

ISSUE NO.
308
OCTOBER
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GTM


25 YEARS

GAME TRADE MAGAZINE

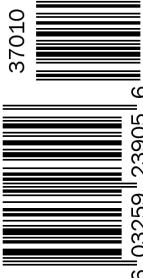
Wispwood



IN THIS ISSUE:

- SAFELY HERD YOUR FLOCK TO VICTORY IN *GOATS & GOBLINS* FROM B.A. GAMES!
- WARLORD GAMES CHALLENGES YOU TO SURVIVE THE RETRO-APOCALYPTIC WORLD OF *KONFLIKT '47*!

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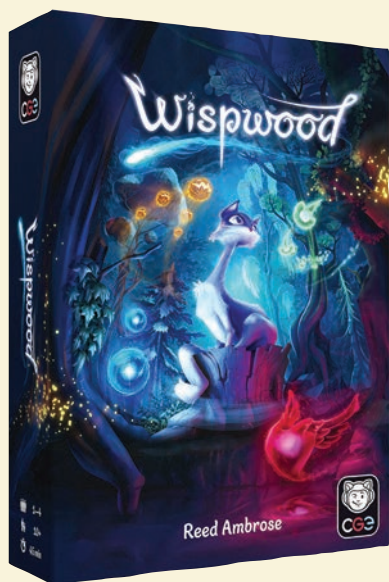
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DISCOVER NEW ARMIES AND TERRAIN!

OCTOBER 2025



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BRING **SPOOKS** AND **SCARES** TO YOUR TABLE THIS HALLOWEEN!

NEW RELEASE!



You and your rival antique dealers receive an invitation to a manor home filled with very old and very valuable collectibles... only to find that everything is hopelessly haunted! Stick your opponents with these accursed items and escape with the lowest total of haunted loot to win this fast-playing card game!

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**TRICK OR TREAT
STUDIOS**

Dear Readers!

Welcome to your October edition of *Game Trade Magazine*!

As long-time readers know, this is my favorite time of year, when the oppressive heat and humidity of summer gives way to liberating cooler temperatures and shorter days. The crispness of autumn can't be beat — from mulling cider to long walks in the crisp outdoors, fall is where it's at.

And, of course, just as this month's picture indicates above — it's Spooky Time!



I am a big fan of Halloween, as I imagine many of you are. Whether you enjoy horror or whimsy — or perhaps something in-between — there is something magical about this time of year, and like the itty-bitty kitty above, I'm here for it.

Speaking of cats and the whimsical, we kick things off this month with a closer look at *Wispwood* from Czech Games Edition. Guide your cat through a magical forest of your own design in this delightful spatial puzzle! Each turn, players select from four different types of Wisps, each loosely inspired by legends and folklore, and craft an ever-growing grid of Wisps and trees. Build your forest over three rounds where every choice impacts your future options and chances to score.

With enchanting artwork and appealing re-playability, *Wispwood* is sure to be a hit of fans of fanciful felines and fantastic forests!

With Halloween in mind, one's thoughts also often turn to **treats**, and what better treat could there be than **caves of gold**?

Next up, we have *Goats & Goblins* from B.A. Games. You're a humble goblin tending your flock when — oh no! Your goats have wandered into a nearby cave! Players must venture into the caves to rescue their goats, but since you're there already, what harm could there be scooping up some treasure while you're at it?

Well, the cavern is unstable and rocks the size of, well, goats continue to fall at irregular intervals. Can you rescue your flock and still escape with the most treasure? There's only one way to find out!

Now, of course, if we're going to talk about treats, then we must talk about **tricks**, and this brings us to our next seasonal offering — Kobold Press' fun and funny card game, *Necromancer*!

Dig up a few friends and grow your army of the unliving as you work to control the Well of Eternal Life and claim immortality before your opponents. Arm yourself with some snarky spellcasting and precarious puns in this entertaining card game as you work to outmaneuver other dark wizards in the most fun and funniest ways possible.

Be sure to also check out the exclusive promo card for *Necromancer* in this very issue — a seasonal gift from the fine folk at Kobold Press.

Speaking of exclusives, our friends at WizKids have provided us with a special scenario for this month's issue for *Dungeons & Dragons Onslaught*. Can your band of adventurer's defeat a marauding group of giants and protect the two from their mayhem?

The Halloween fun doesn't stop there — this month Tom Riccardi takes a closer look at the wicked story-building card game, *Creepshow*, from Skybound, and Brian Herman reviews the latest from Smirk & Dagger, *This Game is KILLER: Frozen Horror*.

All this and so much more in your October issue of *GTM*. Happy Halloween everybody!

Game on,
-JG

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GTM

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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 DIARY

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.

COVER STORY

PREVIEW

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!

FEATURE

EXCLUSIVE

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!

SPOTLIGHT

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.

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UP 15550

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UP 15525

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UP 15526

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UP 15549

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UP 15530

QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)
UP 15527

SISTERS STANDARD DECK PROTECTOR SLEEVES (100)
UP 15526

WHERE THE WIND TAKES YOU PLAYMAT
UP 15527

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 0810720... PI

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...

MONOPOLY: ELF
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this reimagined version of Monopoly. Scheduled to ship in September 2020.
USO HND10595...

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...

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

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

WIZARDS OF THE COAST

FEATURED ITEM

MAGIC THE GATHERING
MAGIC THE GATHERING CCG: ARENA STATER KIT
WOC C7512000... PI

MAGIC THE GATHERING CCG: CORE 2021
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BOOSTER DISPLAY (34) WOC C75030000... PI
BUNDLE WOC C75070000... PI
COLLECTOR BOOSTER DISPLAY (12) WOC C75100000... PI
PLANESWALKER DECK DISPLAY (10) WOC C75060000... PI
JAPANESE CORE 2021 BOOSTER DISPLAY (34) WOC C75031400... PI

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 backdrops 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!

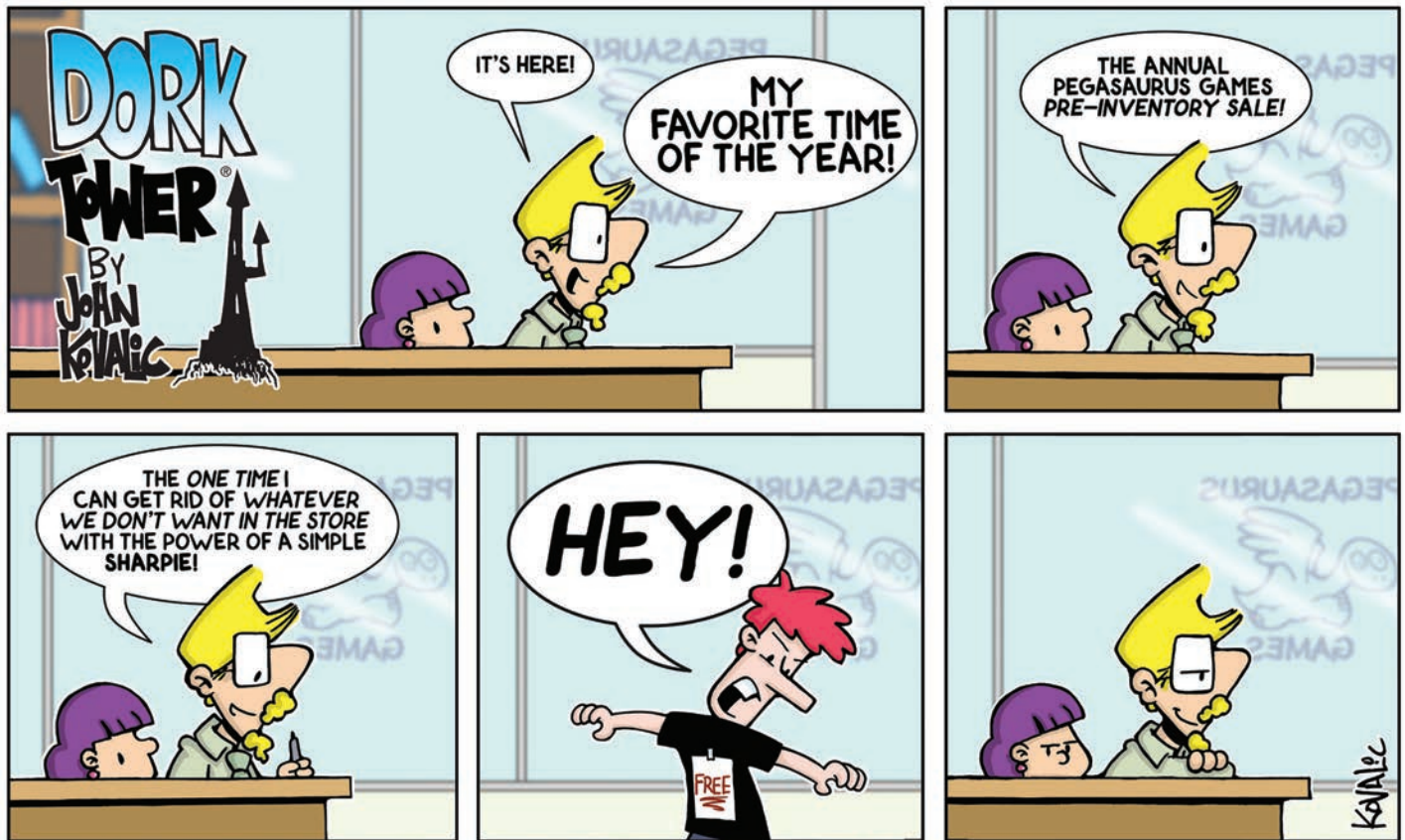
PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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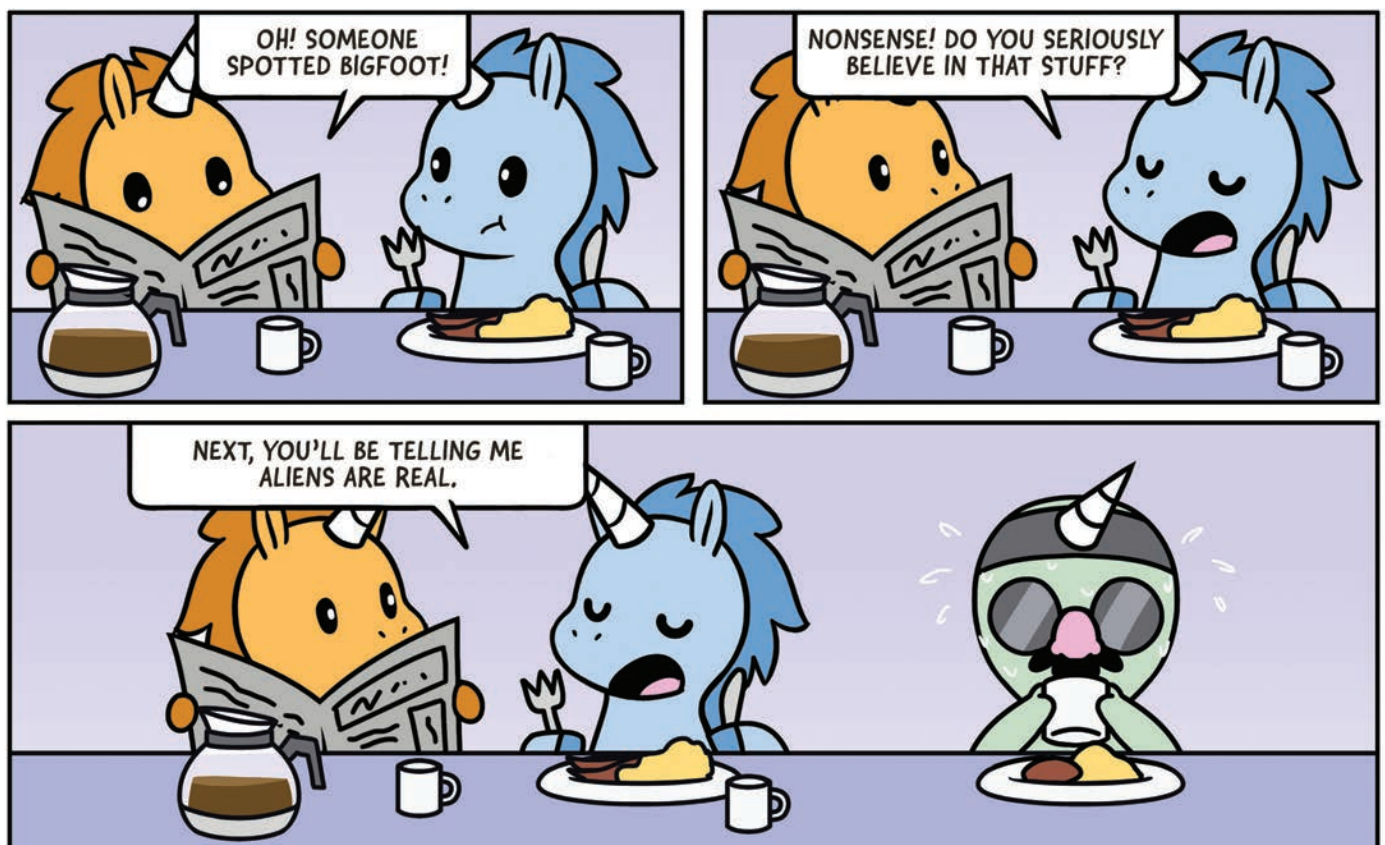
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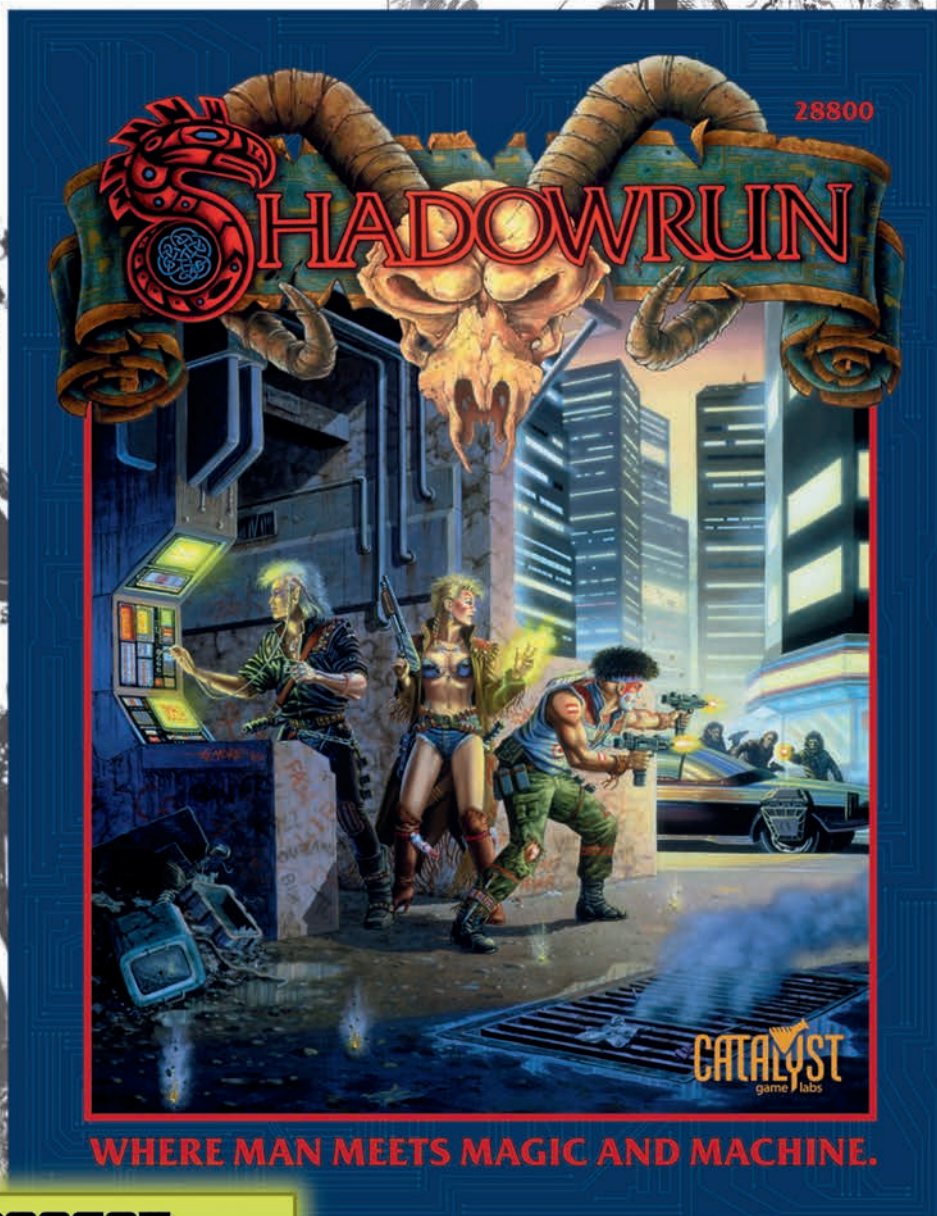


