAIGHT FROM THE
BOX

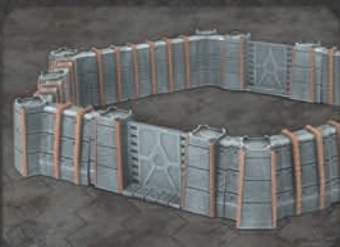
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HEXTECH

TABLETOP READY PAINTED TERRAIN



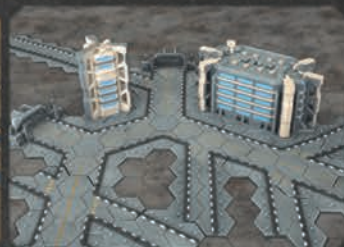
ENERGY WALLS



FORTRESS WALLS



RIVERS & LAKES



HIGHWAY EXITS
& TUNNELS



- Fortress Walls (x24)
HEXT30\$40
- Energy Walls (x26)
HEXT31\$40
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HEXT32\$40
- Highway Exits & Tunnels (x12)
HEXT33\$40

**NEW 6MM PRE-PAINTED TERRAIN
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SCALE

MODULAR ROLEPLAYING TERRAIN SET

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TFD017\$65

TFD012\$65

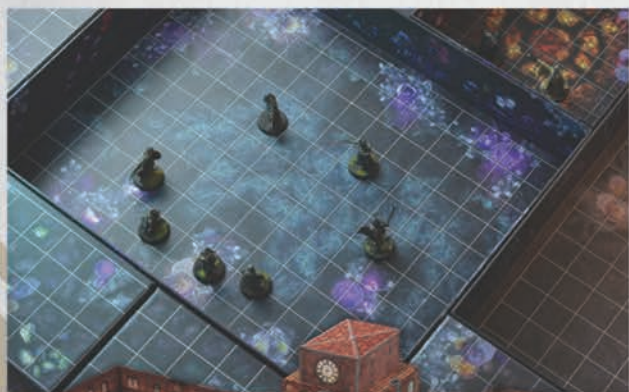
TFD010\$65



FANTASY

SCI-FI

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MODULAR RPG TERRAIN

HIGH QUALITY
CARDBOARD

FROM BOX TO TABLE IN
UNDER 5 MINUTES



UNBOX.



CLIP.



PLAY!

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MODIPHIUS



FORGOTTEN RUIN: THE ADVENTURE WARGAME

The battlefield has never looked like this! A time of danger, a secret mission, mysterious tech, and now you and your platoon of rangers are in a strange world inhabited by orcs, sorcerers, and dragons! *Forgotten Ruin: The Adventure Wargame* takes you to the strangest battlefield yet, pitting state-of-the-art firepower against fantastical monsters. Just hope the orc horde runs out before the ammunition does! Based on the *Forgotten Ruin* book series, the rules are powered by the *Five X* game system from *Five Leagues from the Borderlands* and *Five Parsecs from Home*, unleashing the same solo adventuring thrills.

MUH 098V004.....\$45.00

MONGOOSE PUBLISHING



TRAVELLER RPG: CLANS OF THE ASLAN

The Aslan know no emperor, no moot, no grand fleet, no central government of any kind. Their society is founded upon Aslan families and the intricate interrelationships knitting them together. These families form larger prides, and these prides form even larger clans, over 4,000 in number and bound by common heritage and tradition. An Aslan's allegiance is to their clan lord and the clan that he leads. Explore the inner workings of a clan, learn about the secret warrior schools, and see what life inside the Aslan Hierate is really like insights rarely granted to outsiders. Scheduled to ship in May 2025.

MGP 40131\$49.99

MONSTER FIGHT CLUB

CYBERPUNK RED: COMBAT ZONE

Scheduled to ship in April 2025.

SPOTLIGHT ON



COMMAND & CONTROL: MAX-TAC GANGERS

MFC 45133.....\$35.00



ZETATECH HERANKLES CREW, EDGERUNNER GANGERS

MFC 45147\$35.00

CYBERPUNK RED: COMBAT ZONE

Scheduled to ship in May 2025.



TRAINER BOTS, WILD THINGS GONKS

MFC 45141\$20.00



DAEMON CUSTOM SUPERBIKE

MFC 45142.....\$50.00

SENTIENT

the DICE TOWER SEAL OF EXCELLENCE

Play as a designer of sentient robots and their network!

New solo mode and new game board!

Calibrate your network to program these bots correctly before rollout to the public by manipulating dice and scoring points

\$40 MSRP RGS02544

AVAILABLE JULY 2025!

AGES 14+ 1-4 PLAYERS 30-60 MINUTES

RENEGADE GAME STUDIOS

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GAMES

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GTM

MAY 2025

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**M-INDUSTRIES CYBERMOTO**

MFC 45134.....\$50.00

SPOTLIGHT ON**MAX-TAC
STARTER GANG**

MFC 45129.....\$50.00

SPOTLIGHT ON**SEVEN MINUTES,
TRAUMA TEAM GANGSTERS**

MFC 45125.....\$30.00

CYBERPUNK RED: COMBAT ZONE

Scheduled to ship in June 2025.

**KUNDALINI SHIVA CYBERCYCLE**

MFC 45145.....\$50.00

**WARRIOR ROADBIKE**

MFC 45146.....\$65.00

**MAKIGAI EBI TOWN CAR**

MFC 45139.....\$50.00

**YAIBA KUSANAGI**

MFC 45143.....\$50.00

**ZONDA CYBERCYCLE**

MFC 45148.....\$50.00

MONTE COOK GAMES**CASH AND CHROME**

Thank you for creating a secure account on Works4Mercs.board, the leading site for connecting mercs with gig work. Works4Mercs does not verify the accuracy of postings or the credentials of fixers. After completing a gig, please rate the gig listing; your feedback helps us weed out low-quality fixers and substandard gigs. Find dozens of adventure seeds in this cool zine-format product that's as much immersive prop as it is a great supplement for *Neon Rain* campaigns—or any game set in a cyberpunk dystopia! Scheduled to ship in June 2025.

MKG 409.....\$17.99

**CYPHER SYSTEM RPG: NEON RAIN**

Holographic ads and fortified skyscrapers loom over the city's decaying streets. Criminal gangs battle in the alleyways, while above the fray faceless megacorps control political, economic, and military power. *Neon Rain* takes your Cypher System game into the cyberpunk realm. Install cybernetic upgrades and dance on the edge of what it means to be human. Use virtual reality to hack into a corpo mainframe and dodge guardians and traps built by hostile AIs. Scheduled to ship in June 2025.

MKG 403.....\$49.99

**CYPHER SYSTEM RPG:
HIGH NOON AT MIDNIGHT**

The outlaw's rotting husk shambles from its grave, seeking vengeance. Better hope your ghost-banishing rounds are chambered, partner! *High Noon at Midnight* is packed chock-full of ideas for games set in an uncanny world of magic, horror, and even advanced tech fused with six-shooters and wanted posters, card games in smoky saloons, and showdowns at high noon. *High Noon at Midnight* is a genre book for the *Cypher System* Rulebook. Scheduled to ship in May 2025.

MKG 402.....\$49.99

**CYPHER SYSTEM RPG:
WANTED HEXED OR ALIVE**

True, hardened criminals. Miscreants, scoundrels, and troublemakers. And a few folk who might be, let's not say innocent, but just in the wrong place at the wrong time. All wanted: hexed or alive. This nifty zine-format title gives you a wanted poster with character art for each outlaw, ready to be shared with your players, along with descriptions and stats. These outlaws are perfect for any game set in a weird west! Scheduled to ship in May 2025.

MKG 408.....\$17.99

NEOWULF GAMES**VIKING RAIDERS**

Viking Raiders is a 2-5 player card game in which players are Viking chiefs, jostling to build the biggest Navy, create the largest Clan and gain the most Loot. Scheduled to ship in May 2025.

NEO 001.....\$32.49

SPOTLIGHT ON



NATURE

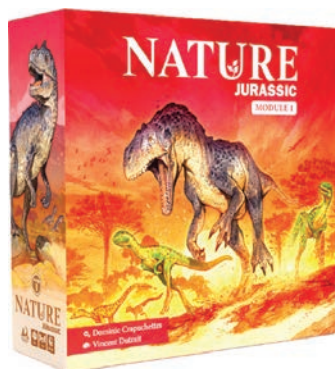
Nature is a strategy board game that stands on the shoulders of the award-winning blockbuster *Evolution*. It's been completely redesigned from the ground up to make it more streamlined, more forgiving, deeper, and easily expandable. The innovation of *Nature* is a modular game system that allows players to create and explore a unique ecosystem each time they play. There is no limit to the number of modules that can be added. You can play *Nature* on its own, or combine modules to create over 20 unique ecosystems. Scheduled to ship in August 2025.

NSG 760\$39.99

NATURE: JURASSIC MODULE EXPANSION

Jurassic is a module that can be added to the *Nature* board game. Return to an age of giants, where ferocious predators and colossal dinosaurs roam the land. *Jurassic* introduces brand-new traits and mechanics into the *Nature* ecosystem. Hide from large predators by becoming Elusive, defend yourself with a powerful spiked tail known as a Thagomizer, or become an Apex Predator dominating all in your path. Scheduled to ship in August 2025.

NSG 762\$29.99



NATURE: FLIGHT MODULE EXPANSION

Flight is a module that can be added to the *Nature* board game. Find freedom by soaring to the skies, where safety and abundance awaits those gifted with wings. Scheduled to ship in August 2025.

NSG 761\$19.99

OFFICINA MENINGI



LAST SABBATH RPG: SCENARIOS

This Luxury box includes 6 scenarios for the *Witches' RPG*. The scenarios provide ideas and new intriguing mechanics to set your adventures, drawing inspiration from your favorite witch stories! *Salem Burns!* to experience witch hunt adventures inspired by cornerstones of the genre such as *Witch* and *Salem Witch Trails*, *Black Whisper* to face dark presences inspired by horror classics like *Suspiria*, and *Carrie Malefic* to dive into fantastic stories inspired by *Wizard of Oz* and *Maleficent*, *The Witchcraft College* to live fantastic

experiences in magic schools inspired by *Harry Potter* and *Miss Peregrine's Home for Peculiar Children*, *Magic Powers* to save humanity from paranormal threats facing dramatic ethical choices in action stories inspired by *Dr. Strange* and *Hellboy*, *Rebel Heart* to immerse yourself in folk-horror adventures inspired by movies like *Midsommar* and *The Wicker Man*. Scheduled to ship in May 2025.

OFF 1006\$20.00

THE NECRONOMICON GAMEBOOK TRILOGY

With *The Necronomicon Gamebook*, a choose-your-own-madness interactive adventure series, you will experience firsthand the horrors told by the great masters of supernatural by using a narration with paths, where, armed with a die and a pencil, you will face monstrous creatures, explore nightmarish territories and cross the border that divides dream from reality. Will you be able to save humanity from a gruesome fate, or will you just go crazy? Scheduled to ship in May 2025.

OFF 1005\$29.00



OSPREY GAMES



HAIRFOOT JOUSTING

Hairfoot Jousting is a quick and simple tabletop miniatures game in which players seek to lead their teams of three to victory in tournaments or over the course of a season. Point your jousters in the direction of their opponents and hope their mounts don't have their own ideas! In *Hairfoot Jousting*, sportsmanship and a sense of humour are as valuable as skill or luck – after all, it's joust a bit of fun. Scheduled to ship in May 2025.

OSP GAM061\$30.00

LINE OF FIRE: BURNT MOON

Line of Fire: Burnt Moon is a standalone two-player card game that fuses the lean deck-building of the award-winning *Undaunted* series with fast-paced lane battling. Sharp decision-making and clever positioning combine in a nail-bitingly tense, endlessly replayable, and lightning-fast experience. Scheduled to ship in May 2025.

OSP GAM062\$35.00



PACIFIC COMMAND

Pacific Command is a tabletop wargame of WWII naval combat in the Pacific which puts you in control of dozens of warships and hundreds of aircraft; fighting battles as much about bluffing and surprise as strength of arms. The game has a particular focus on fog of war and aircraft carrier logistics, and zooms out to a grand scale to let players tell stories as full of dilemmas, uncertainties and double-blind gambits as the battles of Coral Sea, Midway and Leyte Gulf. Scheduled to ship in May 2025.

OSP PWG034\$25.00

PAIZO PUBLISHING

PATHFINDER RPG: ADVENTURE PATH - MYTH-SPEAKER 1 OF 3 - THE ACROPOLIS PYRE (P2)

The city-states of Iblodyos rule an archipelago steeped in mythic power, legendary beasts, and ancient history. Yet the region suffers; the myth-speaking rites that elevate great heroes into mortal demigods are failing, with few of the hero-gods surviving to guide their people and grant magic. All of this changes when a god's death awakens a forgotten source of mythic potential, transforming the player characters into the first new hero-gods in recent memory. But what is this mythic power, and will it revitalize Iblodyos or doom it entirely? Scheduled to ship in July 2025.

PZO 15216-SC\$29.99





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FEATURED ITEM



PATHFINDER RPG: ADVENTURE - GATEWALKERS (P2)

What lies beyond the gate? On the night of the Missing Moment, thousands stepped through portals across Golarion, seemingly against their will. When they returned, these so-called gatewalkers possessed strange, paranormal powers but no memory of where they had gone. Can the heroes unravel the mystery of the Missing Moment before the source of their new-found power consumes them? This 288-page hardcover compilation includes a complete *Pathfinder* campaign for characters level 110. This updated and remastered edition of the campaign has been adjusted to work perfectly with the latest edition of the *Pathfinder Roleplaying Game*, and includes updates and improvements based on player feedback. 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 2025.

HARDCOVER	
PZO 14005-HC	\$69.99
SPECIAL EDITION	
PZO 14005-SE	\$89.99



PATHFINDER RPG: DECK OF ENDLESS TREASURE (P2)

Fill any magic shop or dragons hoard with ease using the *Deck of Endless Treasure*! Draw and combine any four cards from this deck to generate a brand-new magic item ready for play, each with its own distinct powers, quirks, and story hooks. With over 100 million possible combinations, you'll never be without a unique treasure for your game! Scheduled to ship in July 2025.

PZO 10010-MC	\$29.99
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PATHFINDER RPG: FLIP-MAT - CITY DISTRICTS MULTI-PACK

Take it to the streets! Big, crowded cities teem with adventure, so give your players something to see while they're out and about the town. This *Flip-Mat Multi-Pack* shows a street view of four different districts in a fantasy metropolis, each with busy intersections, persuasive vendors, and danger in the alleys waiting to prey on those who walk the streets. When you need a good city scene in your adventures, *Pathfinder Flip-Mat: City Districts Multi-Pack* has you covered! A special coating on each *Flip-Mat* allows you to use wet erase, dry erase, AND permanent markers with ease! Scheduled to ship in July 2025.

PZO 11028-FM	\$29.99
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PATHFINDER RPG: LOST OMENS - SHINING KINGDOMS POSTER MAP ARCHIVE (P2)

Your guide to the kingdoms! The nations of the Shining Kingdoms are home to brave knights, sly nobles, powerful rulers, and dangerous beasts. Within each nation is a notable and influential city, each with a storied history. The *Lost Omens Shining Kingdoms Poster Map Archive* presents seven huge, lavishly illustrated double-sided full color poster maps depicting these important cities and the Shining Kingdoms region. With this map archive, your adventures can take you to the port city of Augustana, the mercantile hub of Kerse, the temple-caverns of Larrad, the post-rebellion rebuilding of Isarn, the magic infused Iadara, and the opulent metropolis of Oppara. Scheduled to ship in July 2025.

PZO 13006-MC	\$34.99
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SPOTLIGHT ON



STARFINDER RPG: FLIP-MAT - CITYSCAPE MULTI-PACK

It all happens in the city! *Starfinder Flip-Mat: Cityscape Multi-Pack* includes two double-sided tactical maps, with each map face depicting a different district in a sprawling futuristic city! One side features a modern city square with holographic displays. Another presents a maze of crisscrossing alleyways and rooftops perfect for intrigue. A third offers a residential district and major apartment complex, while the fourth side unveils the heart of a vibrant commercial district, with a maglev station to serve as the perfect departure point for any number of destinations and adventures. The ideal maps for any futuristic or near-modern game, this set has you covered for almost any urban encounter! Scheduled to ship in July 2025.

PZO 21006-FM	\$29.99
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PARABLE GAMES



DON'T PLAY THIS GAME RPG: CORE RULEBOOK

Don't Play This Game is a Legacy Solo Tabletop Roleplaying / Journaling Game about someone (YOU) who has been cursed to play a game with a mysterious Entity. The game is simple - when you begin playing, an Event will happen to you. Then you record it. What happened? Howd it make you feel? What effect did it have on you? Sometimes in words, sometimes with photos, whatever the Entity asks. Once an Event is completed the Entity will select another. This repeats and your story unfolds until either you complete the game and are free, or you lose and, well, then really bad things happen. This legacy game changes over time. Scheduled to ship in May 2025.

PAR DPG002EN	\$34.99
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DON'T PLAY THIS GAME RPG: CURSED DICE SET

The Entity likes making players roll dice. I think it gets some kind of sick pleasure out of seeing others' fates determined by chance. This dice set was formerly owned by an unlucky previous player. Hopefully they've used up all their bad luck. There are also some cryptic clues and Events contained within this dice set which may help (or hinder) your own games with the Entity. Scheduled to ship in May 2025.

PAR DPG010EN.....\$24.99



DON'T PLAY THIS GAME RPG: RECORD

Record your game with the Entity in this cursed notebook. You must preserve all you make in your record so it can be passed on. Or the Entity will be... displeased. This book will allow you store everything you create whilst playing your game, from written passages to photos and sketches. There's plenty of space to track the horrors that are unfolding as well as anchor sheets to keep your character grounded. The book is a compact thing to make it easy to carry around with you whilst exploring for events. It also makes it easy to hide from those who should not find it. Scheduled to ship in May 2025.

PAR DPG004EN.....\$24.99



PINNACLE ENTERTAINMENT GROUP

PATHFINDER FOR SAVAGE WORLDS RPG: ADVANCED PLAYER'S GUIDE 2

Experience four new classes (the Gunslinger, Magus, Ninja, and Shifter), new Edges, Hindrances, gear, powers, magic items, and new mechanics in the 128-page, hardcover *Pathfinder for Savage Worlds: Advanced Player's Guide 2*. Scheduled to ship in May 2025.

S2P 11521\$29.99



SPOTLIGHT ON



PATHFINDER FOR SAVAGE WORLDS RPG: BESTIARY 2

Bestiary 2 has 128 pages of new antagonists to challenge any adventuring party. The hardback book is a great resource for GMs looking to create dynamic and exciting encounters! Scheduled to ship in May 2025.

S2P 11522\$29.99

GET THEM NOW!



GAMES

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PATHFINDER FOR SAVAGE WORLDS RPG: BESTIARY CARDS PACK 1 - ABERRATIONS, UNDEAD, & OOZES

This deck of creature cards contains all of the Aberrations, Undead, and Oozes listed in the *Pathfinder For Savage Worlds Bestiary* and *Bestiary 2*, for a total of 60 threat cards. Scheduled to ship in May 2025.

S2P 11523\$14.99



PATHFINDER FOR SAVAGE WORLDS RPG: BESTIARY CARDS PACK 2 - MAGICAL BEASTS, ANIMALS, PLANTS, & VERMIN

This deck of creature cards contains all of the Magical Beasts, Animals, Plants, and Vermin listed in the *Pathfinder For Savage Worlds Bestiary* and *Bestiary 2*, for a total of 87 threat cards. Scheduled to ship in May 2025.

S2P 11524\$24.99



PATHFINDER FOR SAVAGE WORLDS RPG: BESTIARY CARDS PACK 3 - HUMANOID, CONSTRUCTS, & FEY

This deck of creature cards contains all of the Humanoids, Constructs, and Fey listed in the *Pathfinder For Savage Worlds Bestiary* and *Bestiary 2*, for a total of 61 threat cards. Scheduled to ship in May 2025.

S2P 11525\$14.99



PATHFINDER FOR SAVAGE WORLDS RPG: BESTIARY CARDS PACK 4 - DRAGONS & MONSTROUS HUMANIDS

This deck of creature cards contains all of the Dragons and Monstrous Humanoids listed in the *Pathfinder For Savage Worlds Bestiary* and *Bestiary 2*, for a total of 68 threat cards. Scheduled to ship in May 2025.

S2P 11526\$14.99



PATHFINDER FOR SAVAGE WORLDS RPG: BESTIARY CARDS PACK 5 - OUTSIDERS

This deck of creature cards contains all of the Outsiders listed in the *Pathfinder For Savage Worlds Bestiary* and *Bestiary 2*, for a total of 91 threat cards. Scheduled to ship in May 2025.

S2P 11527\$24.99



PATHFINDER FOR SAVAGE WORLDS RPG: CARD BOX

A premium box sized to fit our large *Pathfinder Bestiary Cards* (and the *Archetype Cards*), but works for the *Action Deck* and other cards as well. Features alternative art and a fancy magnetic closing flap. Scheduled to ship in May 2025.

S2P 11528\$9.99

PLAY TO Z

TWISTED TRUMPETS

Tile-laying game of building twisted trumpets. Build unwieldy twisty trumpets with loop-de-loops, multiple bells, birds, notes, and flags. *Twisted Trumpets* offers family accessible gameplay as you draw, buy, and place tiles to build a trumpet fit for a mad royal. Fulfill decrees, plans of the queen, and gain the king's favor for extra actions and tiles. Whomever builds the trumpet with the most accomplishments wins! Scheduled to ship in July 2025.

PTZ 73409\$35.00



PLAYPUNK

OFFERED AGAIN



O/A ZENITH

Zenith is an intense, tactical game for two players or for four players in teams. Players struggle for control of the Solar System. Power play, diplomacy, technological development every strategy can be used to achieve victory. Each player seeks to take power over five zones using a tug-of-war system. To do this, on their turn, they must play a card and choose whether to: Use it to gain influence on a planet (and apply some effects), Advance in one of the three technology trees, or Take the Leadership, then get resources and more cards than their opponent. With its ever-changing and tense gameplay, *Zenith* offers a game that's both quick to *understand* and has great strategic depth.

PLY PPZEN235\$34.99

POKÉMON USA



POKÉMON TCG: RIVAL BATTLE DECK - MARNIE/STEVEN

Unleash a Battle of Rivals! Two new *Pokémon TCG: Rival Battle Decks* are ready to rumble! Team up with Galar Gym Leader Marnie and her tough-fighting team or call upon Hoenn Champion Steven and his heavy-metal Pokémon. Each deck includes two powerful Pokémon ex and everything you need to play right away.

PUI 100-10684PI

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SPOTLIGHT ON



POKÉMON TCG: SCARLET & VIOLET - PRISMATIC EVOLUTIONS SUPER-PREMIUM COLLECTION

Eevee Friends Make a Rainbow of Fun! Eevee and its Evolutions spread friendship and joy everywhere they go, and with the adorable accessories in this collection, they're sure to bring that same happiness to your next big game! Inside, you'll find a special illustration rare-style promo card featuring Eevee as a Stellar Tera Pokémon ex, ready to evolve thanks to its Rainbow DNA. You also get a fuzzy Eevee deck box, a playmat and full set of card sleeves featuring amazing artwork of Eevee and its Evolutions, and more than a dozen booster packs from the special Scarlet Violet - Prismatic Evolutions expansion.

PUI 10-10027-101 PI

SPOTLIGHT ON



POKÉMON TCG: SLASHING LEGENDS TIN

Slash Away with Legendary Pokémon ex! Two powerful Legendary Pokémon, each one ready to tear through the opposition in your next Pokémon TCG match! Will you save the day with Zacian ex, or perhaps you'd like to take Koraidon ex for a spin? Regardless of your choice, you'll find lots of support in the 5 included booster packs.

PUI 100-10374 PI

ROWAN, ROOK & DECARD



DIE RPG: QUICKSTART

Based on the comics by Kieron Gillen and Stephanie Hans, the DIE RPG sends a messy social group back into the fantasy world from their old RPG adventures, only this version of the gameworld has an agenda, and its mostly about making the players hurt. Friendships will be tested and old wounds reopened. Its basically goth Jumanji. Learn to play the DIE RPG in this small but powerful quickstart that includes a summary of the setting and rules, guidance for the GM and players, a full scenario designed to teach the whole group how to get the most out of DIE, and character sheets. Scheduled to ship in May 2025.

RRD 030403 \$19.00



EAT THE REICH: DICE SET

Rowan, Rook and Decard have collaborated, conspired, and connived with Dispel Dice to create this set of six-sided dice that are perfect for Eat the Reich or frankly almost any other role-playing game. All eight dice were designed by Eat the Reich artist Will Kirkby (Critical Role, Dark Horse Comics, Space Station Zero). They're vibrantly coloured, strikingly different, and brilliantly grotesque, and they sit perfectly on the table next to a copy of Eat the Reich and a beautifully illustrated character sheet. Eight gory, splatterpunk designs: Meat, Ectoplasm, Flies, Teeth, Finger/Nail, Spine, Eyes, Maggots. Scheduled to ship in May 2025.

RRD 700129 \$95.00



ONE PAGE GAMES - VOLUME 07

In 2016, Grant Howitt decided flippantly to write a one-page roleplaying game every month and release it for free online. Little did he know that the barely-intelligible pen-and-ink scratches he turned out would go on to define his career, and the shape of roleplaying games, for years to come. Played by thousands of people all over the world, Grant's one-page games run the gamut from strange to silly, daft to deadly serious, and powerfully original to potentially copyright-infringing. Each volume contains (at least!) 13 games in their original single-page format, complete with SECRET BACK PAGE material for every game that's never been released online. Scheduled to ship in May 2025.

RRD 040307 \$33.00

RANDOLPH



CDSK TRAVEL

Introducing a travel-friendly version of the best-selling CDSK. CDSK is a trivia game that asks you to be honest with yourselves. How well do you know this subject? Too confident? You won't go anywhere. Too careful? You'll be crawling. But if you answer just right you'll zoom off to glorious victory! Draw a card matching the space you're on. Then mark your place as far forward as the difficulty you set if you get the answer right!

HGB TTMVOY01US \$19.99

SCHWALB ENTERTAINMENT



SHADOW OF THE WEIRD WIZARD RPG: WEIRD ANCESTRIES

Mysterious janni and fierce sphinxes. Flighty sprites and diminutive dragonets and many more. These remarkable peoples from all corners of the known world have one thing in common: They're ready to make your campaigns even more unique and memorable. At last, a collection of characters as fantastical as the world of Shadow of the Weird Wizard! Weird Ancestries gives you the rules and background to play almost any kind of character in the borderlands. Each of the 30 two-page ancestries offers: Information about how to play the character as an adventurer, including origins, professions, and paths. Suitable for all levels of play. Scheduled to ship in May 2025.

SDL SWW2414 \$19.99

STRATEGY


**PRE-ORDER
NOW!**

SENTIENT

- Revised edition including a new solo mode and a new game board!
- Play as a designer of sentient robots and their network!
- Calibrate your network to program these bots correctly before rollout to the public by manipulating dice and scoring points!
- Outsmart your competition, attract the right investors, and lead the sentient revolution!