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Wispwood

WISPWOOD

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Is that a light at the end of the... branch?

A curious cat slinks into the forest, entranced by the charming flicker of glowing wisp lights. As the cat follows the mischievous lights through the trees, the forest unfolds into a beautiful scene of colorful wisps dancing among the branches in a mesmerizing display of movement and mystery.

Welcome to *Wispwood*, a magical forest full of wily wisps, each with its own desires and quirks. In this whimsical tile-laying spatial puzzle game, players create their own personal forest, watching patterns of wisps and trees take shape across an ever-expanding woodland.

Wispwood's enchanting artwork captures attention before the first turn. Brightly colored wisps stand out against the lush forest tiles, both in the box art and on the table. Inspired by folklore of ghost lights such as "will-o'-the-wisps," the art brings the theme vividly to life. Players even place a cat token in their forest, each possessing a unique look, so you can choose the feline who best matches your personality or mood. The game is approachable for players of all skill levels, with thematic touches adding warmth, charm, and replay appeal.

On your turn, you'll choose a wisp tile from the pond and place it in your forest grid, matching one of the shapes available to the chosen wisp (i.e., those next to it). The remaining spaces in that shape are filled with tree tiles, bringing balance to the forest. While it plays like a polyomino/tetris game, all tiles are square — the shapes are created by combining square tiles of wisps and trees.

Scoring is determined by cards set out at the start of each game — one for each type of wisp and trees. These cards specify placement or scoring conditions that guide your choices and reward spatial foresight. With multiple cards for each tile type, there are countless combinations to keep

gameplay fresh, dynamic, and full of interesting decisions.

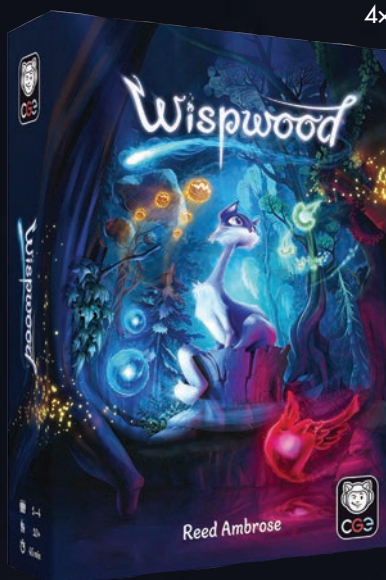
The game unfolds over three rounds with forests growing larger each time:


4x4, then 5x5, then 6x6. The

end of a round triggers when a player completes their forest, and players finish

the current round to ensure equal turns. Based on the scoring cards for each wisp type, players score their forest of wisps and trees. After scoring, tree tiles are removed, leaving only your wisps — creating the framework for the next round's puzzle. This evolving forest means every choice echoes into the future, challenging you to balance immediate points with long-term plans that stretch across all three rounds.


Wispwood isn't just a forest — it's a living, breathing puzzle that rewards both creativity and clever planning. Every turn, players face small but meaningful choices:





which wisp to select, which shape to place, and how best to align it with their goals and the constraints of their growing forest. The tension between meeting current scoring objectives and setting up future placements adds a subtle depth that makes each forest feel distinct and personal.

While gameplay is intuitive, the layered scoring and shifting forest grid encourage thoughtful experimentation. The changing forest sizes across three rounds create a gentle escalation, inviting players to adapt their strategy as space tightens and their forest grows. The scoring goals remain constant, offering a steady compass for decision-making. Tree tiles, though temporary, play a crucial role — filling in the forest and helping shape wisp placements while subtly guiding the flow of each round.



THE WISPS

The game features four distinct types of wisps, each loosely inspired by the folklore surrounding them. Designer Reed Ambrose has long been fascinated by *ignis fatuus* — Latin for “foolish fire” — the umbrella term for ghost lights said to guide or mislead travelers deep into the night. Let’s meet the four wisps of *Wispwood*:



HOLY LIGHT

The old Friar trudges through the woods at night, lamp held high, searching for lost souls behind every tree. Guided by celestial power, he pushes back darkness and helps travelers find their way, leaving room for hope but none for doubt.



JACK LIGHT

Legend says Stingy Jack tricked the Devil one too many times. Banished from both heaven and hell, he now wanders endlessly, driven by revenge. Jack Light feeds on fear and pumpkins to lure townsfolk — and like the Headless Horseman, he’s got no head for mercy.



ORB LIGHT

Wisps drift along the forest floor in playful chains of light, cooing to passersby and welcoming other light sources. If you’ve heard one, you know their strange comfort — and they somehow know your name. Orbs lead followers deep into the night, luring them on with the help of other wisps until the latest hours.



WITCH LIGHT

Ever watchful, a witch and her familiars keep close watch over well-traveled forest paths. She welcomes unexpected visitors to her hut with food, rest, and much more. Witch Light draws more travelers than any other, though keeping them is the real challenge.

Wispwood’s beauty lies in how its charm and mechanics intertwine. The themed scoring cards for each wisp and trees lend personality to every match, with combinations that nudge players in new directions each time. Whether you’re drawn in by the glowing artwork or the gentle tactical puzzle, the forest offers a refreshing experience full of light, color, and quiet strategy. With a different path through the woods every game, *Wispwood* invites exploration again and again.

Designed for 1-4 players ages 10 and up, *Wispwood* is a clever spatial puzzle, wrapped in the charm of its folklore-inspired art and theme. It’s as much a delight to behold as it is to play.

...

HeroScape

HOW TO GROW YOUR HEROSCAPE SCENE!

HEROSCAPE: MASTER SET - AGE OF ANNIHILATION

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You've played *Herোসcape* with friends at home, but the idea of gathering with fellow players at a local game store is calling your name. You log on to the *Herোসcape Battle Network*, search your local area for events, and... zip.

There's nothing within a hundred miles.

It's to be expected, you suppose; the game just came back after a 14-year hiatus, and it takes time to grow a local scene. If you want *Herোসcape* events to be available in your town, you realize, you're going to have to start them yourself.

But where to begin?

My fascination with *Herোসcape* began early, and it lived on the dining room table throughout my childhood, where I built complex castles and dramatic ravines for Sgt. Drake and Deathwalker 9000 to skirmish over. But coming back to *Herোসcape*: Age of Annihilation as an adult, the world of organized play for *Herোসcape* was a daunting one compared to my epic childhood scenarios.

I've started organized play for *Herোসcape* at Fact or Fiction Games in Dartmouth, Nova Scotia, and then later have been privileged to join in on the existing New England *Herোসcape* community and grow the local player base at Weekend Anime & Games in Westbrook, Maine. Here's everything I've learned about how to get *Herোসcape* events onto game store tables near you!

STEP 1: FIND YOUR SPOT

Most *Herোসcape* events are run by an enthusiastic community member who steps up to organize events. The game store merely provides the product on shelves, the table space, and the Store account on the *Battle Network* for you to use to promote events.

If your local store is skeptical about getting involved with *Herোসcape*



organized play, consider running *Herোসcape* events for a few months to show them that there's an interested player base.

Eventually, you'll want the store to create an account on the *Herোসcape Battle Network*. This platform is used to order organized play promotional figures, or special kits. More important, the Battle Network lists events created by local game stores and are visible to the public. The retailer can add you as an Organizer under their account, allowing you to log in for them and schedule new events under their name.

STEP 2: SET UP YOUR COMMUNITY

The *Herোসcape* group you're putting together will need a gathering place. Both of my gaming groups for *Herোসcape* have a dedicated Discord server with a QR code that bystanders or new players can scan to join our group. We have channels for general conversation, sharing photos of your paint jobs, and posting upcoming events. Running a *Herোসcape* group shouldn't remain a solo effort. Other players can help you decide on event details or volunteer to bring maps, terrain or other supplies.

STEP 3: DETERMINE YOUR EVENT SCHEDULE

Many *Herোসcape* local scenes schedule one tournament-style event per month. However, at both of our stores, I've had success in running two monthly events: one 'beginner-friendly' day to play the latest monthly scenarios or fun multiplayer formats, and one more formal tournament-style day with a new format or theme. Our beginner-friendly days provide an easy jumping-on point for new players to learn the game, which they can use to build their confidence with the game before jumping into tournament play.

STEP 4: RUNNING EVENTS

Some questions that you'll want to ask when designing new events for your store might include:

- What is the point limit for this event? Don't forget, Renegade's Organized Play Errata document contains important updates to the point values of several older army cards.





- Is there a figure limit (limited number of figures you can field in your army) or hex limit (limited number of hexes your army can take up)? These two limits can help keep the power of Common Squads lower and allow competitive Unique Squads/Heroes.
- Contemporary or All Time? The Contemporary format only allows new Age of Annihilation figures, while All Time allows older figures from players' collections.
- How many rounds do you want your tournament to be? For most tournaments, it's usually 3-4 rounds of a Swiss-style bracket.

more options to build your collection. Most local scenes see several players volunteer bringing in maps rather than one person burdened with the task. Your local game store may also be able to order the Tournament Organizer Terrain Kit to keep a supply of *Heroscape* tiles in-house.