RGS02544

14+

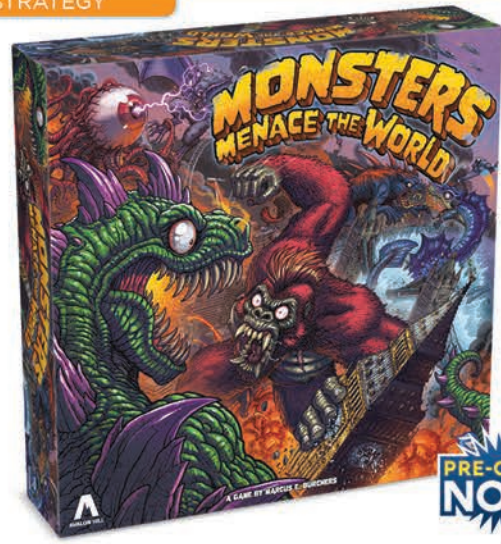
30-60

1-4

\$40

JULY RELEASE!

STRATEGY


**PRE-ORDER
NOW!**

MONSTER MENACE THE WORLD

- Control a monster and menace the planet to gain Infamy!
- Play as Chupacoloso, Konk, Nessie, Strigoika, Tomanagi, Zorb, and The Minions!
- Stop other players' monsters using your Military faction and cunning strategy!
- Features fresh and updated gameplay with stunning art, graphic design, and miniatures!

RGS02808

14+

90

2-4

\$55

JUNE RELEASE!

STRATEGY


**PRE-ORDER
NOW!**

SKARA BRAE

- Develop a village in this resource management game with unique inventory balancing mechanics!
- Gather various Resources in order to feed, clothe, and shelter the growing number of Settlers.
- Asymmetric action tiles provide a broad range of variability between players.

13+

60

1-4

RGS02599

\$60

JUNE RELEASE!

STRATEGY


**PRE-ORDER
NOW!**

THE ANARCHY

- Build your domain, defend your castle, and storm enemy strongholds!
- Constant combos and chaining of actions create a fun and engaging experience!
- Includes a 20-chapter Solo campaign that adds in even more unique cards and rules!

13+

90

1-4

RGS02801

\$65

JUNE RELEASE!

ACCESSORY


**PRE-ORDER
NOW!**

HADRIAN'S WALL AND THE ANARCHY DRY ERASE BOARDS

- Upgrade your games of Hadrian's Wall and The Anarchy with these dry-erase game boards!
- The set comes with four double-sided boards with Hadrian's Wall on one side and The Anarchy on the other.
- Provides two boards per player, supporting up to two players for either game.

13+

1-2

RGS02811

\$20

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**RENEGADE
GAME STUDIOS**
WWW.RENEGADEGAMES.COM



MINIATURES

**HEROSCAPE:
AIR MARSHAL ZED NESBITT
ARMY EXPANSION**

- Command the battlefield with Zed Nesbitt's GIANT battleblimp!
- Use Nesbitt alongside other Vord figures for incredible offensive power!
- Highly detailed and fully assembled HUGE miniature!
- Fully compatible with all Heroscape sets and expansions!

RGS02774

14+

\$30



Miniature comes unpainted. Image is for illustrative purposes only.

JUNE RELEASE!

ROLE-PLAYING

**VAMPIRE: THE MASQUERADE:
5TH EDITION ROLEPLAYING GAME
IN MEMORIAM SOURCEBOOK**

- Dive into and take part in Kindred history through flashback with expanded Memoriam rules.
- Craft Ancilla Characters with enriched rules designed for advanced play.
- New Lore, Resources & Plotlines surrounding 11 mortal eras and 8 pivotal Kindred events.

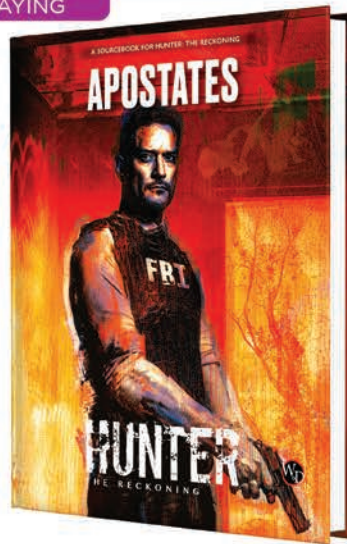
RGS01170

18+

\$45

JUNE RELEASE!

ROLE-PLAYING

**HUNTER: THE RECKONING
5TH EDITION ROLEPLAYING GAME
APOSTATES SOURCEBOOK**

- Org details written for players along with Loresheets in Hunter: The Reckoning for the first time!
- Storytelling advice for incorporating apostate characters into any Chronicle!
- Includes many player options with new Perks for your Edges and new Advantages and Flaws!

RGS01161

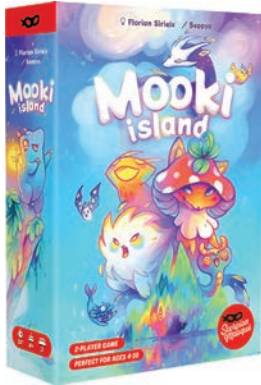
18+

\$45

JUNE RELEASE!



SCORPION MASQUE



MOOKI ISLAND

Mooki Island is a quick, engaging game for 2 players in which you'll collect as many Mookies from each family as possible to win Trophies! Can you get the shiny Legendary Mookie cards? And above all: Watch out for that strange-looking Spider who's just waiting to play a trick on you! The game's simple rules (each player takes a card and places it in front of themselves) helps younger players discover how a majority collection game works. As they play and play again, they'll gradually become shrewd little strategists, ready to surprise their parents!

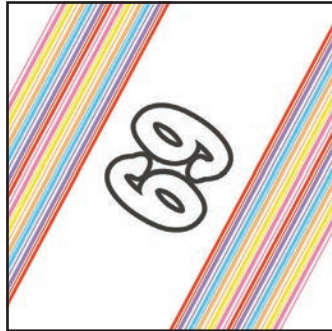
HGB SMIDM01EN \$12.99

SIGNAL INTERRUPTION

69: A NICE CARD GAME ABOUT NUMBERS

69 is a fast-paced card-matching game for 26 players. Race against your friends to build and capture matched sets. Score points for every card you capture, but try not to be caught with any cards left. Scheduled to ship in May 2025.

SIT 6900 \$17.95



VELVET GENERATION RPG: THE TABLETOP ROLEPLAYING GAME OF ROCK & REVOLUTION

The Starchildren came to Earth on a pilgrimage to find the home planet of rock roll music, but arrived a century too late. In 2073, rock music and all free expression have been viciously outlawed by the Ministries of Culture. The stranded alien visitors have no choice but to join forces with Earth's native music movement to overthrow the Ministries and rock the planet into freedom. Scheduled to ship in May 2025.

SIT 3000 \$45.00

SMIRK AND DAGGER

SPOTLIGHT ON

BOOM PATROL

BOOM Patrol is a competitive tank battle game that plays like a mash-up of Mario Kart and Battlebots. Whether you Medal - or get blown into next week comes down to your strategic and tactical decisions. All in a game that cares more about fun than precision. Because if it looks close enough, it's close enough to crush with 30 tons of treads and armor! Featuring an intuitive and innovative movement system, programmed command cards, asymmetric tank captain abilities, and videogame-like logic, this is just a blast to play. And with the toy-etic cardboard tanks, you will find yourself making tank noises as they rumble across the arena and turn their turrets with a TINK, TINK, TINK, before firing. Scheduled to ship in May 2025.

SND 1024 \$39.99



THIS GAME IS KILLER: FROZEN HORROR

This Game Is KILLER: Frozen Horror is a second in our line of hilariously deadly party games. This time you are trapped in an arctic outpost with a Horror that can mimic any life form. No one trusts anyone anymore. The object is simple: Stay away from everyone else and Stay Alive! Survive at any cost and kill the Horror by figuring out who among you isn't Human this round. Scheduled to ship in June 2025.

SND 1032 \$14.99

STEAMFORGED GAMES

EPIC ENCOUNTERS

Scheduled to ship in May 2025.

SPOTLIGHT ON



BRIDGE OF THE DUERGAR CULT

SFL EE-027 \$59.99

SPOTLIGHT ON



CIRCLE OF THE DEMON PRINCE

SFL EE-028 \$49.99

TH3RD WORLD STUDIOS



CANVAS CRITTERS

In this party-style game, 2 to 6 players draft multi-colored, animal-shaped, meeples to create the most eye-catching mosaics based on the theme chosen by the Curator for that turn. Players secretly receive ribbons from the Curator at the end of each turn, awarding them secret points. Once each player has had a turn as the Curator players flip over their ribbons and the player with the most points wins! Scheduled to ship in May 2025.

3WS CCRBG001 \$24.99



DIGGING FOR DINOS

Grab your gear and your maps, and get ready to collect dinosaur fossils in *Digging for Dinosaurs*! Players control 2 archaeologists. Each turn they move one to a new dig site card, collecting the card from where they moved. Each card represents a section of a dinosaur fossil. Collect all the fossils needed to complete a specific dinosaur to score more points at the end of the game. Scheduled to ship in May 2025.

3WS DFDBG001 \$19.99



ALCOVE FLIP DECK BOX

UPI 16524..... PI



BLACK STITCHED PLAYMAT

UPI 16602..... PI



MARVEL SUPER HERO TRAINER

You're a Super Hero apprentice! To become a powerful Super Hero and join the S.H.I.E.L.D. agents, accomplish the missions that will be assigned to you. Listen to the advice from the iconic Heroes of the Marvel Universe you will meet on your journey. Move all around you to accomplish your missions: crawl, fight, jump...the artificial intelligence of your Hero Trainer will guide you! The *Marvel Super Hero Trainer* includes motion detection technology that will recognize your movements with adaptive difficulty. Scheduled to ship in June 2025.

UPE 10302..... PI



BLACK STITCHED PLAYMAT

UPI 16527..... PI



BLACK SHOWCASE VAULT

Scheduled to ship in August 2025.

UPI 16295..... PI

THE GREAT WAVE OFF KANAGAWA

Scheduled to ship in August 2025.



105CT APEX DECK PROTECTOR SLEEVES

UPI 16603..... PI

SPOTLIGHT ON



105CT APEX DECK PROTECTOR SLEEVES

UPI 16610..... PI

THAMES & KOSMOS

EXIT: THE GAME - ADVENT CALENDAR - THE INTERGALACTIC RACE

For months, the main topic of conversation in the cosmos has been the huge 24-day Le Mond race and you get to be part of it! How lucky that quirky guy at the space bar hired you to join his team. In addition to fame and honor, the winner of this amazing race will, from now on, host the extremely lucrative Christmas party! No wonder there are more teams competing than ever before. Everyone wants to win everyone wants Christmas! The *Advent Calendar* is an *EXIT* game and an adventure story in one: To take part in the intergalactic race, you must open a little calendar door every day. Scheduled to ship in July 2025.

TAK 683011..... \$49.95



TRICK OR TREAT STUDIOS



ANTIQUES GHOST SHOW

You and up to 3 opponents are rival antiques dealers, each of whom received an invitation to a manor filled to the brim with very old and valuable collectibles. But when you arrive, you quickly realize that each and every item in the house has one thing in common: they are hopelessly haunted! Brining these terrifying treasures back to your warehouse seems like a ghastly idea, but having just a few might raise your profile. Perhaps you can even convince some wealthy collectors to take some of the macabre museum pieces off your hands. Your goal is to escape the manor with the least haunted set of loot, that is, if you can escape at all! Scheduled to ship in June 2025.

TOT AGSB1..... \$29.95

ULTRA PRO INTERNATIONAL

BOB ROSS: LAKESIDE PATH

Scheduled to ship in August 2025.



9-POCKET ZIPPERED PRO-BINDER

UPI 16525..... PI



105CT APEX DECK PROTECTOR SLEEVES

UPI 16526..... PI



ALCOVE EDGE DECK BOX

UPI 16601..... PI



9-POCKET ZIPPERED PRO BINDER

UPI 16607..... PI

GAMES

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GTM

MAY
2025

47



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12-POCKET ZIPPERED PRO BINDER
UPI 16608..... PI



PREMIUM ALCOVE FLIP
UPI 16609..... PI



POKÉMON TCG: TOGEPI EVOLUTIONS STITCHED PLAYMAT
Scheduled to ship in September 2025.
UPI 16604..... PI

POKÉMON TCG: SCARLET & VIOLET 12
Scheduled to ship in November 2025.
4-POCKET PORTFOLIO
UPI 16087..... PI
9-POCKET PORTFOLIO
UPI 16088..... PI

UNDIGITAL



DELIVERY WITCHES
Soar the skies, fly against climate dangers, and earn experience by accepting assignments from the island's neighbors. Every drop, every skill and every coin you earn, brings you a little closer to the top of the mountain. In each turn, each witch will have 4 actions, which she can use as she wishes. The actions they can do are moving, improving the broom or skills or accept and deliver orders. With each package, we will get rewarded, which will always be coins, and skill points. These coins and skill points will be used to improve the broom and your skills, you will be able to buy them in the store. Scheduled to ship in June 2025.
UDG 01000\$47.99

UPPER DECK ENTERTAINMENT



TINY TINA'S WONDERLANDS: THE CHAOS CHAMBER
This whole new game design will capture the chaotic nature and concept of *Tiny Tina's Wonderlands*. In this fast-paced, competitive trick-taking game, players will select a class, each with their unique powers, and abilities to battle the monsters and collect the most treasure to be the first to accumulate enough victory points to win the game! Scheduled to ship in June 2025.
UDC 16369..... PI

USAOPOLY

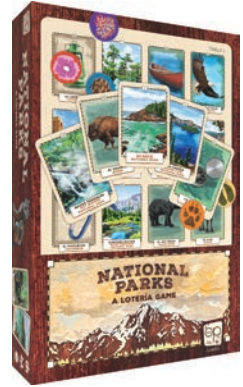


CLUE CARD GAME: SQUISHMALLOWS
Your favorite Squishmallows have brought something special to share with their friends at a big party in a mysterious mansion. Suddenly, the lights go out! When the lights turn back on someone has stolen Winston's Mac n Cheese and no one will confess. In *Clue Card Game: Original Squishmallows*, search the mansion top to bottom as Cam, Emily, Leonard, Lola, Zozo, and Avery to discover WHO ate the mac n cheese, WHAT item was left as evidence, and WHERE they perpetrated the delicious crime. Scheduled to ship in April 2025.
USO CC156-800..... PI

SPOTLIGHT ON



CLUE: ONE PIECE
The Straw Hat Crew and their captain Luffy set out to travel the oceans to faraway islands in search of treasure! With each clue they discover along the way, they're one step closer to GLORY! Choose your crew member and see which island holds the coveted treasure. In *One Piece Clue*, it's up to you to determine WHO has discovered the treasure, WHAT it is, and WHERE it is hidden. Scheduled to ship in April 2025.
USO CL113-879..... PI



LOTERIA: NATIONAL PARKS
Gather around for fun and fortune with *National Parks: A Loteria Game!* Join the adventure with your favorite national parks animals, items, and places and get ready to play in this English-Spanish version of Bingo. Players will create rows or patterns out of matching images on their tablas to win! Let luck and learning charm the whole family with this unpredictable and educational game for national parks fans of every generation! Scheduled to ship in April 2025.
USO UP025-000..... PI



TACTA
It's all connected! In this sneakily strategic card game, players flip, twist, and turn their cards to align and cover their opponents shapes with matching squares, triangles, and rectangles. With an ever-growing board, up to 8 colors light up game night with TACTA. Analyze, strategize, and optimize because in TACTA, every card counts. Scheduled to ship in April 2025.
USO PA184-000..... PI



PUZZLE: PIKMIN 1000PCS
Search the clover bed for your favorite Pikmin in this beautiful 1,000-piece jigsaw puzzle based on Nintendo's hit strategy game. This moderately challenging 19x27 puzzle features a variety of iconic Pikmin hidden amongst the clovers. Will these pint-sized pals help you find your way home? Scheduled to ship in April 2025.
USO PZ005-917..... PI



YAHITZEE: THE OFFICE
Get ready to experience office antics like never before with *YAHITZEE: The Office Edition*! Dive into the hilariously chaotic world of Dunder Mifflin as you roll your way to victory in this iconic dice game. With a unique stapler-in-jello dice cup that captures the essence of the show's unforgettable pranks, you'll feel like you're right in the heart of Scranton. Aim for winning combinations like Full House, Large Straight, and the coveted 5 of a Kind! Scheduled to ship in April 2025.
USO YZ051-198..... PI

SPOTLIGHT ON

UNIVERSUS TCG:
STREET FIGHTER 6
CHALLENGER SERIES
DISPLAY (4)

What is true strength? The answer lies in the heart of battle! Take to the streets of Metro City and beyond with two *Street Fighter 6 Challenger Series* decks! Celebrate the latest installment of the legendary *Street Fighter* franchise returning to *UniVersus* in its unprecedented 11th expansion, the most ever for any IP in *UniVersus*! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.



\$139.96

WIZARDS OF THE COAST



FEATURED ITEM

MAGIC THE
GATHERING CCG:
FINAL FANTASY
BUNDLE

Enter battle in *Magic: The Gathering* with some of the most iconic characters, items, and moments from the sixteen core games in the legendary *Final Fantasy* series. Step into these unforgettable stories and give them

a whole new spin! This Bundle includes a full inventory of treasures, with 9 *Magic: The Gathering: Final Fantasy Play Boosters* (each containing 14 cards), 2 Traditional Foil Extended-Art cards, 16 Traditional Foil and 16 nonfoil Full-Art Basic Land cards, 1 oversized Spindown life counter, 1 *Final Fantasy* card storage box, and 2 reference cards. This product does not contain a serialized card (available in English-language *Collector Boosters* only).

WOC D38480000..... \$69.99



FEATURED ITEM

MAGIC THE
GATHERING CCG:
FINAL FANTASY
BUNDLE GIFT
EDITION

This *Gift Bundle* is the perfect present for *Magic* and *Final Fantasy* enthusiasts alike. Featuring a full inventory of surprises, fans are sure to smile when they see it—even (especially!) if that fan is you. The *Magic: The Gathering: Final Fantasy Bundle: Gift Edition* contains 1 *Collector Booster*, 9 *Play Boosters*, 2

Traditional Foil Extended-Art cards, 16 Traditional Foil and 16 nonfoil Full-Art Basic Land cards, 1 oversized Spindown life counter, 1 special foil *Final Fantasy* card storage box, and 2 reference cards. A serialized card may be found in <0.1% of English-language *Collector Boosters* only.

WOC D38470000..... \$89.99



FEATURED ITEM

MAGIC THE GATHERING CCG:
FINAL FANTASY COLLECTOR BOOSTER DISPLAY (12)

Every *Magic: The Gathering: Final Fantasy Collector Booster* serves up treasure, boasting Rares and/or Mythics, Traditional Foils, and special alternate-frame cards. This *Collector Booster* contains 15 *Magic: The Gathering* cards and 1 Traditional Foil double-sided token, including 5–6 cards of rarity Rare or higher and 3–6 Uncommon, 3–5 Common, and 1 Full-Art Land cards, with a total of 8–12 Traditional Foil cards and 0–3 cards with a special foil treatment. Serialized card in <0.1% of English-language *Collector Boosters* only. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D38440000..... \$455.88



FEATURED ITEM

MAGIC THE GATHERING CCG:
FINAL FANTASY COLLECTOR DECK CARTON (4)

Battle your friends with *Final Fantasy*'s iconic heroes, villains, and spells in *Commander*, *Magic*'s most popular multiplayer format. This bundle includes all four *Magic: The Gathering: Final Fantasy* decks, each featuring cards themed around a different *Final Fantasy* game—Revival Trance (*Final Fantasy VI*), Limit Break (*Final Fantasy VII*), Counter Blitz (*Final Fantasy X*), and Scions & Spellcraft (*Final Fantasy XIV*). Land cards may appear from other *Final Fantasy* games. Each includes 1 deck of 100 Surge Foil *Magic* cards, a 2-card *Collector Booster Sample Pack* (contains 2 alt-border cards of rarity Rare or higher, at least 1 of which is Traditional Foil), double-sided token cards (6 in Counter Blitz, 10 in the others), 1 deck box (can hold 100 sleeved cards), 1 strategy insert, and 1 reference card. This product does not contain a serialized card (available in English-language *Collector Boosters* only). **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D38460000..... \$599.96



GAMES

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FEATURED ITEM



MAGIC THE GATHERING CCG: FINAL FANTASY COMMANDER DECK CARTON (4)

Battle your friends with *Final Fantasy*'s iconic heroes, villains, and spells in *Commander*, *Magic*'s most popular multiplayer format. This bundle includes all four *Magic: The Gathering: Final Fantasy* decks, each featuring cards themed around a different *Final Fantasy* game — *Revival Trance* (*Final Fantasy VI*), *Limit Break* (*Final Fantasy VII*), *Counter Blitz* (*Final Fantasy X*), and *Scions & Spellcraft* (*Final Fantasy XIV*). Land cards may appear from other *Final Fantasy* games. Each includes 1 deck of 100 *Magic* cards (98 nonfoil cards and 2 Traditional Foil Legendary cards), a 2-card *Collector Booster Sample Pack* (contains 2 alt-border cards of rarity Rare or higher, at least 1 of which is Traditional Foil), double-sided token cards (6 in *Counter Blitz*, 10 in the others), 1 deck box (can hold 100 sleeved cards), 1 strategy insert, and 1 reference card. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
WOC D38450000..... \$279.96



FEATURED ITEM



MAGIC THE GATHERING CCG: FINAL FANTASY PLAY BOOSTER DISPLAY (30)

Enter battle in *Magic: The Gathering* with some of the most iconic characters, items, and moments from the sixteen core games in the legendary *Final Fantasy* series. Step into these unforgettable stories and give them a whole new spin! Perfect for both Limited play and opening packs just for fun, this *Magic: The Gathering: Final Fantasy Play Booster* contains 14 *Magic: The Gathering* cards and 1 Token/Ad card or Art card. (A regular Art card can be found in 30% of packs and a foil-stamped Signature Art card can be found in 5% of packs.) Every pack Includes 1–4 cards of rarity Rare or higher and 3–6 Uncommon, 6–9 Common, and 1 Land cards. One card of any rarity is Traditional Foil. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
WOC D38420000..... \$209.70



FEATURED ITEM



MAGIC THE GATHERING CCG: FINAL FANTASY STARTER KIT CARTON (12)

Learn to play *Magic* and collect *Final Fantasy*-themed cards with a kit full of everything you need to start playing. This *Magic: The Gathering: Final Fantasy Starter Kit* contains 2 ready-to-play 60-card decks, 2 deck boxes to store them in, 1 *Magic* play guide booklet, 4 double-sided tokens (2 with each deck), 2 double-sided reference cards to aid you as you play (Turn Order/Attacking & Blocking), and two *Magic: The Gathering Arena* code cards to unlock both decks for two people to play online. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
WOC D38540000..... \$239.88



FEATURED ITEM



MAGIC THE GATHERING CCG: TARKIR DRAGONSTORM BUNDLE

Master the fearsome Dragonstorms and summon dragons of your own to rain down fiery devastation with a box full of *Tarkir: Dragonstorm* cards and exclusive accessories. This Bundle contains 9 *Tarkir: Dragonstorm Play Boosters*, plus 1 Traditional Foil card with Bundle-exclusive alternate-art, 15 Traditional Foil and 15 nonfoil Land cards, 1 oversized Spindown life counter, 1 card storage box, and 2 reference cards. Each Play Booster contains 14 *Magic: The Gathering* cards, including 1–4 cards of rarity Rare or higher and at least 1 Traditional Foil card.
WOC D42760000..... \$53.99



FEATURED ITEM

**MAGIC THE GATHERING CCG: TARKIR DRAGONSTORM COLLECTOR BOOSTER DISPLAY (12)**

Return to Tarkir for an epic battle between dragons and clans; discover which clan fits your playstyle with distinct three-color gameplay, and add draconic power to your collection. *Collector Boosters* are the ultimate way to add the most coveted cards to your hoard, with tons of shiny foils, special card treatments, and unique treasures in every pack. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D42740000..... \$299.88



FEATURED ITEM

**MAGIC THE GATHERING CCG: TARKIR DRAGONSTORM COMMANDER DECK CARTON (5)**

Return to Tarkir for an epic battle between dragons and clans; discover which clan fits your playstyle with distinct three-color gameplay, and add draconic power to your collection. Each deck introduces 10 never-before-seen Commander cards to *Magic: The Gathering*; with this bundle of all 5 decks, you'll add all 50 new cards to your collection! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D42750000..... \$224.95



FEATURED ITEM

**MAGIC THE GATHERING CCG: TARKIR DRAGONSTORM LAND STATION DISPLAY (4)**

This *Land Station* contains 400 nonfoil Basic Land cards in a reusable storage box—with 80 Plains (White), 80 Islands (Blue), 80 Swamps (Black), 80 Mountains (Red), and 80 Forests (Green). Each color comes in 3 different card art versions, with all 3 versions included in every box, traveling through the planes of Innistrad, Dominaria, Zendikar, Ixalan, Amonkhet, Theros, Avishkar, and New Phyrexia. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D46530000..... \$79.96



FEATURED ITEM

**MAGIC THE GATHERING CCG: TARKIR DRAGONSTORM PLAY BOOSTER DISPLAY (30)**

Tarkir faces a full-scale draconic assault, pitting clan against clan and all of civilization against a maelstrom of wings, claws, and fire. Choose one of five clans and discover your favorite way to play, then master the fearsome Dragonstorms and summon dragons of your own to rain down fiery devastation! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D42730000..... \$164.70

WIZKIDS/NECA**CRITICAL ROLE UNPAINTED MINIATURES**

Scheduled to ship in September 2025.



BEAUREGARD LIONETT & CALEB WIDOGAST

WZK 90789..... \$5.99

JESTER LAVERRE & FJORD STONE

WZK 90791..... \$5.99



MOLLYMAUK TEALEAF & CADUCEUS CLAY
WZK 90790.....\$5.99



VETH BRENATTO & NOTT THE BRAVE
WZK 90792.....\$5.99



YASHA NYDOORIN
WZK 90793.....\$4.49

DUNGEONS & DRAGONS: ICONS OF THE REALMS



COLLECT ALL 46 PRE-PAINTED D&D MINIS!

GHOST LIGHT BOOSTER BRICK (10)

Are you brave enough to explore murky swamps and haunted bogs? These places are home to some of *Dungeons & Dragons*' most iconic monsters, including the corrupted yuan-ti, ancient mummies, fierce bullywugs, and ghastly bodaks. *D&D Icons of the Realms: Ghost Light 10 Ct. Booster Brick* features these and more creatures. Collect all 46 pre-painted *D&D* miniatures in this set of randomly sorted monsters. This set is perfect if your adventures take you deep in a haunted bog or into the fallen ruins of an ancient civilization. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK 96378.....\$199.90



TREE BLIGHT BOXED MINIATURE

This vicious, carnivorous plant creature resembles a huge dead tree or treant, lying in wait in forests and swamps, ready to crush adventurers with its limbs. The *D&D Icons of the Realms: Tree Blight Boxed Miniature* stands 5" tall on a 75mm base. This pre-painted *D&D* miniature is perfect for your next adventure in a foreboding forest or haunted swamp!

WZK 96380.....\$39.99



BLACK DRACOLICH BOXED MINIATURE

The *D&D Icons of the Realms: Black Dracolich Boxed Miniature* is a Gargantuan-sized pre-painted *Dungeons & Dragons* miniature on a 100mm clear plastic base. Utilizing haunting purple translucent materials and standing 10" tall, this undead dragon mini makes for a great campaign antagonist or frightening addition to your collection.

WZK 96322.....\$119.99



FEATURED ITEM



POTATO HEAD BEHOLDER BOXED MINIATURE

Bring together two iconic pop culture brands with the *D&D Icons of the Realms: Potato Head Beholder Boxed Miniature*! This 3-inch-tall *Potato Head Beholder* has mounts to fit a variety of customizable components, including several eyestalks, a hat, a central eye, and a mouth. Sitting on a 50mm clear plastic base, the miniature is appropriately sized to be used as a beholder in your next game of *Dungeons & Dragons*. The *Potato Head Beholder* makes a great addition to any *D&D* miniatures collection! Scheduled to ship in June 2025.