- What glyphs do you want to use for the event? The Glyphs of Wannock, Valda, Yadulkia, Dagmar, Ulaniva, and Lodin are the most commonly seen in competitive games of *Heroscape*. They usually begin power-side-up, but you can customize them to your liking. You can print paper proxies if you don't have enough glyphs in your collection to fill out the two glyph spots on each map.



- Is the objective only to destroy the other army, or to complete an alternate win condition like holding a flag or destroying the enemy's crystal?
- What maps should you bring? In addition to Renegade's officially recognized Organized Play maps, **Heroscape.org** has a long list of community-made maps that offer

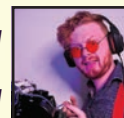
STEP 5: MARKETING

You'll want to get the word out about your new group! If your local game store has social media accounts, create promo graphics for them to share. Post signage containing the dates of your upcoming events and a QR code to join your Discord group. Try taking out to demo at local board game groups where you might be able to recruit new players, or to local board game conventions. You might be surprised how many people you'll meet who played back in the day and are excited to return to the game!

You can also join Renegade's Wardens of Valhalla community program for more resources regarding becoming an event-running champion for *Heroscape* in your area.

...

William A. Wellman, or *Dandelions* in *Heroscape* circles, is an enthusiastic *Heroscape* player and avid *Deathwalker 9000* fan as well as a tournament judge, lore writer, scenario designer, concept artist and illustrator for *Heroscape*.





FOREVER

DC FOREVER

WZK 87558 \$45.00 | Available Now!

The new WizKids card game, *DC Forever*, is making waves as a celebration of all things DC Comics - especially the iconic cast of characters on their roster. Players will have the opportunity to bring their favorite storylines from the comics to their table through this immersive deckbuilding and battling adventure designed by Damon Stone.

Board game enthusiasts may recognize Stone for his work on 2012's *Android: Netrunner*

In piecing together *DC Forever*, Stone emphasized several key design and thematic points, including the natural asymmetric undertones of deckbuilding games.



"These were the things that sparked in my brain when it came down to really making *DC Forever*," Stone said. "These were my favorite things, the sort of reinterpreting what deckbuilding is and then leaning hard into [its] asymmetric nature."

In honing his design, Stone struck a balance between endearing new players to *DC Forever*, while also rewarding those with a strong connection to the source materials. The foundational deckbuilding mechanic is accessible and familiar, but Stone's innovations offer a fun twist. Unlike many games in the genre that feature a general market or card offering, *DC Forever* offers a curated selection of cards for each character that may be added to your deck over the course of the game. In that way, the crafting of your deck is equal parts thematic and strategic as you tactically respond to your opponent with maneuvers that are specific to each character's history.

Stone also thoughtfully aligned many of the locations used in the game with their corresponding characters.

"A lot of it was just looking at the characters that were going to be in the

game and trying to pick locations that were either meaningful for that specific character, or meaningful for a storyline that was part of the focus for my vision," said Stone.

Locations represented in the game include iconic settings such as Gotham City and Atlantis, as well as lesser-known environments.

"There were pretty standard things like Daily Planet. Everybody knows Daily Planet, Clark Kent, Superman. That makes sense," Stone explained. "But less people know, off the top of their head, what 344 [Clinton] Street is, so that's like a deep cut for the people who love comic books — in this particular case, who love Superman."

For those not familiar with Superman lore, 344 Clinton Street is the address where Clark Kent lives in Metropolis.

"Some people are going to get that, and some people have no idea. It still works without them having to know," Stone said of the game's more obscure inclusions. "This is the part where my background in historical game design comes to the forefront. I want someone to look up this name and find out what this thing is and start to go, 'Oh, now I see why this thing allows for heroes to gain an extra plus-one rescue, or now I understand why everybody gets a minus-one damage when they're attacking at this particular location.'"

Some locations are associated with special abilities that can bolster or hinder the strengths of the player's characters.

The characters were just as important to Stone as the settings, and especially the thematic depth that exists within DC's dynamic hero and rogue relationships. Stone said that these relationships are among the most pronounced strengths of DC stories. For example, the dynamic between Superman and Lex Luthor has always been of interest to Stone.

"We have someone [in Superman] who is veritably a God, nigh invulnerable," said Stone. "His arch nemesis is not someone of equal strength, endurance, no X-ray vision, no heat vision, no cold breath. None of these things. It's a guy — big brain — and that's his thing. He outthinks people and that, to me, is fascinating, particularly when you get into Luthor's motivations."

Additionally, Stone made sure to include some of his personal favorite characters in the game, such as Sojourner Mullein (aka the Green Lantern) as written by NK Jemison, one of Stone's favorite authors.

"The story is just amazing, and the characterization is amazing, the plotting is amazing," Stone said. "That was one of my absolute favorite characters who I put into the game."

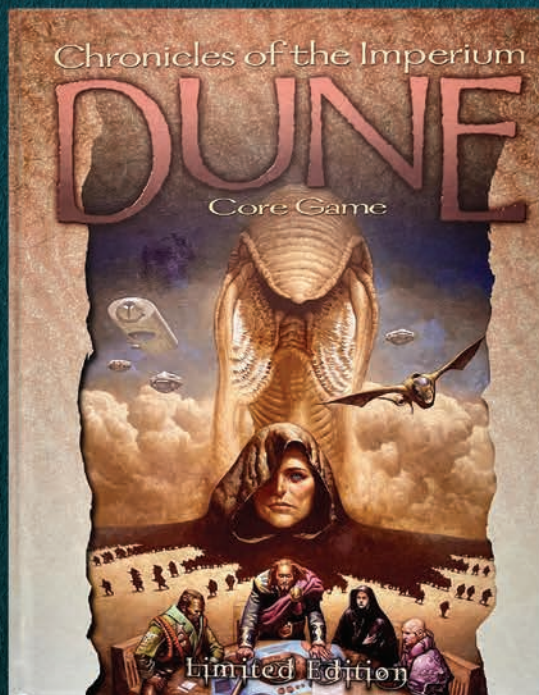
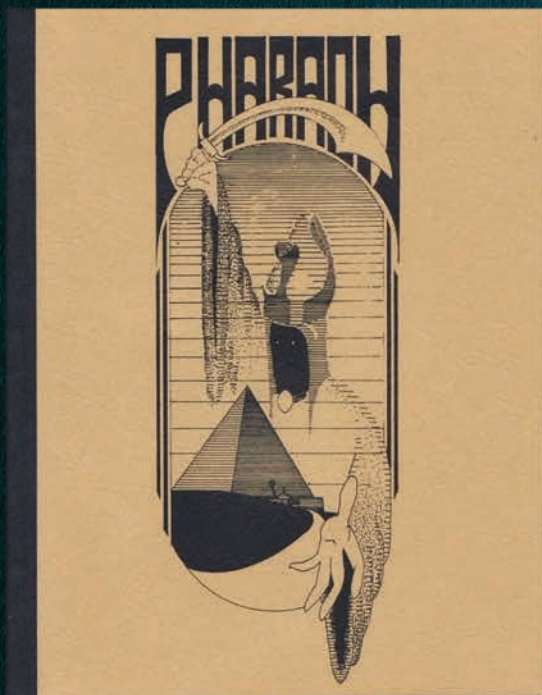
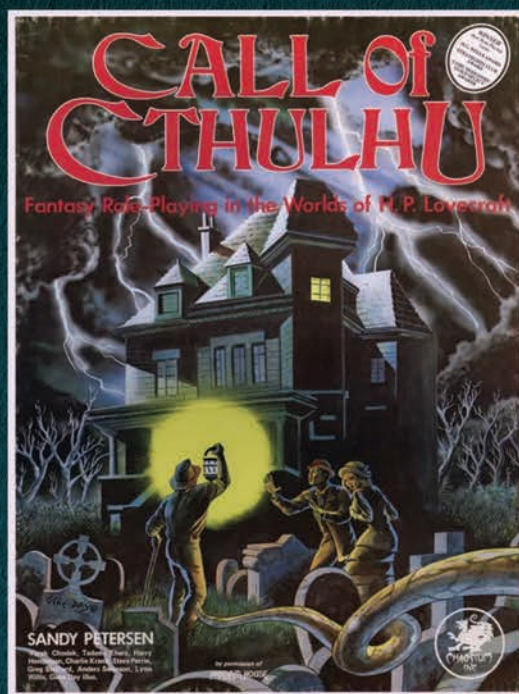
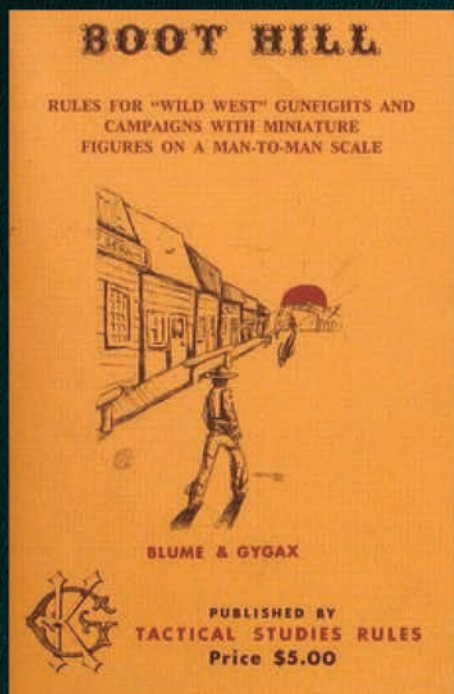
DC Forever is being described as a tense battle of wits that offers satisfying variability and replay value. It includes 18 playable characters in total, offering many exciting combinations to discover. The game has depth and strategy that takes time master but can be enjoyed by comic enthusiasts and gamers alike. There are numerous pathways to victory, so each game will be a unique story that unfolds on the tabletop!

***DC Forever* is available now at your friendly local game store!**

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Goats & Goblins

GOATS & GOBLINS

BAE S03001 \$22.00 | Available November 2025!

Not again! Your goats have escaped their pen and now they are stuck in a deep, dark cave that seems to shake every so often, causing rocks and boulders the size of... well...goats...to fall from the ceiling. They would most definitely knock you off one of those thin rock ledges and have you plummet to your doom. On the bright side, you literally stumbled onto a pile of ancient gold with a shiny, jewel-encrusted crown. You know, you could perhaps go a little deeper and see what else you can find - maybe a nice scepter with a large ruby, that would be nice. What could possibly go wrong?

In *Goats & Goblins*, you and all of the other players are goblin goat herders trying to rescue your goats from an unstable cave. However, you and the other goblins soon discover mysterious treasures, gold, and jewels. Now, you have a problem: how deep do I go to try and get all of this treasure, rescue the goats, and get out before the cave collapses?

When we were designing *Goats & Goblins*, it was originally a mostly solo-like experience. You chose on your turn how deep you would go, gathering treasures and goats while trying to avoid Cave-

In cards. Get too many Cave-In cards, you bust and then lose all of the treasure. Everyone would try to sabotage you to make sure you didn't get any treasure or goats from the cave by making you draw Cave-In cards and fail. Though incredibly fun for 2 and 3-player games, it was not something that worked the best for larger groups. We wanted something more, something that could really get everyone involved but also create incredibly fun moments. It took us a while, but we finally found the perfect answer: voting.

Now, every turn, someone is designated as Cave Leader and is going to lead an expedition into the cave. They declare how deep, or how many cards to reveal from the deck, in hopes of not causing a Cave-In. Everyone then votes whether they are 'In' or 'Out'. If they are 'In', then they are going with the Cave Leader, and if successful, split the loot. If they voted 'Out', they get nothing if the expedition is successful, but if it fails, then they get everything for themselves.





This dynamic now changes everything concerning the Cave Leader. Players may decide they don't want to sabotage the expedition and may instead decide to help. If they help the expedition be successful, they will then take part of all that amazing treasure. This creates a really fun interaction between players. If everyone votes 'In' on a successful expedition, that treasure can be split in so many ways that it isn't worth much. Everyone gets a little bit. However, if you were the only one to vote 'Out' and it fails? You now get everything from that failed expedition! All of that treasure, yours and yours alone. Are you tempted yet? Will you be the only one in the group who notices that strategy? The guessing and second-guessing can make for a wild ride of twists and turns during a game of *Goats & Goblins*.

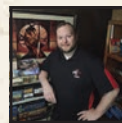
This whole 'In' or 'Out' voting is then further pushed to its limits when we added more Action cards to the game. You now have more chances to shove people deeper into the cave (make them reveal more cards), you can cancel other Action

cards with a Warding Stone, and you can even flip a person's vote. Flipping someone's vote may mean they want to help save the expedition instead of sabotaging it or vice versa.