WZK 96362.....\$24.99

DUNGEONS & DRAGONS: NOLZUR'S MARVELOUS UNPAINTED MINIATURES

Scheduled to ship in September 2025.



B'ROHNG

WZK 90783.....\$14.99



BARGHEST

WZK 90781.....\$4.49



BLACK DRACOLICH BOXED MINIATURE

Some dragons are not content with the power they have in their long lives and look for ways to extend it. The most narcissistic may turn toward undeath to preserve their power, becoming powerful Dracoliches.

WZK 90797.....\$99.99

SPOTLIGHT ON



CLASSIC SALAMANDER
WZK 90779 \$4.49



CLASSIC SHAMBLING MOUND
WZK 90775 \$4.49



CLASSIC SATYR
WZK 90778 \$4.49



CLASSIC TREANT
WZK 90776 \$8.99



CLASSIC TROGLODYTE
WZK 90777 \$4.49



LAMIA
WZK 90782 \$8.99



YETI TYKES
WZK 90780 \$5.99



TLELOLOTL
WZK 90784 \$8.99

PATHFINDER BATTLES DEEP CUTS

Scheduled to ship in September 2025.



AUTOMATON
WZK 90786 \$4.49



CLOCKWORK MAGE
WZK 90787 \$4.49



CLOCKWORK WARRIORS
WZK 90785 \$5.99



LEUKODAEMON
WZK 90788 \$8.99



STAR TREK INTO THE UNKNOWN: RISING TENSIONS EXPANSION

This exciting follow up to the core set brings the Klingon Empire to the conflict, playable as a standalone faction or as allies for Federation or Dominion forces. Add new officers and equipment to your task forces. Take on new campaign and incident missions designed to test each faction's battle skill, diplomatic cunning, and thirst for exploration. Engage in evocative and tactical gameplay, realized through new cloaking mechanics and an elegant stealth tracker component! As an unexpected war rages, the conflicts between the powers of the Alpha Quadrant only intensify. Will you rise to the challenge with actions worthy of song?

WZK 89854 \$99.99

WIZKIDS DEEP CUTS

Scheduled to ship in September 2025.



BIGFOOT
WZK 90795 \$8.99



SKELETAL RAPTOR
WZK 90794 \$8.99

LIGHT SPEED: ARENA

A FAST-PACED. REALTIME TABLETOP SHOOTER

LIGHT SPEED: ARENA

AGS TS001 \$29.90 | Available July 2025!

LIGHT SPEED: ARENA - GLYPHON

AGS TS003 \$14.90 | Available July 2025!

LIGHT SPEED: ARENA - BLACKHOLE

AGS TS004 \$14.90 | Available July 2025!

LIGHT SPEED: ARENA - ANALOG DOWNGRADE

AGS TS005 \$14.90 | Available July 2025!



"Oh no, another smartphone at the table..." Don't panic — *Light Speed: Arena* gets it right! Developed by Tablescope, this real-time space combat game combines classic board game mechanics with cutting-edge computer vision, making for a fast, frantic, and surprisingly seamless experience. It reimplements the 2003 lightning-fast card game "*Light Speed*", designed by Tom Jolly (*Wiz-War*, *The Manhattan Project*) and James Ernest (*Lords of Vegas*, *Tak*). The game will be in US stores this Summer, distributed by Ares Games.



Light Speed: Arena throws players into a universe where spaceship skirmish is the ultimate sport. Each player commands a fleet, rapidly positioning and orienting each ship wherever they like on the table surface in just 10 seconds per round.

To start, the players place the base tile in front of them, shuffle their fleet, and place any two sponsored asteroids in the middle of the table. Then, they start the timer in the app and the action begins. Every round, they place one spaceship anywhere on the battlefield while everybody else is doing the same, aiming at enemies and asteroids, while appealing to the sponsors and avoiding friendly fire. After eight rounds, they take a single picture with the companion app and place the smartphone in the center of the table for everybody to see.





Light Speed: Arena's companion app is the enabler for the action. Once ships are placed, a quick snap of the battlefield allows the app to calculate laser shots, activate ship abilities, and resolve the round with slick animations. No tedious measuring, no debates about line of sight — just pure tactical fun.

VARIETY THAT KEEPS COMMANDERS HOOKED

The base game supports four fleets (**Agronauts**, **Amboom**, **Retroblast**, and **Solspear**) and 1 to 4 players. The expansions *Glyphon* and *BlackHole* add new factions (Cosmic Birds and Space Pirates, respectively) and one extra player each, taking the player count up to six. A full match takes just five minutes, meaning you can play a small tournament while waiting for your pizza to arrive!



Each of the four different fleets (six with expansions) has its own firing patterns and special powers, and no two games feel the same. Flip the mix-and-match sponsored asteroids to shake up the objectives and tactics and deliver a fresh challenge every time *Light Speed: Arena* hits the table. Its quick setup and fast-paced play make it easy to squeeze in “just one more match” — which usually turns into three or four.



Team up is also very easy: players may just join two base tiles together, and the app will automatically recognize that they're playing in team mode! The solo mode is another standout feature where the digital-hybrid approach truly shines. The player begins by selecting a scenario and setting up the enemy fleet according to specific constraints and thematic motivations — perhaps they're desperate to mine as many minerals as possible from a distance, or maybe their sole mission is to obliterate your base, with every ship's laser locked onto it. A special timer adds pressure during this setup phase. Once the enemy fleet is in place, just dive into a standard game of *Light Speed: Arena*, racing against the clock to complete the mission. At the end, the final photo doesn't just assess the success in achieving the objective — it also

evaluates how well the player arranged the enemy fleet. A poorly positioned opponent? That'll cost in malus points!

For players worried about a technological breakdown, or simply willing to embrace a more hands-on approach, the *Analog Downgrade* expansion will let them enjoy the full game experience without the app. Crack it open to release hundreds of tokens, rubber bands, a measuring cord, and an unconventional cardboard measuring device — allowing for an entirely app-free gameplay! It can also be used side by side with the app to keep track of the action with the counters. It's a great way to teach the game!

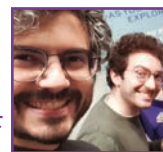


The Tablescope team has worked closely with an extensive pool of playtesters to ensure that technology serves the game, and not the other way around. The result is a game that feels natural, intuitive, and engaging — even for those skeptical about mixing apps with board games. The response has been enthusiastic from both heavy gamers looking for a quick skill-based challenge before their next *War of the Ring* session, and casual players who want to experience the thrill of commanding a space fleet and seeing the battle unfold.

Light Speed: Arena is a game that blends physical play with digital precision in a way that enhances the experience around the table, making it more compact, accessible, and appealing to new generations. Dive into the arena, and let the battle unfold!

...

Leonardo Alese and Emanuele Santellani — a mathematician and an engineer who met at a game night— share a passion for board games and a soft spot for tech. That passion led them to create Light Speed: Arena, a reimagining of Light Speed. Turns out, mixing spaceships, lasers, and smart technology is a pretty good recipe for fun.





SPIRIT ISLAND: NATURE INCARNATE EXPANSION

GTG SISL-NINC..... \$59.99

Available Now!

Invaders ravage the land. With little care for the world around them, they take any resources they can, blight left in their wake. The native people, the Dahan, can fight back, but they can't do it alone. The Spirits of *Spirit Island* are moving together in order to defend their home and their environment from those that would do it harm. They and the Dahan both wish for the same thing: to live in peace and thrive as they always have before. Will you take on the role of the Spirit to survive?



Spirit Island is a cooperative settler destruction game where Spirits are defending their land from invaders. Each Spirit has a unique playstyle to thematically fit its nature. Ember-Eyed Behemoth stomps through the land, slowly but surely smashing invaders. Hearth-Vigil helps to protect the Dahan, but isn't so good at stopping blight. Each of the Spirits bring their strengths and weaknesses to the table to help in whatever way they can. You must work together as a team in order to be able to fight back the seemingly never-ending tide of invaders.

The most recent expansion of *Nature Incarnate* introduces not only new scenarios and adversaries, but eight new Spirits and twenty new aspects! Plus, the debut of the Incarna mechanic. Incarna is the manifestation of a Spirit. It's here, in the physical world with us. It functions like a unique presence token, marking not only where a Spirit has a presence, but also what a Spirit just might do. There are four different Spirits with Incarna: Ember-Eyed Behemoth, Towering Roots of the Jungle, Breath of Darkness Down Your Spine, and Wandering Voice Keens Delirium. All of them interact in Incarna in a different way. Some Spirits can even have an Empowered Incarna to make it even stronger.

Ember-Eyed Behemoth, as mentioned before, stomps its way through the land. It has a particularly powerful attack that can wipe out cities. It's the most straightforward of the Incarna. The physical manifestation is major destruction of something that a Spirit most definitely does not like. But, it can only be targeted starting from the Incarna, as opposed to just any presence that a different Spirit might have. There's great power, but limitations. Breath of Darkness Down Your Spine is all about isolating invaders and generating fear from that isolation of being in the Endless Dark, isolating them from the physical world in a very psychological way. Towering Roots of the Jungle may not be able to move very fast or far at a time, but it is able to grow and change. It's a system of roots, after all! It is a higher complexity Spirit, but certainly worth adding to the table. And, finally, Wandering Voices Keens Delirium is a high complexity Spirit that focuses all on movement and control of pieces across the board. It can move and push and manipulate with all the voices echoing. All of these Spirits offer different ways to tackle the invaders and are sure to bring plenty of strategy to your table.

These are only four of the Spirits included in the game! There are more that have their own mechanics and playstyle, including one that must heal as you play. Wounded Waters Bleeding offers an interesting dynamic where there are two themes going head to head: animal and water. These two combine together to make for a truly different playstyle to anything else that *Spirit Island* has to offer. Inspired by

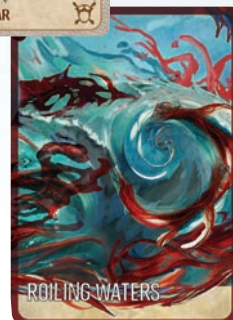
other Spirits, it certainly stands out on its own with losing presence every turn. However, you can turn the tides and help this Spirit find itself once again. There's also the Relentless Gaze of the Sun brimming with wrathful power. Dances up Earthquakes dances with whatever it might find, rhythm causing earthquakes where needed. Hearth-Vigil, as mentioned, protects.

That's not the only Spirit content within the expansion, though. There are also 20 Aspects! Aspects are cards that can be placed on other

Spirits from different expansions. These breathe a whole new life into your Spirits and allow for different tactics and gameplay. Some of the aspects merely change the Spirit, while some actively up the complexity. There's always a little marker in the top right corner to let you know what you're in for. This is the most amount of Aspects that have ever been included in any *Spirit Island* expansion. If you're a collector looking for more spirits, this has far more than just the original eight promised inside of the box. You'll be able to play for hours on end with all the different possible combinations.



The newest adversary, Habsburg Mining Expedition, offers up a challenge for you and your fellow players to take down. The invaders win at the end of the Fast phase if any land has at least eight blight and invaders combined! There are six different difficulty levels with the Habsburg Mining Expedition that you'll be challenging yourself with again and again.



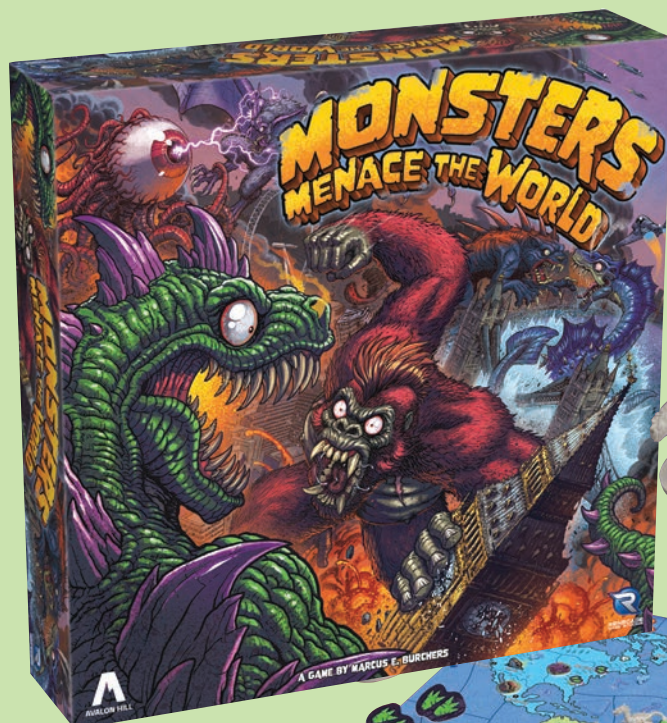
The newest expansion to *Spirit Island* offers a great deal of content. The new mechanic of Incarna offers a unique way of looking at Spirit presence on the board. The other four spirits also have their own high complexity and special style of tackling the invaders. Plus, there are twenty Aspects to bring fun variation to the Spirits you already know and love. Between the Habsburg Mining Expedition, the difficulty levels, the event cards, you'll have hours and hours of new content to add to your collection of *Spirit Island*.

MONSTERS ARE BACK. THIS TIME TO MENACE THE WORLD!

MONSTERS MENACE THE WORLD

RGS 02808 \$55.00 | Available June 2025!

The earth-shaking stomping of feet, the crashing of buildings as they topple to the ground, the pop of a weapon firing, and screams brought on by unimaginable chaos... THE MONSTERS HAVE RETURNED AND ARE MENACING THE WORLD!



In *Monsters Menace the World* from Renegade Game Studios, players take control of a giant monster and wreak havoc on the world to gain infamy. You also manage military forces tasked with stopping your opponent's monsters from stealing your spotlight. Win the game by becoming the most infamous monster in the world!

This is an adaptation of the classic game *Monsters Ravage America* by J.C. Connors and Ben Knight. *Monsters Menace the World*, designed by Marcus E. Burchers, gives this timeless game a new spin!

Monsters Ravage America was first released in 1998 by Avalon Hill. In the original version of the game, players took on the role of monsters such as an enormous lizard or a 50-foot glow worm along with a branch of the military. Monsters battled until 20 cities were reduced to rubble, then fought until only one was left standing. The winner was crowned King of the Giant Monsters!

In 2005, Connors and Knight designed a new version of the game titled *Monsters Menace America*. Each player chose from one of six monsters: Zorb, Tomanagi, Konk, Megaclaw, Toxicor, and Gargantis. Once again, players aim to thwart their opponent's plans with the power of the military and compete to be crowned King!

Adapted from these games, *Monsters Menace the World* has lots to offer fans of the original titles and those new to the game! More than

just a reprint of the originals, *Monsters Menace The World* boasts new gameplay, updated for a modern audience. This edition picks up after the events of the 2005 Rampage. Monsters have discovered the rest of the continents and have set their sights on the globe. You still play as a monster with the list consisting of fan favorites from the 2005 edition, Konk, Tomanagi, and Zorb, along with three new additions, Nessie, Strigoika, and Chupacoloso. Players choose a military faction to fight against other player's monsters.

Unique to *Monsters Menace The World* are The Minions! Various smaller monsters have formed alliances with the greater monsters and serve as their minions. The Minions have their own stats and special abilities, making them valuable allies. Team up with monsters like Pollendust, Mecha-Monster, and the Pterror of the Skies to attack other players' monsters, minions, and military.

Players gain infamy by stomping cities and military bases, mutating, and defeating other monsters and minions. On your turn, you move your monster, fight, resolve encounters, and deploy military units. When a monster enters a territory, if it can overcome all the obstacles found there, it can then reap the rewards. This is when you stomp cities and bases and mutate your monster. Mutation is a powerful tool that makes you stronger and more infamous.

Then it's time for your military to act. Deploy your units to combat other players' monsters and thwart their attempts at gaining infamy. There is no player elimination in this game. If your monster is defeated you go back to your monster lair and rejoin the fight next turn. At the end of the game, the player with the most infamy wins!

This adaptation has new art by Matt Frank with Tommy Shelton. Matt Frank is a comic book artist who specializes in kaiju (monster) artwork. Known around the world, his work appears in multiple Godzilla comics. Frank

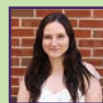
and Shelton's collaboration on this game produced stunning visuals that take this game to a whole new level!

Keeping in the spirit of the 2005 edition of the game, we also included sculpted miniatures for each of the six monsters! These detailed monster miniatures are sure to look great on the table and add a fun touch to the gameplay experience. Pieces for the military factions are also included in the game. Made with vibrant colors, these pieces are sure to pop on the map!

Monsters Menace The World is set to release in June 2025 and is available to pre-order now for \$55 MSRP. This game is for 2-4 players ages 14 and older to enjoy in approximately 90 minutes. Do you have what it takes to become the most infamous monster in the world? Order a copy of *Monsters Menace The World* and find out!

...

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





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GAMES

a Gentle Rain

A MOMENT FOR YOURSELF:

FINDING CALM THROUGH PLAY

INCREDIBLE
DREAM

A GENTLE RAIN

IDS AYA30010101..... \$19.99 |

Available Now!

Some days, (let's face it, most days) it feels like the world is moving too fast. There's always something to do, somewhere to be, or a task or screen demanding attention.

And even when I know I need a break, it's hard to make time and space for stillness. Today, I wanted to share something that has helped support my own mental health, something you might relate to, **taking the time to sit down with a board game.**

After a long day with so many thoughts racing through my head, games give me the permission to slow down. The ritual of sitting down and digesting a rulebook paired with the tactile feel of wood, cardboard, and sometimes acrylic tiles is incomparable AND all of the sudden, the world feels like it slows down *just a little* as a routine is set in front of me.

I often share with others that *A Gentle Rain* lives on the side of my desk. It's a game I've fallen in love with again and again for the sheer intent and purpose of it. I can take a moment, focus on the tactile soft touch of the tiles, and begin to narrow my thoughts into placing tiles, one by one, creating a lakeside I can find my breath and be mindful of. The whole experience feels like a deep breath, a way to shift my focus from everything else to just this moment.

The designer, Kevin Wilson, created this game as a small gift for friends and family, something gentle, something that could be played alone or with others. "Since the holidays are so stressful, I tried to design a relaxing, zen-like game," he explained. "I drew inspiration from solitaire and jigsaw puzzles, both of which I sometimes use to control my own anxiety... I've found that if I can occupy my mind in a low-key way, it helps me calm down"

The feeling of "thought without thought" is something I've come to appreciate more and more over time.

I deeply appreciate games that allow my mind to engage but not overthink, that give me something to focus on while still creating space to find joy and relax. **A Gentle Rain** does exactly that. It's a reminder that self-care doesn't always have to be complicated, it can be as simple as taking a



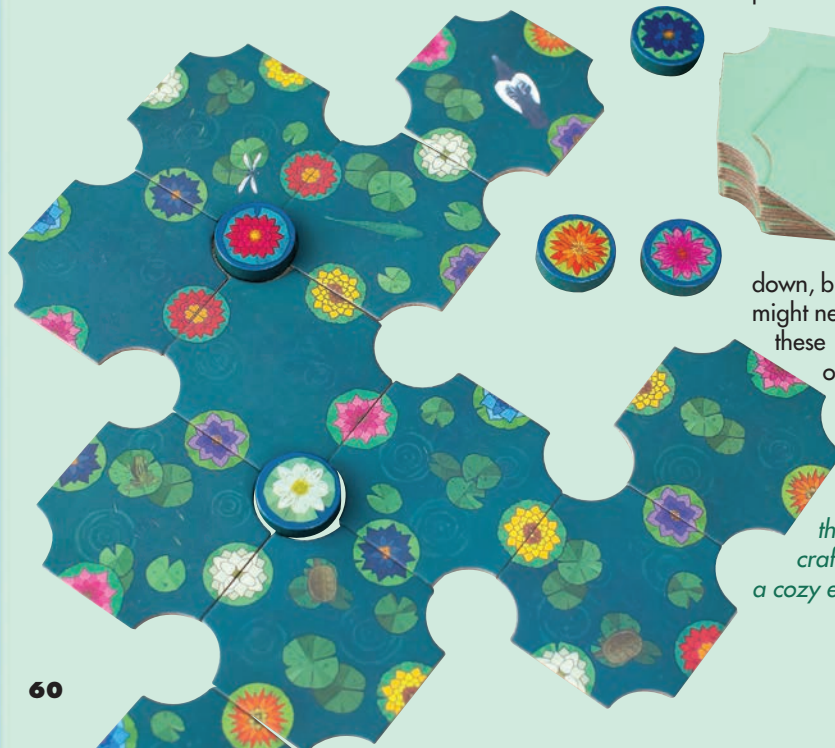
few minutes to yourself, placing one tile at a time.

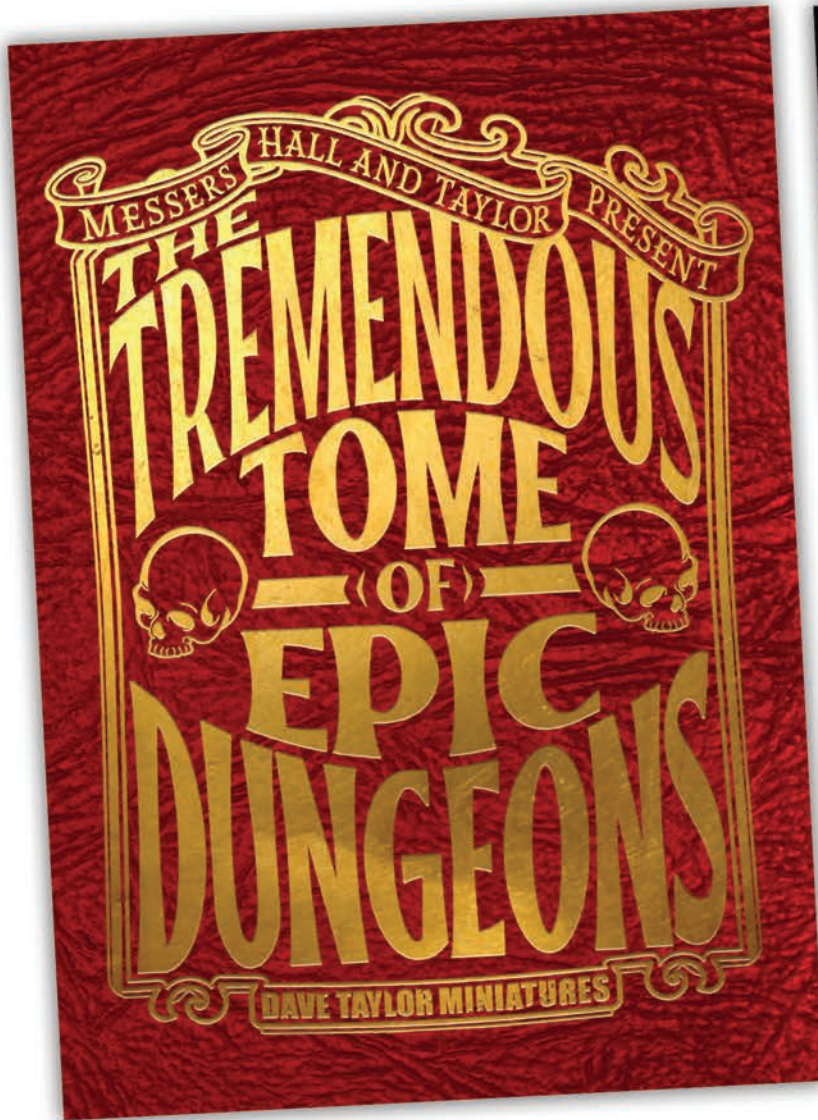
And it's not just me. As a team we continue to hear stories of this game making its way to therapists waiting rooms, doctor's offices, tabletops all across the world, all in the aim to find that much needed peace and moment of reprieve. Board games support wellness across the world, and the impact **you** can have by sharing an experience with others sometimes simply cannot be measured. There's a power that play has that I always look forward to sharing with others, as joy is simply a treat.

So, in honor of Mental Health Month, I invite you to take a moment for yourself. Whether it's *A Gentle Rain* or a different game or activity that brings you peace, let yourself slow down, breathe, and just be. And if you have someone of your life who might need that reminder too, maybe invite them to join you. Sharing these moments, where in silence or in quiet conversation can be one of the most meaningful ways to support each other.

...

Ilya Ushakov has been working in marketing and board games for years, helping bring exciting tabletop experiences to players around the world. These days, he spends a lot of time crafting campaigns, testing game ideas, and enjoying a cozy evening with a great board game and a cup of tea.

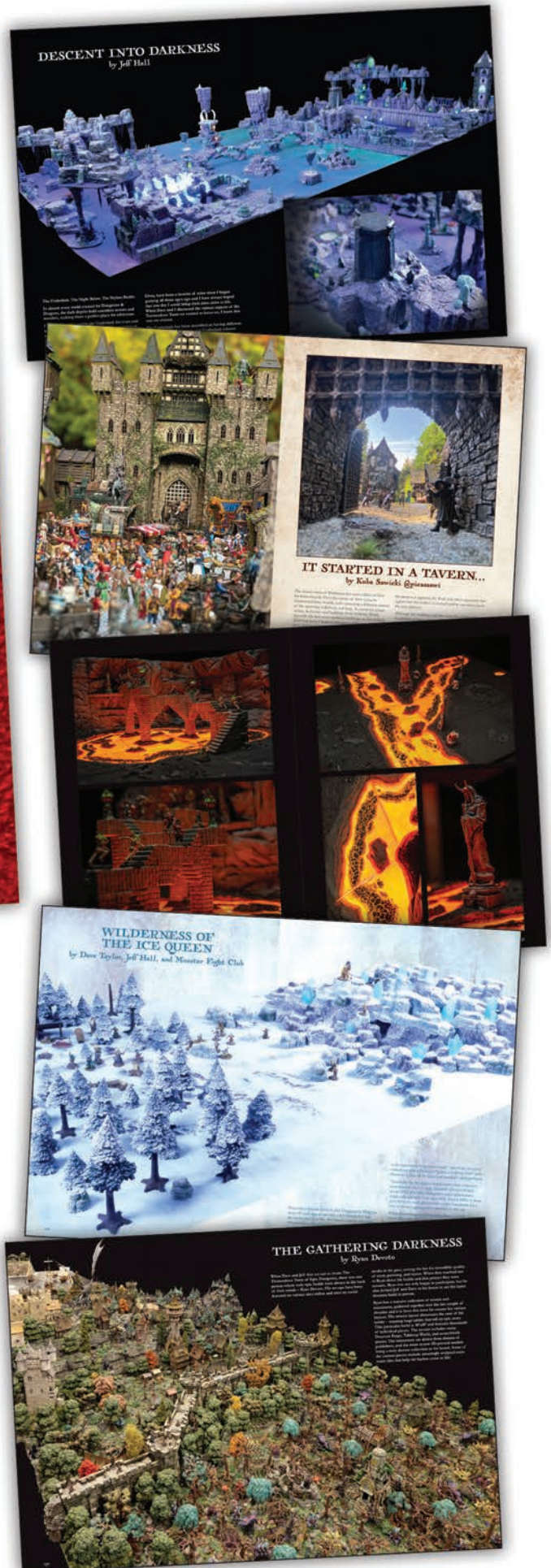




Jeff Hall and Dave Taylor absolutely LOVE miniatures and scenery and combining them with roleplaying games. Over the last few years they've been stalking some of the best RPG table builders online, and in this Tremendous Tome they've brought together more than 20 builds from around the globe.