This whole system of voting made the game far more enjoyable, with far more chances for incredible moments of success and terrible cases of misfortune. It helps to keep players engaged with the game because every turn is a chance for them to potentially win big. It puts pressure on the Cave Leader; if they decide to go with only a few cards, they will get very little in terms of treasure because everyone voted 'In'. If they go too far, then everyone may vote 'Out' and make them fail and get nothing. This decision-making from voting plays out turn after turn in *Goats & Goblins*, making for an interesting but quick, fun game.

...

Sam Stockton, co-founder of B.A. Games, absolutely loves dad jokes. What do you call a goat who loves to clean inside the house? A Room-baaaaaa.





ANIMAL RESCUE TEAM

PTZ 73410 \$45.00 | Available Fall 2025!

Animal Rescue Team is a new cooperative game from Matt Leacock (of *Pandemic* fame) and real-world animal rescuer Lisa Towell. It's also the first title in the new "SU&S Presents" line of games, meant to spotlight board game treasures that Shut Up & Sit Down thinks should belong in every game collection.



A wave of natural disasters has struck and animals need your help! In *Animal Rescue Team*, you work as a team of specialists, scrambling around the board rescuing animals, while also completing three major missions that will help you get on top of the situation—and win the game.



Rescues are described on rescue cards that specify:

- the animals in danger (cats, dogs, pigs, chickens, horses, and other animals... even a tiger!)
- the type of rescue (fire, water, rope, among others)
- the vehicles and equipment that will increase your odds of success
- how difficult the rescue is
- what you'll gain if you're successful (in the form of bonus tokens)

You and your team will need to decide which resources to cobble together before attempting each rescue. The better equipped you are, the better your odds of success, but it takes precious time to get everyone and everything assembled. Or, you can drop everything and arrive early with a ragtag team. This will give you more time to attempt the rescue, but it will be at much longer odds.



Game play is simple. Each turn you take 3 actions, choosing to MOVE or RESCUE for each action you take.

When you MOVE, use one of your vehicles to travel across the board, moving up to your vehicle's top speed. For example, the motorcycle is very fast, but it doesn't have much room for animals, equipment, or other specialists. The truck is slower, but it has lots of room — and it can tow the boat or trailer, or carry the motorcycle inside!

To RESCUE, you roll the rescue dice and add any bonuses you've unlocked on the rescue card. For example, if you were attempting the rescue, "Cows trapped in the river," you'd get a large bonus if you were the Swiftwater Technician, the Rope Rescuer was joining you, and you had the Dry Suit and Boat with you.

You can also add certain bonus tokens to affect your roll, letting you reroll a die or add to your total.



If you're unsuccessful, you can try again. But note that every time you roll the dice you might get a Time Ticks On result, which reduces the time you have to complete your next mission. And at the end of every turn, every unfinished rescue card advances once on the rescue track. If any rescue card advances too far, your team has failed and the game is lost.

To win the game, you need to complete three different missions before



If you're successful, you load the rescued animals into your vehicle, take bonus tokens (representing your experience in the field) such as Expertise, Logistics Skill, or Funding as a reward, and then flip the rescue card facedown.

EXTRA SHIFT

The current player may do 2 additional actions this turn.

Play during the Do Actions step.
Not an action.

01

time runs out. You and your fellow specialists do this by spending the bonus tokens you earned while completing rescues. You'll need to work together to complete them since the missions require you to spend these tokens in different regions of the board -all at the same time.



The game comes complete with six special vehicles (a motorcycle, car, SUV, truck, boat, and trailer) that physically transport the wooden specialists pawns and animals, as well as equipment tokens around the board. Once rescued, you'll load the animals into your vehicles and then drop them off at one of two shelters where they'll stay until they can be brought to a sanctuary.

Animal Rescue Team provides a new cooperative gaming experience that's perfect for those who love logistics puzzles, paired with the joy of rescuing and ferrying adorable wooden animal meeples around the table. It's a rollercoaster of ups and downs as you succeed and fail, all the while reaching for the final goal of completing your last mission — and with it, the satisfaction that all the animals are now safe.

...

Matt Leacock has been designing board games since he was very young and full time since 2014. He is best known as a designer of the award-winning cooperative titles *Pandemic*, *Pandemic Legacy*, *Forbidden Island*, and *Daybreak*. *Pandemic*, first published in 2008, has sold over 5 million copies worldwide and is available in over 30 languages. *Daybreak* challenges players to stop climate change and won the Kennerspiel des Jahres award in 2024. He lives in Sunnyvale California.

RETURN OF THE KING:

P3 PAINTS IS BACK

This cult-favourite paint range is back and better than ever



P3 PAINT: STARTER SET (10 PAINTS)

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The acclaimed P3 Paint returns with fan favourites and never-before-released colours!

Originally developed in 2006, P3 Paint became beloved by hobbyists everywhere for its creamy consistency and superior blending. In 2024, we at Steamforged Games took on the mantle of resurrecting P3 Paint — that cult-favourite liquid gold, created in collaboration with hobby legend, Mike McVey himself!

It was a daunting challenge — how does one improve on perfection? — but one we were more than willing to take on. Mostly because half of our team are keen painters themselves, who all missed P3 Paints, including one of our founders, Mat Hart.

Mat has been a key part of this project, spending a huge amount of time testing and tweaking formulas before landing on P3's next evolution, and the range has only gone from strength to strength ever since.

Now kaleidoscopic displays are popping up in stores around the world, and we're getting incredible feedback at shows... all signs point to one thing: P3 is back, baby!

And we're just getting started. With development of Wave 2 already underway and fantastic feedback across the board, P3 Paint has proven to be a beloved paint that we've not only revived but improved. Now is the perfect time to upgrade your paint collection, or grab the Starter Set and begin your painting hobby in style.

But how have we upped the game? P3 is known for its creamy texture and superior blending. We've improved that formula to maximise pigment load while keeping the original texture, giving consistent performance and excellent coverage across the range. One paint for every purpose — from opaque layers and smooth blends, to glazing and washing. Each 18ml bottle also comes preloaded with mixing balls to ensure a smooth and consistent application with just a few shakes.

This new formula still thins beautifully for fine tints and smooth gradations. With rich colours perfect for detail work like edge highlights, they give you vibrance where it counts. This new formula also stays wet for longer, extending your working time for smooth, controlled blending. It glides effortlessly off the brush, letting you blend in real-time and fade highlights or shadows with ease. But don't just take it from us...

"They airbrushed well, great opacity, but also they blended so nicely and creamily with a brush on the model, as well as on the palette."

- MS Paints

"I am now over 60 hours of direct use of only this paint range, and I've got to say, I FREAKING LOVE THIS STUFF."

- Ninjon

"Whether you're painting armies quickly or working at competition standard, these paints deliver fantastic results across the board. I've used them at both ends of that spectrum, and they've performed superbly every time."

- James Otero, Siege Studios



We haven't only improved on the original formula, we've also expanded the range to offer a huge spectrum of options, with a colour for every occasion. Everything from the most used 'must-haves' in the Starter Set, to those tricky to find colours in the 'Irregulars' range, to gorgeous metallics.

But the P3 range doesn't stop there! Individual bottles are already decking the shelves of gaming stores around the world, and Wave 2 is on the horizon.

The P3 range offers a starter friendly kaleidoscope of colours, so whatever your skill level, these versatile paints will have you painting like a pro in no time.

The indulgent collection of 100 retail paints in an extended rainbow of vibrant colours, tones, and metallics, and our individual P3 bottles offer an easy grab-and-go purchase.

So if you need to replenish your prized Coal

Black, want to grab that one colour you can't get anywhere else, or you just need a lot of Murderous Magenta, our individual bottles will have you covered!

Whether testing out new paint schemes or preparing to dive into a favorite model, we love seeing how the thriving P3 community decides to bring each project to life. We're thrilled to see the P3 community is as vibrant and passionate as ever about this beloved range of paints.

And with Wave 2 on the horizon, you can be sure P3 Paints is a range that will keep growing, offering exciting new options for hobby painters to try and love.

Wave 2 will bring 64 curated new colours to try, including groundbreaking metallics and Shadow Sprays, ensuring a paint range that will run and run!



Celebrating its 11th anniversary this year, Steamforged Games is one of the UK's leading tabletop game studios, with an award-winning library of both original and licensed board games, miniature wargames, and roleplaying games.

Steamforged is led by a love of the craft, a collective pride in what they create, and a mission to deliver compelling tabletop experiences that capture the emotions and inspire the imaginations of players around the world.



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SPOTLIGHT ON



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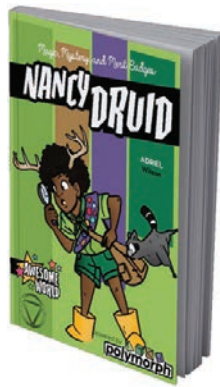
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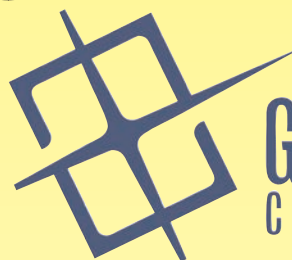
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DIGIMON CARD GAME

DIGIMON TCG: DAWN OF LIBERATOR BOOSTER DISPLAY (24) (EX-11)

Card Lineup includes all the characters from the *Digimon Liberator* comic and novel! In the lineup the protagonist Shotos partner Pteromons new Mega form is also fully included along with the new Option card, a Unique Emblem, required for digivolving into it! Box purchase bonus pack card lineup is Option card to power up characters from the novel. Low pull rate version cards of all 15 partner *Digimon* are prepared! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
BAN 2820795.....PI

SPOTLIGHT ON

TRADING CARD GAME UNION ARENA ユニオンアリーナ

UNION ARENA TCG: KAGURABACHI BOOSTER DISPLAY (16) (UE16BT)

The globally popular *Kagurabachi*, a Neo Japanese Katana Action manga, is coming to the English version of *Union Arena*! Build a deck with Chihiro and other captivating characters to experience the world of *Kagurabachi* - unleash the power of the enchanted blade! The *Kagurabachi* set features high-quality cards by Bandai that faithfully adapt artwork from the original manga! Following the excitement around serial number cards in previous *Union Arena* sets, *Kagurabachi* continues this exclusive feature. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
BAN 2821951.....PI

BROTHERWISE GAMES



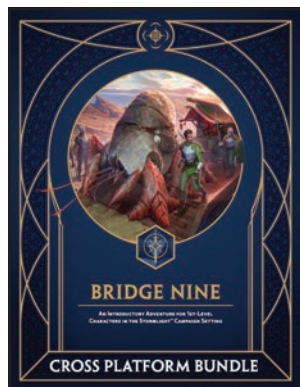
COSMERE RPG: STORMLIGHT - ADVENTURE MAPS

BGM 9117\$14.99



COSMERE RPG: STORMLIGHT - BASIC DICE SET (9)

BGM 9063\$12.99



COSMERE RPG: STORMLIGHT - BRIDGE NINE ADVENTURE

Bridge Nine is an introductory 1st-level adventure for the *Cosmere Roleplaying Game*. For game masters, it provides a series of scenes designed to teach the game's rules. For players, it serves as a thrilling introduction to the *Stormlight* campaign setting.

BGM 9179\$14.99

COSMERE RPG: STORMLIGHT - MINIATURES SET

BGM 9315\$49.99



COSMERE RPG: STORMLIGHT - GM SCREEN

BGM 9070\$12.99

SPOTLIGHT ON



COSMERE RPG: STORMLIGHT - HANDBOOK (HARDCOVER)

The *Stormlight Handbook* is a 392-page hardcover rulebook for the *Cosmere Roleplaying Game*. It includes all the rules needed to build characters and adventures in the world of Roshar from Brandon Sanderson's acclaimed *The Stormlight Archive* series.

BGM 856\$59.99



COSMERE RPG: STORMLIGHT - ITEM DECK

Wield the power of *Stormlight*! Gear up your *Cosmere RPG* campaign with this custom deck of item and spren cards! From spears and swords to fabrial and shardplate, these 52 item cards are the perfect way to bring your *Stormlight* adventures to life. Includes 9 spren cards to grant as rewards for players who fulfill their First Ideal and gain the favor of a Radiant spren!

BGM 9094\$9.99



COSMERE RPG: STORMLIGHT - PLOT DECKS

Raise the stakes! In the *Cosmere Roleplaying Game*, every skill tests has the chance to send the plot in exciting new directions. Each Opportunity or Complication card provides mechanical and narrative options for combat, conversation, and endeavor scenes.

BGM 9087\$11.99

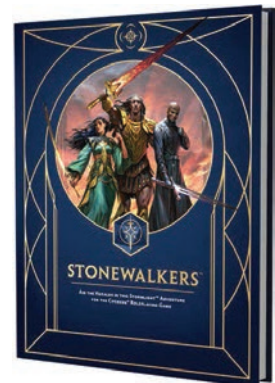
SPOTLIGHT ON



COSMERE RPG: STORMLIGHT - STARTER SET

Gather your crew and venture into the Shattered Plains! The *Stormlight Starter Set* contains everything you need to begin playing the *Cosmere Roleplaying Game*. Everything in this set is designed to introduce new game masters to the *Cosmere RPG* and new players to the *Stormlight* campaign setting.