From the teams at Dwarven Forge, Printable Scenery, Steve Jackson Games, Monster Fight Club, WizKids, and more than a dozen incredible individual builders, you will be excited and inspired by the amazing builds that cover many wonderful fantasy environments. As you enjoy this lavish book that highlights the incredible imaginations and crafting skills of the builders, you'll be inspired to start on your own amazing creations!

**THE TREMENDOUS TOME OF
EPIC DUNGEONS (160p)
- \$55 MSRP**



PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR

EPISODE #81: PULLING FOCUS

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.

PAINTING MINIATURES QUICKLY BY CUTTING DOWN THE AREAS YOU PAINT!

This month's episode is going to be a little bit different. Rather than presenting a straightforward recipe you can use to paint a model, it's more of an experiment you can try when you find the right models.

For quite a while now I've had this idea to paint up some miniatures with a very definite focus on the head and shoulders as if they were in a spotlight, and outside of that glow the painting would fade into darker colors and tones (like the image to the left) and the quality of the painting itself would fade into rough and random strokes rather than fine details. I'm calling this approach "pulling focus" as it's designed to pull your eyes to the focal point — the head.

I recently received some miniatures from a friend for the game *1490 Doom*. In this game there's a foul miasma rising from the ground, and all of the characters are wearing some sort of breathing apparatus and the game focuses on getting to high ground on the table; climbing ropes and ladders, that sort of thing. This background and the small number of miniatures gave me the perfect opportunity to experiment with this idea.

I have also been enjoying the colors from The Army Painter's John Blanche Masterclass sets, so this was an excellent opportunity to work with them. I think the key to making this approach work the way it has is to keep the shadow colors simple and consistent. In this case that's Banshee Brown and Blighted Green.

The miniatures used as examples on these pages are from the 1490 Doom range.

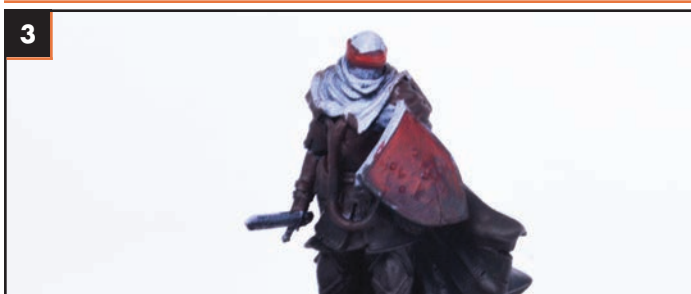




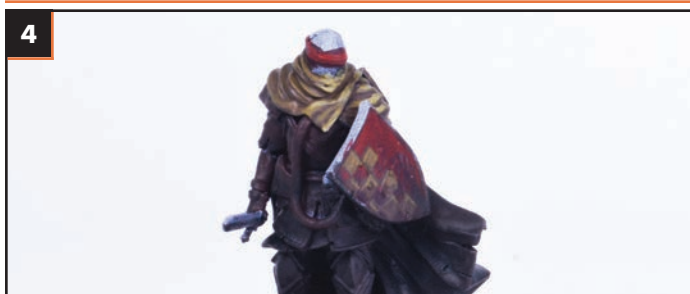
The Fighter was primed with The Army Painter Matt Black, and then given a zenithal spritz of Matt White spray from the upper front.



I painted the base texture and lower two-thirds of the mini with a slightly thinned Banshee Brown, and then added in Blighted Green while the brown was still wet.



I painted the red areas with a mix of Banshee Brown and Blanched Berry, then highlighted with Blanched Berry, and then highlighted by adding in more and more Fiery Vermillion.



The desaturated yellow was built up from Banshee Brown through Desert Yellow and finished up with Barren Dune.



The silver areas were basecoated with a mix of Banshee Brown, Blighted Green, and Gun Metal. I then highlighted up through Gun Metal to Mithril.



There were a handful of small details I picked out, like the breathing hose, the skin on the hands and arms, and the sword — starting with Banshee Brown or Blighted Green in the mix.

WHAT ISN'T IMPORTANT?

One major advantage of this approach is that there are a lot of places on the miniatures that don't need to be painted. This photo of the rear of the Fighter and Saboteur minis shows that everything below the shoulders on the rear of the minis simply fade into the darker base colors. Even though the cloak has some great folds and the Saboteur's backpack has some extra trinkets. These things aren't important so they don't get painted. I was able to paint up five minis in this style in under two hours. Not bad, hey?



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



POINT CITY (AEG 1009)

From Alderac Entertainment Group, reviewed by Eric Steiger

 10 & Up	 1 - 4 Players
 15 - 30 Minutes	 \$24.99

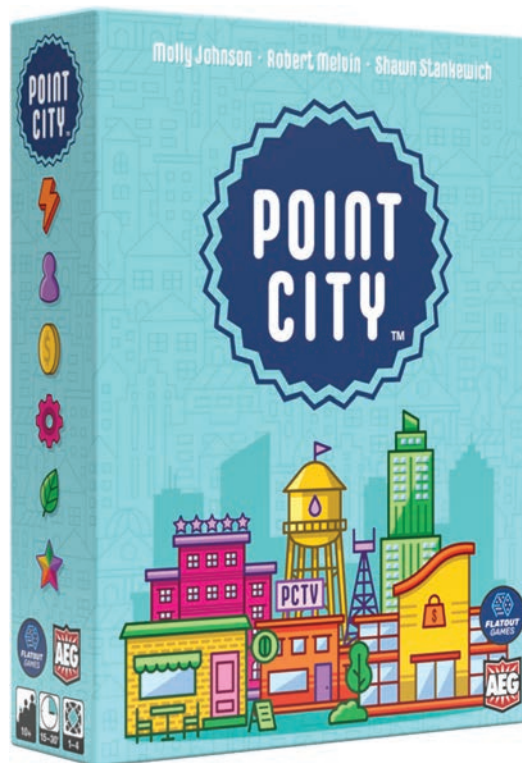
Lately, I've become a big fan of lunchtime games. You know the ones I mean — a small enough box that you can keep a copy in a drawer at work, plays fast enough to finish during your lunch break, and easy enough to teach that your coworkers don't need to see a "Watch It Played" video before you start showing them how it works. *Point City* is AEG's spiritual successor to *Point Salad*, and has been one of my favorite lunchtime picks for awhile for all of these reasons.

In *Point City*, you'll be collecting resources and using them to build buildings in your city, with the goal of generating resources from them to build more buildings, that in turn generate resources, etc...until the game ends, at which point, your buildings are hopefully worth points to you. The catch is that, as in *Point Salad*, all of the cards are double-sided; in this case, resources are on the back, buildings on the front.

Cards come in three different tiers, generating and costing more resources as you progress through the game. Your central play area is the Market, a 4x4 grid of cards that begin face down (i.e., resource side up). On your turn, you can look at the Market and if all 4 cards in a line are resources, you can choose to flip one to its building side. Then, you must take two adjacent cards. If you take a resource, you keep it to spend. If you take a building, you have to spend its resource cost to build it (including a resource you just took). Buildings stay face up in front of you, and provide some combination of points, permanent resources, or the opportunity to choose a goal token, giving you endgame points based on how well you fulfill certain criteria. Once you've taken your cards, you replace them from the top of the deck with the *other* side up — i.e., if you take a resource, you flip its replacement building side up, and if you took a building, you replace it resource side up.



The gameplay sounds simple, and it is. But that doesn't make it easy. This is very much a tempo game, as you can fall behind quickly by taking too many turns of nothing but resource-gathering, and then find you don't have enough permanent resources from buildings to



pay for the more expensive Tier 2 and 3 buildings, and end up in a constant game of catch-up. As such, the game encourages you to set yourself up to buy two buildings in a turn, which feels great. The problem, of course, is that everybody else is doing this too, and it's easy to find your plan disrupted when someone took the building you had your eye on. So adaptation becomes the name of the game.

You also don't want to just buy buildings willy nilly. The later, more expensive buildings usually cost multiples of one or two resources, rather than a variety of all 5, so spreading yourself wide on your permanent resources *sounds* appealing, and it can help with some goal criteria, but it also can mean not having enough of any one resource type in the late game to afford any buildings at all. Specializing in one or two resource types can be very efficient...as long as it's not the same types as another player, causing you to constantly compete for the same buildings.

All of which is by way of saying, there's a surprising amount of game packed inside this little box, which is why it's not a surprise that it's become such a lunchtime staple at my office. Add in a simple little solo variant, and you'll find an impressive value behind this game's \$24.99 pricetag. If you are also looking for a lunchtime game, then I can happily recommend *Point City*.

...

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



Fire and smoke engulf the skies
as metal crashes into metal.

LEVIATHANS

THE GREAT WAR

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MONSTERS IN THE SKY

On the battlefields of The Great War, no weapon is more respected or feared than the leviathans, flying warships that rule over land and sea. These ships are the most important tool in defeating your enemies and bringing glory to your nation.

Leviathans: The Great War is an alternate history miniatures game set during World War I. This box contains everything you need to get started, including four pre-painted, pre-assembled miniatures, along with rules, maps, dice, and other necessary components.

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BUTTERFLY GARDEN (CSG BFG01)

From Capstone Games, reviewed by John and Dell Kaufeld

 8 & Up	 2 - 4 Players
 30 Minutes	 \$39.95

Watching spring flowers begin to bloom outside feels deliciously appropriate since this month's game focuses on flowers, gardens, blooms, and butterflies. (There's also plenty of strategy and decision tension, but let's enjoy the flowers while we can.)

At first blush, *Butterfly Garden*, a Reiner Knizia design published by Capstone Games, looks a little like a train game, with hexagonal tiles containing three paths that criss-cross in several designs. But those paths only carry butterflies that you and the other players are trying to coax into your gardens.

So breathe deeply and luxuriate in the fresh smell of the season as we see what's growing among the top five things you need to know about *Butterfly Garden*.

STARTING DOWN THE PATH

Butterfly Garden uses a prescribed setup based on the number of players. The board and the map tiles (more about those in a moment) are hexagons. Players share six goal areas positioned along the board's edges.

With two players, that means each player owns three of the six goals, but things get very different with three or four players. Three players each get one goal all to themselves and share the other two. When four players take part, everyone shares goal spaces with other players. Shared goals become strategically important when we start talking about point scoring.

ASSEMBLING (AND ADORING) THE BUTTERFLIES

The translucent plastic butterfly playing pieces in this game look gorgeous. You get three colors of butterflies: the common blues, the uncommon pinks, and the oh-so-rare purple. During setup, you follow the prescribed steps and put six blue butterflies on small fountain hexes at each corner of the game board. In the center of the board, you place the large fountain hex. It gets five pink butterflies and a lone purple one.

An identical set of twelve butterflies stays in the box to be used for scoring during play. (Yes, this ties into the "shared goals" I mentioned in the previous paragraph. No, I'm not going to tell you about it yet. Be patient!)

BEGINNING THE GAME

Each player selects a color screen and takes all of that color's player tokens. Following the detailed setup instructions, each person put their player tokens in specific areas along the outer edge of the board. These tokens mark which players either own or share each garden entrance.

The hexagonal tiles go into the handy (if slightly too small) mixing bag. You stir them up in there and secretly draw two tiles for each player. Those tiles go behind the player's color screen and become each player's starting hand. The color screen also does double duty as the game's quick reference cards for each player.

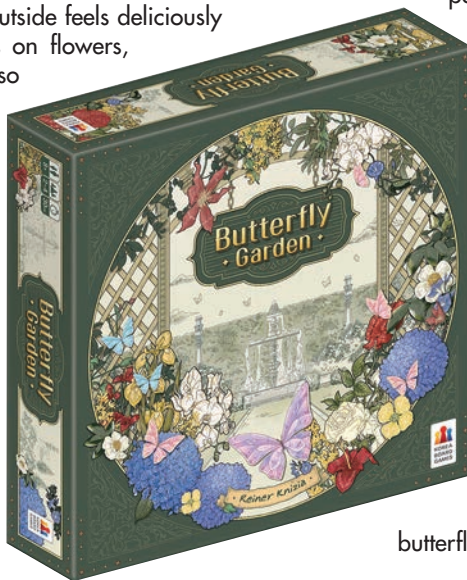
PLACING PATHS

On your turn, choose one of your two tiles and put it anywhere on the board. If there's a butterfly next to any of the tile's three paths, move the butterfly to the end of the path.

That simple instruction about playing a tile and moving butterflies sits at the heart of the strategic tension in *Butterfly Garden*.

What do you want to accomplish with your tile? Do you play the tile for the short-term gain of snagging a low-point blue butterfly? Do you think long-term and position it in the open with its paths angled toward your garden entrances? Or do you eliminate some butterflies by connecting two paths so the butterflies meet and fly off together? So many choices!

One of the game's very few special conditions involves the purple butterfly. It starts the game in the board's center space with five pink butterflies. As players connect paths to the central tile, pink butterflies take wing. Once all the pink butterflies are gone, the purple butterfly will follow the last available path.



TURNING BUTTERFLIES INTO POINTS

Every time a player completes a path and moves a butterfly to a garden entrance with their player token, they take the butterfly off the board and put it behind their color screen.

If the player shares that garden entrance with someone else, the other player takes an identical butterfly from the game box and puts it behind their color screen. After moving the butterfly, draw a replacement tile from the bag.

When the last butterfly leaves the board, the game ends immediately. Players total the points for their butterflies (1 for blue, 2 for pink, and 3 for purple). The highest total wins.

VERDICT

With a simple premise, beautiful table presence, and killer strategic tension, *Butterfly Garden* won us over. We love it! Knizia wrings an unbelievable amount of strategy from the simple act of putting a tile onto the board.

The follow-the-steps setup process ensure a completely balance game every time you play. The setup also creates some interesting scoring decisions, especially in three and four player games. *Butterfly Garden* is one of those rare games that's fast to learn, easy to play, and still hurts your brain a bit (but in a very positive way).

By the way, the game requires an "assemble all the pieces" step that takes about 10 minutes. On the positive side, you only do this once. We recommend sliding two empty cardboard sprues underneath the box insert so the insert fits tightly against the lid.