BGM 870\$24.99



COSMERE RPG: STORMLIGHT - STONEWALKERS ADVENTURE (HARDCOVER)

Your path to radiance begins here! The *Stormlight Stonewalkers Adventure* is a 172-page hardcover adventure for the *Cosmere Roleplaying Game* that will take players on a journey across Roshar. Characters will grow from 1st to 8th level in this campaign-length adventure. This adventure requires a copy of the *Stormlight Handbook* to play.

BGM 9025\$49.99



GAMES

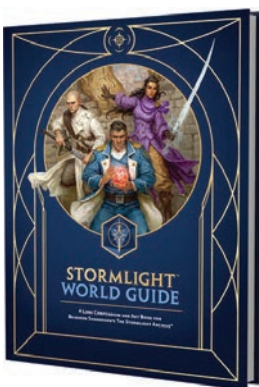
IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!



COSMERE RPG: STORMLIGHT - THE FIRST STEP ADVENTURE (SOFTCOVER)

Ordinary people must rise and become heroes in this unique adventure for the *Cosmere Roleplaying Game*. *The First Step* is a "session zero" adventure in which you begin with a blank character sheet. As the story progresses, your choices determine the character you create—and the fate of a convoy ambushed by a vengeful Shardbearer!

BGM 9124\$14.99



COSMERE RPG: STORMLIGHT - WORLD GUIDE (HARDCOVER)

The *Stormlight World Guide* is a 280-page richly illustrated book, packed with information on the history and culture of Roshar for the *Cosmere Roleplaying Game*. The *World Guide* is a must-have for tabletop roleplaying fans new to the setting and longtime readers eager for new canonical details.

BGM 863\$59.99

COSMERE RPG: STORMLIGHT - TOKENS PACK

BGM 9100\$12.99



COSMERE RPG: STORMLIGHT - WELCOME TO ROSHAR SETTING GUIDE (SOFTCOVER)

Experience the power of *Stormlight*! Roshar is the extraordinary setting of Brandon Sanderson's acclaimed epic fantasy series, the *Stormlight Archive*. Whether you're reading the novels or creating your own stories with the *Cosmere Roleplaying Game*, this booklet serves as a visual guide to Roshar's flora, fauna, cultures, and magic. Steering clear of story spoilers, *Welcome to Roshar* invites you to a fantasy world unlike any other.

BGM 9155\$11.99

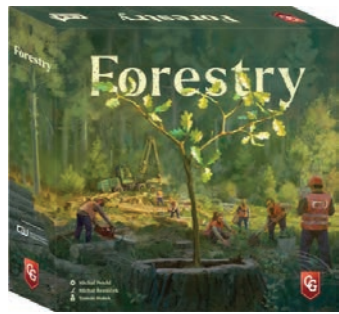
CAPSTONE GAMES

SPOTLIGHT ON

ARKWRIGHT: ANNIVERSARY EDITION

Arkwright is an economic board game designed by Stefan Risthaus, where players take on the roles of entrepreneurs in 18th-century England, building and managing factories. In this new anniversary edition, the game has been streamlined and updated with a new rulebook and artwork. The game offers different play experiences through various modules, including *Spinning Mule* and *Waterframe* variants, as well as an East India module. It also features a solo mode, known as *Automat* which allows a single player to compete against artificial opponents.

CSG AWAN01\$119.95



FORESTRY

In *Forestry*, players step into the role of forest stewards committed to sustainable management. The game challenges them to balance resource harvesting, contract fulfillment, and conservation, with every action affecting the forest's long-term health. Players make responsible decisions, from planting trees to adjusting water streams for better moisture retention. With insights from real-world foresters, *Forestry* offers an engaging and educational look into their work. *Forestry* combines familiar mechanics with a fresh twist, using two worker types: harvester and manager.

CSG PFITY01\$69.95



ROWDY PARTNERS

Howdy, partners! In the sun-baked dust of Dusty Gulch, where shadows stretch long and strange, disagreements find resolution not with a six-shooter, but in the Rowdy Ring. Here, common sense yields to the thrill of a wrestling match, proving that in this corner of the Wild West, might makes right one suplex at a time. *Rowdy Partners* is a team trick-taking game played over a series of rounds, with each round being composed of eight tricks.

CSG RP01\$34.95

SPOTLIGHT ON



SANCTUARY

In *Sanctuary*, you are building a modern, scientifically managed zoo for animals and visitors. To do so, you have 135 unique zoo tiles at your disposal, consisting of animals, buildings, and projects. In each game, you try to place the best mix of tiles on your zoo map from the available options. Different tile effects allow you to achieve your conservation goals and make your zoo more attractive to visitors. *Sanctuary* takes the core ideas of the global bestseller *Ark Nova* and refines them, offering a more streamlined yet equally engaging experience.

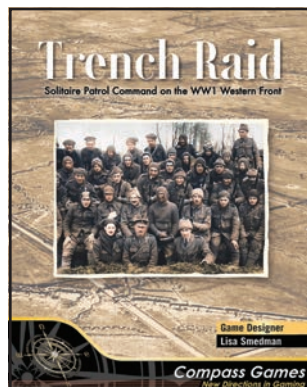
CSG FS5501\$59.99

COMPASS GAMES

NINE YEARS: WAR OF THE GRAND ALLIANCE - DELUXE EDITION

This standalone game uses the *No Peace without Spain System*, also contains a campaign game combining the components and scenario rules of both the *Nine Years: War of the Grand Alliance 1688-1697* and *No Peace Without Spain* games into one epic scenario running from 1688 to 1713 for the epic scenario ownership off both games is needed. Now players can recreate one of the decisive moments in European history, as France begins its long slide to revolution, Austria enjoys its last moment of continental dominance, and Britain asserts itself as the preeminent economic power of Europe. This *Deluxe Edition* includes a mounted game map!

CPS 1307\$75.00



TRENCH RAID

Trench Raid is a single-player game set on the Western Front in World War One. The player assembles a group of 10 raiders and plots their course on a map towards the enemy lines on the other side of No Man's Land. With 12 different raid objectives and 20 random events that can take place during the crossing, no two playthroughs will be exactly the same.

CPS 1127\$69.00

GTM

OCT 2025

26

**FOOD FIGHT: REHEATED!**

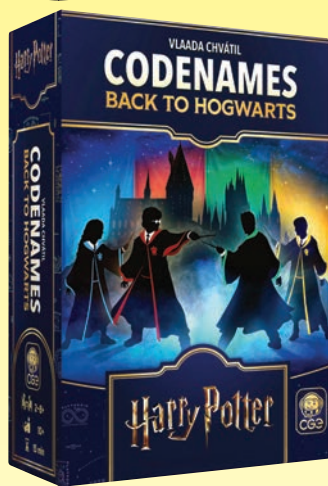
Your favorite foods are back for war! In this *Reheated* edition of *Food Fight*, you'll draft hilarious food Troops and Supports into your army and deploy them onto fresh Battlefields. Appease your food god Mascots, and they'll bestow a boon on your war efforts. Who will be the most cunning, the most savage, the most...yummy?! That rumble in the put of your stomach means you're ready for a FOOD FIGHT!

CZE 82836..... \$24.99

CUBICLE 7**SPOTLIGHT ON****WARHAMMER 40K DARK TIDE: THE CARD GAME**

Darktide: The Card Game is a cooperative card game for 1-4 players based on the popular and successful *Warhammer 40,000: Darktide* Videogame from Fatshark and Games Workshop. It is a self-contained card game packed with hours of gameplay and content, where players work together to combat the blight of heresy deep within an Imperial Hive, fighting wave after wave of challenging enemies. It features a replayable six-mission campaign and other shorter or more challenging game modes.

CB7 2706..... \$39.99

**CZECH GAMES EDITIONS****FEATURED ITEM****CODENAMES: BACK TO HOGWARTS**

Welcome back to Hogwarts! This ancient castle is almost as full of magic as it is mystery... even Dumbledore himself never assumed to know all of its secrets. Take on the roles of prefects and first-year students, as you steel your nerves and set out to be first house to discover all of the wizarding school's secrets, using clever clues to explore its many halls and passages.

Codenames: Back to Hogwarts is an all new Codenames experience inspired by the Wizarding World. Team up and play the classic word association party game as your favorite Hogwarts houses, using

distinct Gryffindor, Ravenclaw, Hufflepuff, and Slytherin-themed abilities to strategically gain an advantage for your side.

CGE 00128..... \$39.99

BUILD BEYOND LIMITS

HeroScape

〔TERRAIN SYSTEM〕



**FULLY MODULAR
TERRAIN FOR
MINIATURES AND
ROLEPLAYING GAMES!**

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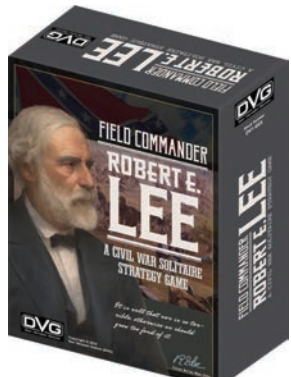
CODENAMES: XXL (REVISED)
 A party game of wordplay and deduction, Codenames XXL pits two teams against each other as rival spymasters give clever one-word clues to help teammates identify secret agents hidden among 25 codenames. The challenge? Avoid innocent bystanders, enemy agents, and the deadly assassin. Think creatively, guess boldly, and make contact with all your agents before your rivals do! This refreshed edition enhances the classic experience with a revised word list, stunning new art, and a streamlined rulebook that makes it easier than ever to teach and learn. A new insert keeps everything neatly organized, whether you're a seasoned spymaster or decoding your first clue.
 CGE 00136.....\$34.99

CYCLOPEAN PUBLISHING COMPANY

AFTER RPG
 After is a game about telling a shared story in both the past and the present. The main arc of the story is set in the present, with brief expository forays into the past. Players will each manage two versions of their character. In the present, a relatively complex and powerful character. In the past, a relatively simple yet effective adventurer whose story is just beginning.
 CPC 01\$35.00



DAN VERSSEN GAMES



FIELD COMMANDER LEE: CORE GAME
 Field Commander - Robert E. Lee builds on the design and gameplay of Field Commander - Napoleon to put the player firmly in control of the Army of Northern Virginia during the American Civil War, with the Union forces controlled by an AI.
 DV1 071\$139.99



FLYING TIGERS LEADER: CORE GAME
 Command the Flying Tigers in the air war against Japan, defend Burma and China! Turn the tide and go on the offensive in SE Asia!
 DV1 067\$139.99

FLYING TIGERS LEADER

- FLYING TIGERS LEADER: EXPANSIONS**
- #1 - JAPAN ASCENDANT 1936-1939
 DV1 067A.....\$39.99
 - #2 - FIGHTING KIWIS
 DV1 067B.....\$39.99
 - #3 - REVERSING THE TIDE
 DV1 067C.....\$39.99
 - #4 - FINAL DEFEAT OF THE IMPERIAL DRAGON
 DV1 067D.....\$39.99
 - #5 - TIGERS IN HOLLYWOOD
 DV1 067E.....\$39.99
 - #6 - BOMBER DECK
 DV1 067F.....\$39.99
 - #7 - FIGHTER DECK
 DV1 067G.....\$39.99
 - #8 - KIWIS RESURGENT
 DV1 067H.....\$39.99

FIELD COMMANDER ROBERT E. LEE

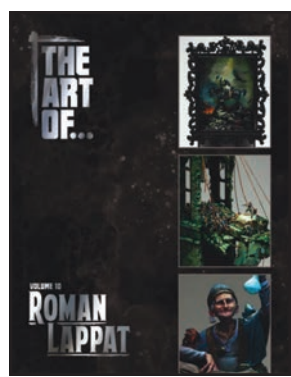
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 DV1 071B.....\$39.99
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 DV1 071C.....\$39.99
 - #4 - SECOND MANASSAS
 DV1 071D.....\$39.99
 - #5 - SEVEN DAYS
 DV1 071E.....\$39.99

DAVE TAYLOR MINIATURES

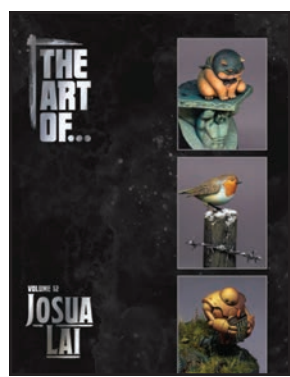
SPOTLIGHT ON



28COLLECTED: VOLUMES 1-6 (HARDCOVER)
 28COLLECTED is a wonderful collection of incredible articles from 28 magazine, an online publication created and curated by an evolving team of enthusiastic people who want to celebrate the incredible creativity of hundreds and thousands of artists around the world. These artists work in a wide variety of approaches - miniature painting, illustration, photography, sculpting, writing - that have been explored in the first six online volumes of 28 magazine.
 DTM 1021\$75.00



THE ART OF: ROMAN LAPPAT VOLUME 10 (HARDCOVER)
 Roman Lappat is a world-renowned artist from Germany who has pioneered and championed approaches to miniature art that focus on creativity and getting in touch with our emotions.
 DTM 2010.....\$42.00



THE ART OF: JOSHUA LAI VOLUME 12 (HARDCOVER)
 Joshua Lai is a storyteller from Switzerland who uses miniatures and miniature dioramas as his medium. He has spent a great deal of time exploring ways to make his creations tell more with less and be accessible to a wider audience.
 DTM 2012.....\$42.00



THE ART OF: SAM LENZ VOLUME 11 (HARDCOVER)
 Sam Lenz is an explorer of inspiration and painter of miniatures from the United States. Finding his own joy in looking for inspiration in both the bizarre and the mundane, Sam loves experimenting with his art and pushing the boundaries of what is expected. Not only does he enjoy trying something new, but he is excited when others step out of their comfort zones to push their art.
 DTM 2011\$42.00

DEVIR AMERICAS

ACE OF SPADES
 Your path of vengeance has led you to Sweet Haven, Arizona. You know that the necromancer who has ruined your life has taken over the cemetery as his base of operations and you are going to finish him off at all costs. You face Lord Overkill, a supernatural being, but your prowess as a gambler goes beyond sleight of hand. Channel your magic through poker plays to take out Lord Overkill's minions one by one and descend into Hell itself to duel the monster who ruined your life.
 DVR ACEOFSPADESEN.....\$24.99





EXALTED FUNERAL PRESS

MAUSRITTER: BOXED SET

Take up the sword and don the whiskers of a brave mouse adventurer in *Mausritter*, the rules-light fantasy adventure role-playing game. It's a huge and dangerous world out there, and it does not look kindly on a small mouse. But if you are very brave and very clever and just a bit lucky, you might survive. And if you survive long enough, you might even become a hero amongst mice. Fierce, fast and flavourful character creation gets you playing your mouse adventurer as quickly as possible.

EFP GO001\$55.00



MAUSRITTER: ESTATE COLLECTION

Huge and ancient, a mountain of stone. It stood even when the most wizened of mouse elders were young. The Estate dominates the landscape for miles around. Nestled under the floorboards, the mouse settlement of Brickport, is beset by trouble on every side. Above, huge creatures pace. The vicious cat-witch Sabrina jealously guards her domain. Outside, in the fields and pond and orchard, even stranger events are afoot.

EFP GO002\$55.00



FLUSTER CREATIONS



FLUSTER

Fluster is the game of unusual questions for deeper connections. It is a social card game built around 100 thought-provoking questions that are carefully crafted to inspire the kind of heartfelt, funny, and revealing conversations that leave people feeling closer to each other.

FLC 01000\$24.95

FLYING FROG PRODUCTIONS

DARK STONE MAGAZINE: ISSUE #2

The second issue of *Dark Stone Magazine* is 68 pages filled with articles and features focusing on your favorite games from Flying Frog Productions. This issue also includes six exclusive game cards that are associated with many of the features and articles in the magazine. Some highlights include new rules for creating Journeyman Heroes, Gates of Valhalla Art Showcase, Behind The Brush: Lighting Basics, Aliens from Across The Stars, Coverage of the first Bitz Box Brawl, a Forbidden Fortress Adventure Report, a feature on our Serpentine Temple Diorama, Grave Coffins, Norse Dwarf, an A Touch of Evil Investigation Report, Miniature Galleries, and a new short story from designer Jason C. Hill.

FFP DSMAG02\$16.99

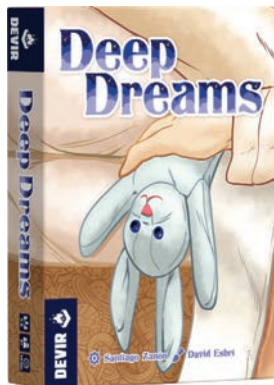
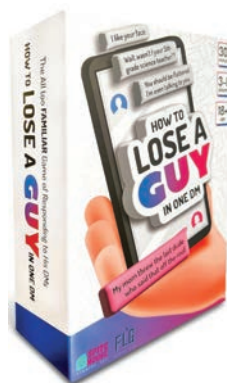


FLYING LEAP GAMES

HOW TO LOSE A GUY IN ONE DM

Finally, a game that makes fun of all the cringiest, weirdest, and just straight up AWFUL behaviors that sooooo many of us have dealt with on dating apps. The game play is simple and hilarious: a Judge reads aloud the dude's profile and then deals out 3 of his texts sliding into your DMs later and later at night as they get more cringe.... then the other players Clapback with their funniest response. Players can choose to share a creative defense about why their response is BEST or just read aloud their funniest reply in the sassiest voice possible!

FLG 6001\$35.00



DEEP DREAMS

Little Bruno has gone to sleep and will travel during the night between dreams. Our mission as dream guardians is to keep him immersed in the most pleasant dreams and assure us that he wakes up as little as possible during the night. The goal in *Deep Dreams* is to score points playing and connecting dream cards, that show the four colors of the dream. You will need to create the largest color groups connected to score victory points, while making sure Bruno doesn't wake up by drawing a continuous path with the white lines and arrows through the cards.

DVR DEEPPDREAMS\$13.99



THE GUEST

In *The Guest*, players will represent the crew of the extrasolar ship Beagle, which is attacked by a strange parasite that lodges itself in people's brains, controlling their will. A hidden role game in which the tension is real in each vote. Some players will represent infected crew members who try to infect or kill the rest, and others will be healthy crew members who try to safely reach the Aurora space station. The objective of each team is to kill the members of the opposing team, but no one knows who the crew members infected by the hosts are. But be very careful, a third side could appear if someone loses their mind.

DVR THEGUEST\$13.99



KOINOBORI

Welcome to the fascinating world of *Koinobori*! Immerse yourself in this experience as you explore the beauty and tradition of colorful Japanese kites. In this game, you'll have the opportunity to design and customize your own koinobori mast and embark on a journey through Japanese culture. Are you ready to elevate your dreams like the koinobori do in the sky?

DVR KOINOBORI\$19.99



PHOENIX NEW HORIZON

Phoenix New Horizon is a Euro-style board game in which players assume control of a team of commandos tasked with the mission of recolonizing Earth. Throughout the game's four rounds, players accumulate victory points by constructing regenerators and buildings, bolstering the planet's population, and achieving diverse objectives that vary between playthroughs.

DVR PHOENIX\$59.99

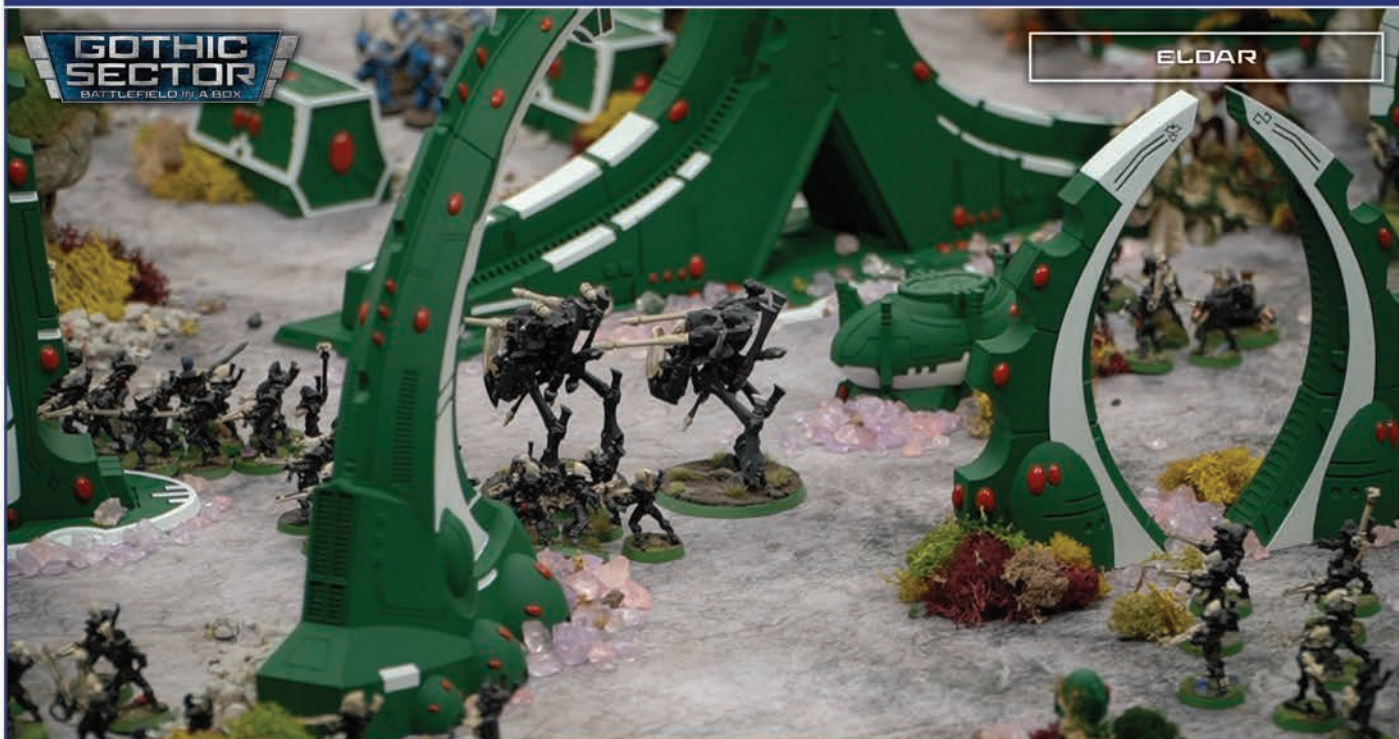


RED CARPET

The stars shine on the red carpet! Another year, another Academy gala, and as a photographer, your goal is to capture stunning portraits of the most celebrated stars from the Golden Age of Hollywood. Find a good spot, get the perfect angles and take photos with your smart phone. If you succeed, your photos will land in tomorrow's newspapers and posterity!

DVR DEVREDCARPET\$39.99

GOTHIC SECTOR: ELDAR



FULLY PRE-PAINTED TERRAIN AVAILABLE NOW



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.*



Compatible with
30-35mm miniatures

**UNRIVALED QUALITY.
UNMATCHED DETAIL.**

Landing Pad

BB722 \$30

Headquarters

BB6723 \$70

Plasma Generators (x2)

BB724 \$30

Portals (x2)

BB726 \$30



AVAILABLE NOW

TENFOLD DUNGEON: MODULAR RPG TERRAIN



The Castle	Daedalus Station	Mines of Khazad
TFD001\$65	TFD009\$65	TFD016\$65
Dungeons & Sewers	Cyberpunk City	Wizard's Sanctum
TFD002\$65	TFD010\$65	TFD017\$65
The Town	Smuggler's Den	Ravenhold Castle
TFD003\$65	TFD011\$65	TFD018\$65
The Temple	Starship Vengeance	The Underdark
TFD004\$65	TFD012\$65	TFD019\$65



\$65

AVAILABLE NOW

CLASH OF STEEL STARTER SETS

AMERICAN v.s. SOVIET COS01



Includes 21 Miniatures

AMERICAN v.s. GERMAN COS03



Includes 20 Miniatures

GERMAN v.s. BRITISH COS02



Includes 17 Miniatures

SOVIET v.s. BRITISH COS04



Includes 19 Miniatures

\$80

AVAILABLE NOW - ALONGSIDE 36 PLATOON PACKS



FANROLL

PRIDE FOLD UP VELVET DICE TRAYS



ASEXUAL

MET 501\$19.99



NONBINARY

MET 506\$19.99



BISEXUAL

MET 502\$19.99



PANSEXUAL

MET 507\$19.99



GAY MEN

MET 503\$19.99



TRANSGENDER

MET 509\$19.99



INTERSEX

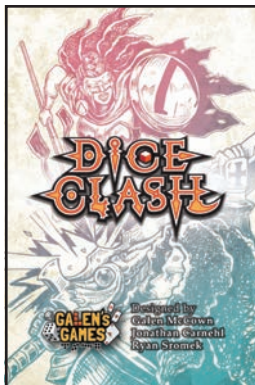
MET 504\$19.99



LESBIAN

MET 505\$19.99

GALEN'S GAMES



DICE CLASH

6 Warriors bring their unique Battle Grids and Special Abilities to the battlefield in their quest for immortality! Dice Clash is a head-to-head dice placement duel in a mint tin. Each die placement acts as both your defense and attack. Out-think and outlast your opponent to emerge victorious. Each Warrior has a unique Grid and Special Power.

GGA DCKS01\$16.00



HERITAGE FARMS

Chicken, Fox, and Corn farming is a tough business! Will you get your goods to Market before your opponent and before losing too many Players take on the roles of Chicken, Fox, and Corn farmers needing to get their goods across the river to market. If you leave your good unattended, nature will take its course. Get enough goods across the river before your opponent and before you lose too many!