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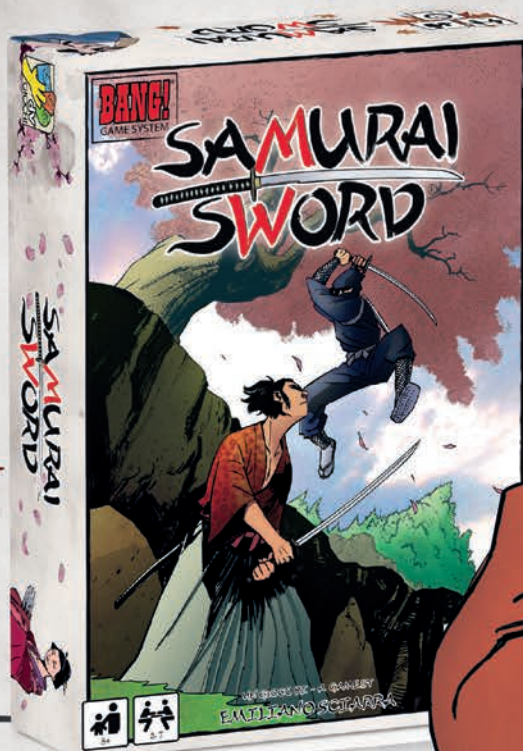
John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Dell at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



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NEURORIDERS (DAO 18150)

From Draco Studios, reviewed by Brian Herman

 10 & Up	 2 - 4 Players
 20 - 40 Minutes	 \$25.00

Neuroriders is a captivating and intellectually stimulating board game that promises hours of fun and challenge for players of all ages. As a puzzle-based tile game, it combines strategic thinking, pattern recognition, and a dash of creativity to create a unique gaming experience.

Neuroriders is set in a futuristic world where players take on the role of cybernetic riders navigating a complex grid of tiles. The objective is to create intricate patterns and pathways by strategically placing and rotating tiles on the board. Each tile features a distinct design, which must be aligned and connected to form coherent patterns.

The game is played in turns, with each player selecting a tile from a common pool and placing it on the board. Players can rotate the tiles to fit their desired orientation, adding an extra layer of strategy. The game also includes special one-time use cards with unique abilities, such as teleportation or tile swapping, which can be used to gain an advantage over opponents.

One of the most appealing aspects of *Neuroriders* is its simplicity. The rules are easy to learn, making it accessible to new players, yet the depth of strategy ensures that even seasoned gamers will find it challenging.

Neuroriders boasts high-quality components that enhance the overall gaming experience. The tiles are made of durable cardboard with vibrant, futuristic artwork that immerses players in the game's cybernetic theme. The board is sturdy and well-designed, with a grid layout that provides a clear and organized playing area.

The game's aesthetic is a feast for the eyes, with bold colors and intricate designs that capture the essence of a high-tech, futuristic world. The attention to detail in the artwork and components adds to the game's appeal and re-playability.

Neuroriders offers a rich strategic depth that keeps players engaged and coming back for more. The game encourages players to think several moves ahead, considering not only their own objectives but also anticipating their opponents' moves. The ability to rotate and reposition tiles adds a dynamic element to the gameplay, requiring players to adapt their strategies on the fly.

The inclusion of special cards with unique abilities introduces additional layers of strategy. Players must decide when and how to use these cards to maximize their impact while also considering the potential consequences of their actions.

This strategic complexity ensures that no two games of *Neuroriders* are ever the same.

Re-playability is one of *Neuroriders*' strongest attributes; the game's randomized tile pool and the ever-changing board layout ensure that each game presents a new and unique challenge. Players can experiment with different strategies and approaches, keeping the gameplay fresh and exciting.



Player interaction is a key component of *Neuroriders*. The game encourages players to think not only about their own moves but also about how their actions will affect their opponents. This creates a dynamic and engaging gameplay experience, as players must constantly adapt to the evolving board state.

The competitive nature of the game fosters a sense of camaraderie and friendly rivalry among players. The ability to thwart opponents' plans and disrupt their patterns adds an element of excitement and unpredictability to the game.

Neuroriders strikes a perfect balance between accessibility and depth. The rules are straightforward and easy to grasp, making it suitable for players of all ages and experience levels. The game's strategic complexity, however, ensures that it remains challenging and rewarding for experienced gamers.

The learning curve is gentle, with new players quickly picking up the basic mechanics and gradually discovering the deeper strategic elements. The game's intuitive design and clear visual cues further aid in the learning process, making *Neuroriders* an excellent choice for introducing new players to the world of puzzle-based tile games.

Neuroriders is a standout board game that offers a perfect blend of strategy, creativity, and player interaction. Its engaging gameplay, high-quality components, and striking design make it a must-have for any board game enthusiast. The game's re-playability and accessibility ensure that it will remain a favorite in your collection for years to come.

Whether you're a seasoned gamer looking for a new challenge or a newcomer eager to explore the world of puzzle-based tile games, *Neuroriders* is sure to provide an unforgettable gaming experience. Gather your friends and family and get ready to embark on a thrilling journey through the cybernetic world of *Neuroriders*.

...

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*.



DODOS RIDING DINOS: DODO DASH (DAO 42103)

From Draco Studios, reviewed by Whitney Grace



10 & Up



1 - 6 Players



20 Minutes



\$39.99

Did you know that dinosaurs and dodos used to team up and run races? Apparently, it was a thing millions of years ago resulting in hilarious shenanigans! Okay, that's probably not true but the fine game designers at Detestable Games pondered that question. As a result, they made the game *Dodos Riding Dinos* and its expansion sequel *Dodos Riding Dinos: Dodo Dash*. (Try saying that ten times fast.)

In this fast-paced game, the dinosaurs and dodo birds (affectionately called Dodinos) found the entrance and map to the fabled El Dodorado. The dodinos race through the jungle to the El Dodorado Temple. The first Dodino duo to the temple learns its secrets!

This game and its components reminds me of a tabletop version of *Mario Kart*, except with dinosaurs, dodos, and there aren't any go-carts. Keeping that in mind, you're in for a zany game. Found within this game are a double-sided game board, a die, an information manual 84 movement cards consisting of: 9 racer cards, 13 reaction cards, 39 normal cards, 20 aggressive cards, 12 dash cards, 18 dodo idol cards, one connecting tile, five charm tiles, and 12 trap tiles. There are various projectile tokens including a meteorite, log, banana, egg, feather, and dodo. The best components are the nine Dodino racer miniatures and Dodino meeples.

Before starting, players select a track they want to race and place the board in the game area. Next, each player selects a Dodino racer miniature and its corresponding card, and the Dodinos are placed on the hex spots behind the finish line. The movement cards are then shuffled and six are dealt to each player. The dodo idol cards are also shuffled, then placed face down near the board along with the projectile tokens and die.

The Dodinos race around the board in rounds that have two phases. The first phase is the Scheming phase, where players choose a normal, aggressive, or dash card from their hand and place it face down in the play area. Players reveal their cards when they're all chosen. Next comes the Running phase that starts with the first player and moves clockwise. Players move their Dodinos the number of hex spaces equal to their speed

value. When the Dodinos are moved, players can use reaction cards to cancel the effects of the card from the previous phase. The number of cards players have in their hand determine their energy amount and represent how much damage their Dodino can take.

A round ends when all the end of round powers and abilities are resolved. The Dodino racer in first place advances one hex. All players also draw another movement card. If players don't have any cards, they move back three spaces and draw six new cards. The phase ends when the played cards are discarded. The race ends when a Dodino makes a complete lap around the board and crosses the finish line.

While *Dodos Riding Dinos: Dodo Dash* is like a tabletop version of *Mario Kart*, it's also like playing out the plot of a kid's comic book. The rules are amusing and the art design is extraordinary! Each of the Dodino duos are unique characters and they're hilariously depicted as odd dinosaurs carrying derpy dodos. I adore the Dodino cards and wish they included background stories of the characters.

The cards carry out the game's story with funny action

names like "Dodo Insight," "Comet Dash," "Burning Bananas," and more. Mayhem ensues in this game from various wacky scenarios depicted through the cards. These cards grant special abilities to Dodinos or hinder their progress during the race.

What makes *Dodos Riding Dinos: Dodo Dash* extremely special is its dexterity element; player literally use the projectile tokens and throw them at the Dodino

miniatures! There are Bananas that are thrown from a ninety-degree angle at racers and whatever the token touches is considered "hit." The Meteorite token is simply dropped straight down, and the Dodo token is thrown in a manner that imitates a dodo's wing. Players are required to chirp like a dodo when they throw the token.

You'll definitely enjoy endless adventures playing *Dodos Riding Dinos: Dodo Dash* with other players or solo expeditions.

...

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.



STAR REALMS ACADEMY (WWG SR048)

From Wise Wizard Games, reviewed by Thomas Riccardi

 7 & Up	 2 Players
 20 Minutes	 \$29.99

A lot of us have grown up as gamers and our libraries reflect this. Now, many of us have families of our own and may want to introduce our youngest to the hobby. However, some of our favorite games may be too complex. Fortunately, the folks over at Wise Wizard Games have thought of this, and they've created a new line called Wacky Wizard Games which focus on rules light, family-friendly games. One of their first offerings is based off of the Star Realms brand and labelled as their first deck builder, welcome to Star Realms Academy.

Everything that you need to get started is inside of the box: an eight-page rulebook, 52 punchouts that are broken down into 30 health tokens, 16 coin tokens and six combat tokens. 60 cards are also included with some unique graphics that are not available in the regular card set and it includes twelve starting cards (ten scouts and two vipers) and 48 shop cards that cover everything from worlds, bases, actions and more powerful ships. Two player boards and a beautifully illustrated game board round out the contents. The objective of this game is simple as you are looking to reduce your opponent's health to zero (you both start with 15 health) and the first one that does that wins the game.

Setting up the game is fast and easy - you first place a reference card and a player board in front of each player. Next, each player beings with a deck of cards that includes five scouts and one viper and place it face down next to their player board, and draw three cards. The oldest player goes first, and the other players place one coin token on their player board.



Each player can perform a variety of actions during their turn: you can play a card from your hand as these do not cost anything to put into play and you will play all cards face up in front of you. If you have any bases in play, you can use its primary abilities during your turn. Also, if you have any ally abilities you can then use that during your turn and finally you can use coins to purchase new cards from the shop row. Anytime that you play a ship you must immediately use their primary ability and all ships are vertical which distinguishes them from bases which are horizontal. You may have multiple bases in play however, you can only use one of the bases' primary abilities



during your turn. The bases are like shields that protect your player as long as they are in play, your health cannot be attacked so it is wise to try and acquire a base as soon as possible.

Most cards have abilities, and they range from drawing a card from your deck, regenerating health that you have lost, gain coin tokens that allow you to purchase other ships and generating combat that is used to attack bases and the other player. Any attacks have to go towards the bases that the player has out and once those are destroyed, they would go towards the player.

For example, if you were to attack with a combat value of three and the other player has a base in play with a defense of one the first combat token would go towards destroying the base and the rest would be damage dealt to your opponent. Ally abilities apply when you have the same faction, and last (but not least) you would pay coins in order to buy cards from the shop row. When you are finally ready to end your turn, you will put any ships that are in play into a discard pile face up, draw three new cards from your deck and then declare that your turn is over signaling to your opponent it is now their turn.

With simple rules and fast-paced action, Star Realms Academy is an amazing game that anyone from seven to seventy will enjoy. For more information on games such as this head over to <https://www.wisewizardgames.com/> and get ready to join the academy.

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





SMALL BUT MIGHTY

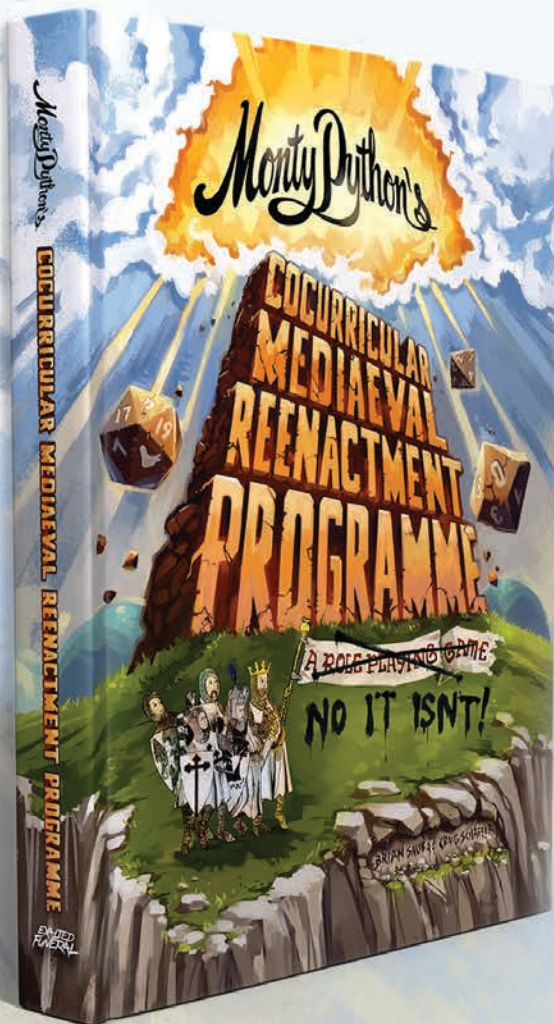
Everyone loves miniatures, but sometimes it feels like it's easier to keep them in a closed box than display them. They get dusty, bent, scratched, they fall behind furniture, you accidentally impale yourself on one of their swords – how can something so small cause so much trouble? Now, Ironguard Supplies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

See the full line at ironguardsupplies.com

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For our May issue, *Game Trade Magazine* is teaming up with Exalted Funeral Press for a giveaway clearly devised by the Rabbit of Caerbannog.

One lucky winner will win a copy of all the fantastic items above, courtesy of the incredible team at Exalted Funeral Press! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out Exalted Funeral Press' content, and more for entries! This contest opens on April 21st and will close on May 19th, so don't delay!

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