GGA HFKS01\$16.00



VERDANT ARIZONA

You're heading to the market to select the best cacti for display, but you need to share your vehicle with your opponent. Who will come away with the best garden? Players compete to create the best Cacti Gardens. This game features a cut throat drafting mechanism combined with challenging set collection.

GGA VAKS01\$16.00

MINT-TIN MONSTER MASH-UP

Take on the role of 1 of 4 Mad Scientists and create your Monster Champion by smashing together 2 out of 24 fantastical creatures. *Mint-Tin Monster Mash-Up* combines dice, tactics, timing, and deceit into a portable dueling game that's easy to learn and plays in 15 minutes!

GGA MTMUKS01\$16.00



GHOST GALAXY

SPOTLIGHT ON



MINDBUG: KING OF TOKYO

Mindbug Invades Tokyo! The ultimate crossover battle is here with a *King of Tokyo*-infused *Mindbug* experience. Through a mysterious portal, the *Mindbugs* have crossed over into Tokyo, encountering the legendary Kaijus and Monsters. However, this time you're in control. With new *King of Tokyo*-inspired game mechanics, stunning components, and the signature *Mindbug* twist, this crossover set lets you harness the power of *King of Tokyo*'s iconic creatures and clash in

mind-bending rules. Will you outsmart your opponent and dominate Tokyo or will your opponent use your own Kaijus against you? Comes with a special die to work with the creatures. This die can increase your power value or gain energy cubes.

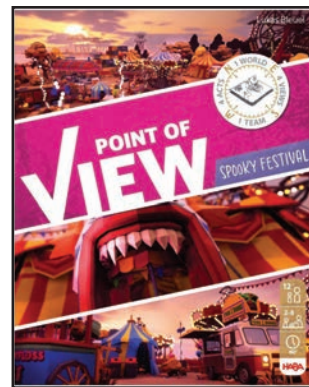
GHO MB10\$29.99

HABA USA

POINT OF VIEW: SPOOKY FESTIVAL

Four perspectives. One twisted mystery. Can you solve it together? The Spooky Festival is no ordinary carnival, what once brought joy now sits abandoned, squeezed between city sprawl and sea. But something strange is stirring in this eerie amusement park. As rumors grow, so does curiosity and now it's up to your team to unravel the mystery.

HAB 2011787004\$30.00





ARSCHMALLOWS

Find out why the Arschmallow game is Germany's favorite marshmallow butt game! In this light strategy card game, the lower the points, the sweeter the score! Collect the cards with the lowest values. The player with the lowest total value wins the round. And the player with the lowest value at the end of 6 rounds wins the game!

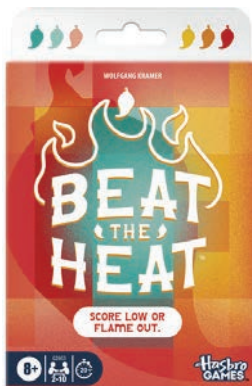
WOC G1547UU01\$9.99



BATTLESHIP CLASSIC

This Battleship board game is the classic game of naval combat that brings together competition, strategy, and excitement! In head-to-head battle, 2 players search for the enemy's fleet of ships and destroys them one by one.

WOC F4527AS00\$16.99



BEAT THE HEAT

Get fired up for the Beat the Heat game! Designed for the whole family, this strategy card game for kids and adults is all about scoring low. The player with the fewest points wins.

WOC G29530000\$9.99

SPOTLIGHT ON



BETRAYAL AT THE NEIBOLT HOUSE: THE EVIL OF PENNYWISE

Inspired by the *It* Chapter 2 movie based on Stephen King's novel, *Betrayal at the Neibolt House: The Evil of Pennywise* pack is a horror game of 5 terrifying haunts. Gather for a night of monsters, murder, and miniatures in this immersive cooperative board game for 3-6 players, ages 17+! (*Betrayal at House on the Hill* expansions require *Betrayal at HOTH 3rd Ed.* to play, sold separately).

WOC G0166UU00\$24.99



BOP-IT

For years players have loved the simple and exciting "Bop It, Twist It, Pull It" actions featured in this iconic electronic *Bop It!* game. Players can face-off in a multiplayer game with the pass and play feature or beat their best in solo mode. The game unit has 3 different volume settings and announces the high score at the start of each solo game.

WOC E63930001\$16.99



CANDYLAND REFRESH

Welcome to the *Candy Land* game! In this reimagined version of the classic preschool game, little ones choose a Sweet Scout mover, select colored "candy" tokens from the Pouch of Wonders, and travel up the Rainbow Gummy Path to Candy Castle! Who will they meet along the way—and which player will reach the castle first?

WOC G17260000\$14.99



CLUE ADVENT CALENDAR

24 Days Of Mystery Solving: Look forward to 24 days of puzzle-solving excitement with the *Clue Advent Calendar: Secrets Under Snowfall*! Families can collect evidence and crack the case in this immersive mystery game

WOC G15110000\$29.99



CONNECT 4

Challenge a friend to rule the grid! Strategy drives the competition in this *Connect 4* board game. Line 'em up, block opponents, and be the first to get 4 in a row to win

WOC A56404820\$9.99



CONNECT 4 FRENZY

Everyone plays at once in the *Connect 4 Frenzy* game, an exhilarating, fast take on the original *Connect 4* board game! Instead of dropping discs, players go for 4 in a row by bouncing them off the table and into spots on the grid. In this unpredictable game, the lead can change within seconds, as players sink discs, swipe spots, and sabotage opponents.

WOC G2782FW10\$14.99



CUT FEAR PONG

Face your fears in the *Fear Pong* game, based on the hit video series! It's like regular drink pong, except it may radically improve (or ruin) your life.

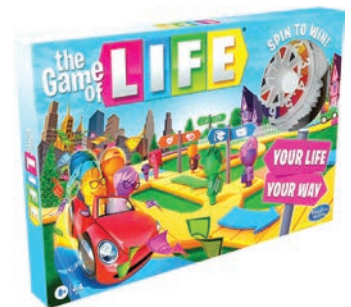
WOC G17990000\$19.99



DUMP THE SKUNK

Designed by the renowned Reiner Knizia, it's based on popular *Don't L.L.A.M.A.* A card game, nominated for the prestigious *Spiel des Jahres (Game of the Year)* award. This fun family game combines simple rules with strategy, making it great for kids and adults alike.

WOC G30150000\$9.99



THE GAME OF LIFE

Buckle up for an exciting ride through life's twists and turns. Pop in colorful pegs and spin to move along the gameboard as life unfolds from Start to Retirement.

WOC F08000000\$21.99

COSMOLANCER

Take to the stars in the *Cosmolancer* game, a galactic reimagining of the *Kingdoms* game by Reiner Knizia! Place Photo Op tiles, Hazard tiles, and Imaging Devices to capture the most lucrative photos of space phenomena. But stay alert for cosmic dangers that can sabotage your shots.

WOC G1506M5A0\$29.99



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THE GAME OF LIFE: GOALS
 Players can't control the cards they're dealt, but they can choose what to do with them! It's The Game of Life Goals game, a card game twist on the favorite board game WOC F7608U080.....\$4.99

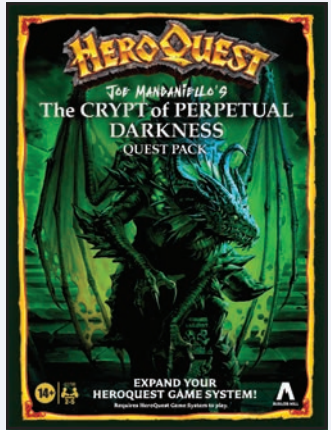


GUESS WHO
 Bring back childhood memories and introduce "the original guessing game" to your kids and grand kids. With the Guess Who? Game, Each player chooses a mystery character card and then using Yes or no questions, they try to figure out the other player's mystery person. WOC F61050000\$16.99



JENGA
 Pull a block from the stack, then try to add it to the top without toppling the tower. The more Jenga blocks get pulled, the more unsteady the tower becomes, until... CRASH! WOC G14995L61\$14.99

SPOTLIGHT ON

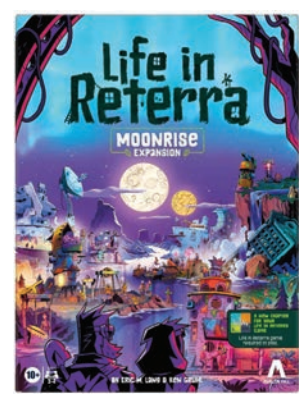


HEROQUEST: CRYPT OF PERPETUAL DARKNESS
 The adventure continues with the premium HeroQuest Joe Manganiello's The Crypt of Perpetual Darkness Quest Pack! Zargon's minions are at your doorstep, threatening the place you call home. Armed only with your effects and an ancient map of elvish origin, you must journey deep underground in search of a long-lost crypt rumored to contain a powerful artifact. WOC G1798UU00.....\$34.99

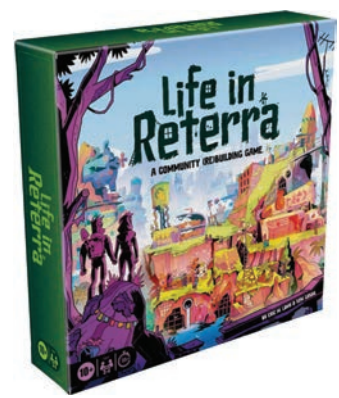
HEROQUEST: JUNGLES OF DELTHRAK
 In the dense jungle surrounding the mountains at World's Edge, an ancient dwarven civilization finds new roots. A sacred artifact prized by the dwarven refugees of Kellar's Keep has been stolen, and a blight has infected the jungle to its roots. As a powerful Berserker or Explorer hero, traverse the jungles and discover what vile secret looms beneath its canopy – before all is lost! WOC F9907UU00.....\$44.99



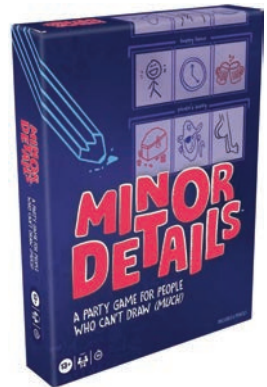
HEROQUEST: PATH OF THE WANDERING MONK
 The HeroQuest Hero Collection: Path of the Wandering Monk introduces the Monk hero with 2 detailed miniatures, 7 game cards, and a scroll. (Requires HeroQuest Game System to play. Sold separately) WOC F9527UU00.....\$14.99



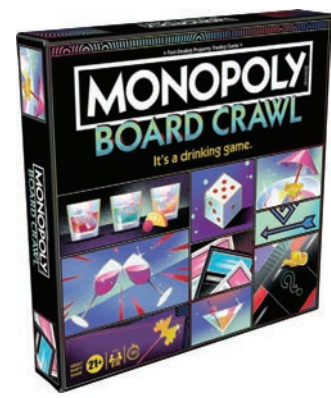
LIFE IN RETERRA: MOONRISE
 A new moon. New events. New meanings. What might this new moon bring to your community? How might your inhabitants interpret its presence? Find out in the Life in Reterra Moonrise expansion pack! WOC G1514UU00.....\$19.99



LIFE: IN RETERRA
 In this immersive spatial puzzle game, players take turns placing land tiles with diverse terrain and building on them. But plan carefully—the most thriving community (and highest score) wins. WOC F88470000\$29.99



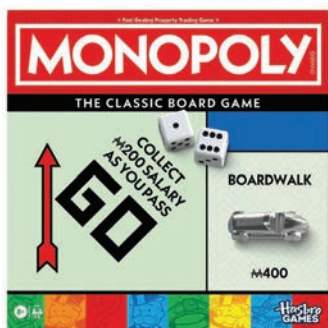
MINOR DETAILS
 In this unpredictable, quick-playing game, players choose a Secret Word and draw one detail of it – not the whole picture! Then, they cover their drawing and pass their portfolio to the next player, who adds their own detail – without looking at the previous drawings. The last player to receive the portfolio uncovers the 3 sketches. Then players take turns trying to guess the Secret Word based on the other player's drawings. WOC F88230000\$19.99



MONOPOLY BOARD CRAWL
 OK, hear us out... the Monopoly game, but make it a drinking game. No money, no bankruptcy, no board flipping. Just roll, move, and drink! It's the official Monopoly drinking game for ages 21+ WOC G12980000\$19.99

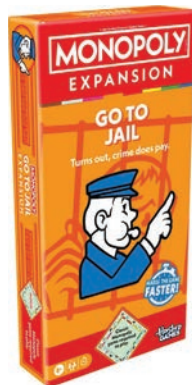


MONOPOLY BUY EVERYTHING EXPANSION
 The Monopoly Buy Everything Expansion brings a fresh twist to the Monopoly game and takes half the time to play. Just add this expansion to the classic Monopoly gameboard, and everything is for sale. WOC G07200000\$9.99



MONOPOLY CLASSIC REFRESH

Buy, sell, dream, and scheme the way to riches with the Monopoly board game! Select a favorite Monopoly token, place it on Go, and roll the dice to own it all!
WOC G00090000 \$19.99



MONOPOLY GO TO JAIL EXPANSION

The Monopoly Go to Jail Expansion brings a fresh twist to the Monopoly game and takes half the time to play. Just add the expansion's attachment to the classic Monopoly board to turn the Jail and Go to Jail spaces into desired locations. (Classic Monopoly game required to play. Sold separately.)
WOC G07190000 \$9.99



MONOPOLY DEAL: HARRY POTTER

In the Monopoly Deal: Harry Potter kids card game, a wealth of enchanted objects is waiting to be found. Be the first witch or wizard to collect 3 different sets of magical items to win.
WOC G07170000 \$9.99



MONOPOLY: BARBIE

With the Monopoly: Barbie Edition board game, players can imagine slipping into pink Barbie shoes as they follow their dreams to own it all!
WOC G00380000 \$24.99



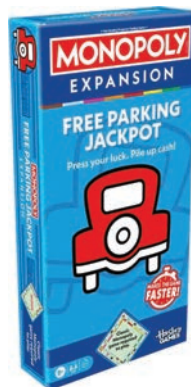
MONOPOLY DEAL: STITCH

In the Monopoly Deal: Disney Stitch Edition kids card game, compete to collect familiar items from Stitch's world. Win the hunt by being the first to collect 3 different sets of them!
WOC G29750751 \$6.99



MONOPOLY: POKÉMON

The Monopoly Pokémon Edition game combines classic Monopoly gameplay with thrilling Pokémon-catching action.
WOC G07160000 \$24.99



MONOPOLY FREE PARKING JACKPOT EXPANSION

The Monopoly Free Parking Jackpot Expansion brings a fresh twist to the Monopoly game and takes half the time to play. Just attach this expansion to the classic Monopoly board, and turn the Free Parking space into a Jackpot. (Classic Monopoly game required to play. Sold separately.)
WOC G07180000 \$9.99



WHIMSICAL WITCHES
AND
FELINE FAMILIARS
COME TOGETHER
TO CREATE
BUBBLING BREWS IN
PURRFECT POTIONS,
AN ENCHANTING
DICE GAME FOR THE
WHOLE FAMILY.



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SJGAMES.COM/PURRFECTPOTIONS

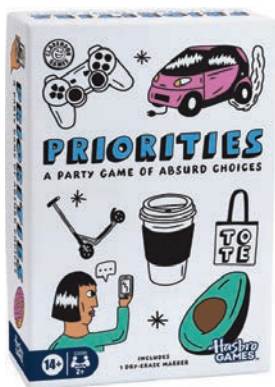


GAMES

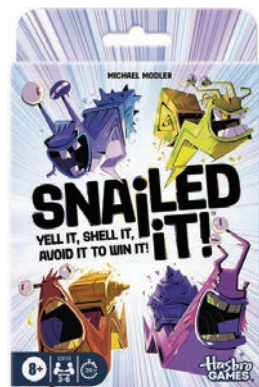
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MONOPOLY: WICKED
 Get ready to have the most amazing time in the *Monopoly Wicked Edition* game! Play as a student at Shiz University, where you receive the very best education and make outstanding friends.
 WOC G1312UU41\$29.99



PRIORITIES
 The *Priorities* game is the party game of absurd choices. How well do you know your friends? Find out in the *Priorities* game that will have you questioning their priorities—and your own.
 WOC G3086UU00\$19.99



SNAILED IT
 In the *Snailed It!* card game, players compete to earn the fewest points and get rid of their cards as quickly as possible.
 WOC G30160000\$9.99



SUN MOON RISING
 Does your sign know you better than your friends do? In the *Sun Moon Rising* game for 3-6 players, put your perception and intuition to the test as you vote on whether statements are true or false about your friends—and attempt to match what they say about themselves.
 WOC G1852UU00\$19.99



OPERATION
 A favorite kids game for generations With the *Operation* electronic game, kids get to play 'the doctor' and perform 'surgery' to make Cavity Sam better—or they get the buzzer
 WOC G09510001\$19.99



REBOUNCE
 The *Rebound* electronic tabletop game brings the energy of outdoor games ... indoors! Bounce the ball off the game unit at opponents. If they don't catch it, earn a point. The first to 10 wins.
 WOC G14280000\$19.99



SORRY!
 Slide, collide and score to win the *Sorry!* game! Who knows what will happen next as players chase their opponents around the board, trying to get their 3 pawns from start to home first?
 WOC A5065A440\$9.99



SWEET TAKES
 The *Sweet Takes* game is candylicious fun for the whole family! This strategy card game for kids and adults is a game of tricks and treats played in 12 fast-paced rounds.
 WOC G1853UU00\$9.99



PERFECTION
 Be the quickest to fit the shapes into their matching holes in the tray. But watch the timer! If it runs out...pop goes the *Perfection* game!
 WOC F76970000\$21.99



ROOK
 Beware the Rook as you trick and trump your way to victory! This brain-teasing Rook card game is a fast-moving competition to bid and name tricks quicker than the competition.
 WOC B09660000\$5.59



SIMON CLASSIC
 It's the exciting electronic game of lights and sounds! Players repeat random sequences of flashing lights by pressing the colored pads in the correct order. Get ready for fast-paced play with lights and sounds that challenge players with every sequence.
 WOC E93835L02\$21.99

SPOTLIGHT ON

TALISMAN CORE
 Welcome, champions, to the magical land of *Talisman*! The otherworldly artefacts known as Talismans have once more descended onto the mortal plane, signaling the dawn of a new era—and the need for a new ruler!
 WOC F6652UU00\$59.99



STARFINDER

Add some interstellar flair to your Pathfinder campaign with alien threats, Starfinder Alien Core is the perfect way to do it.



ALIEN CORE

Designs with Starfinder Alien Core! Featuring over 200
to populate your worlds—in space or right at home!

03-SE - MSRP: \$69.99 / \$69.99 / \$89.99



Revenge of the Runelords

ADVENTURE PATH

Face off against the most powerful Runelord of them all in this mythic Adventure Path for 11th-20th level characters! Old foes return to haunt the Saga Lands, the magic of sin runs rampant, and the fate of Golarion hangs in the balance. Will you rise to the call?



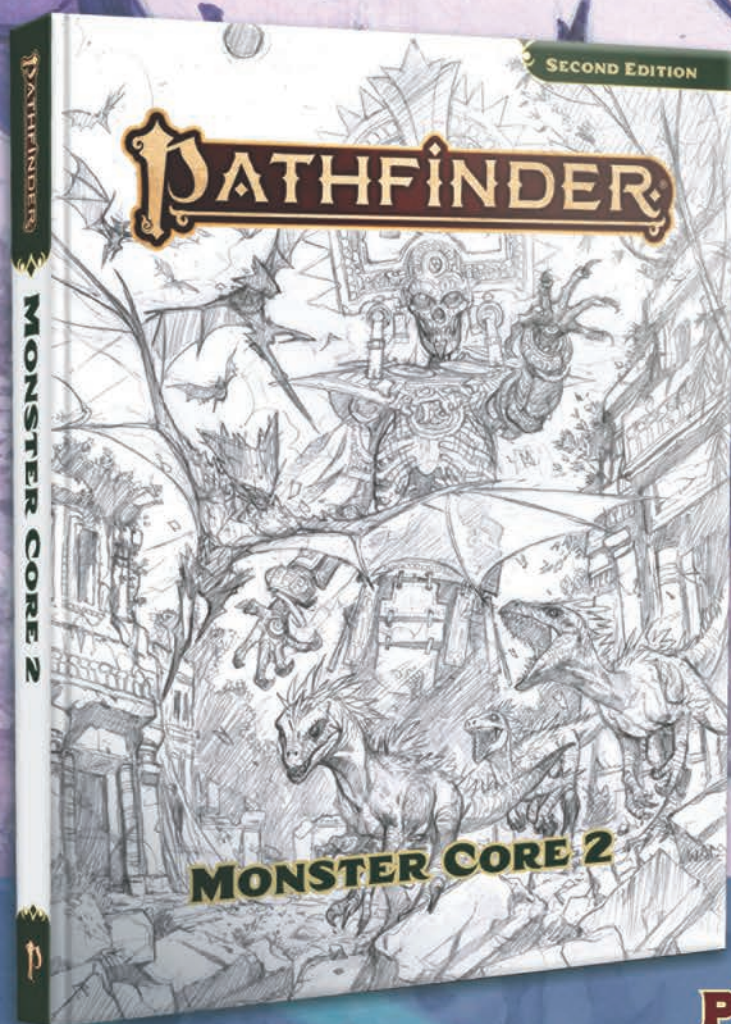




**PATHFINDER ADVENTURE PATH
REVENGE OF THE RUNELORDS**

PZ015219-SC, PZ015220-SC, PZ015221-SC

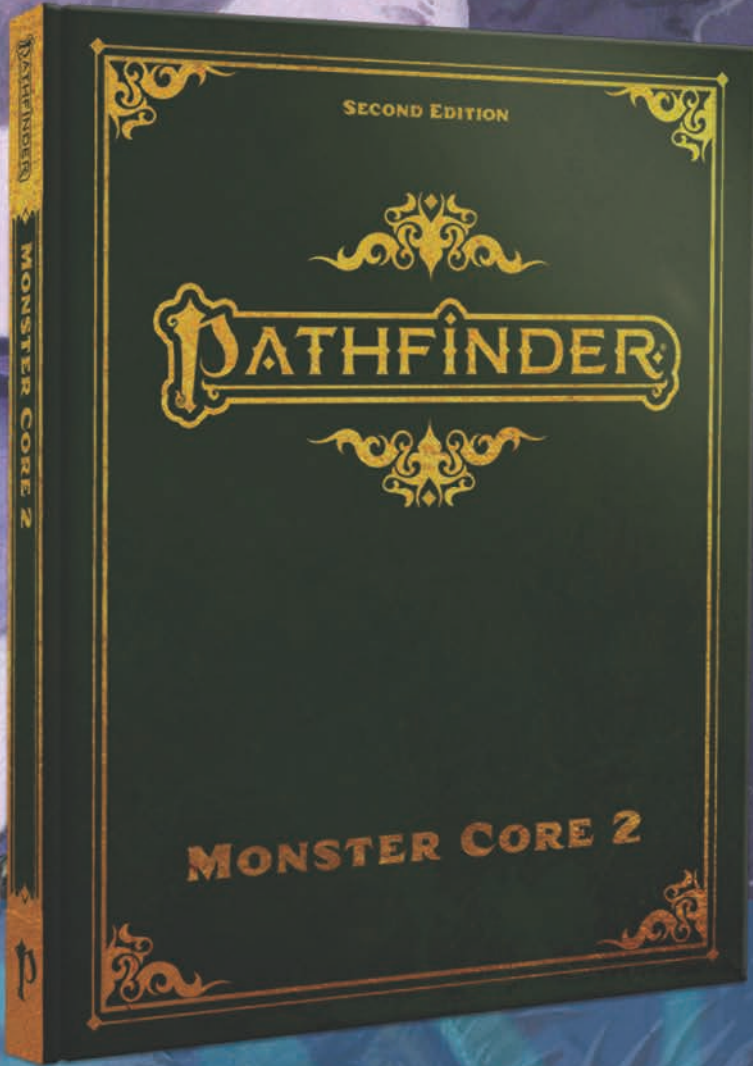
MSRP: \$29.99



PATHFINDER MONS

Despite how far heroes travel or how many times monsters lurking just around the corner. Pathfinder new creatures as well as updated Pathfinder class

PZ012009-HC, PZ012009-SK, PZ012009-SE



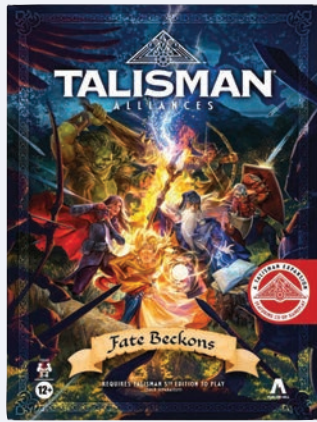
MONSTER CORE 2

When they save the day, there are always new threats. Monster Core 2 is bursting with brand-new monsters waiting to find a place at your table.

MSRP: \$69.99 / \$69.99 / \$89.99

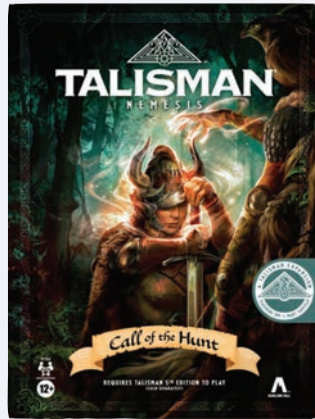
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SPOTLIGHT ON



TALISMAN: ALLIANCES

The magical adventure continues with the *Talisman Alliances: Fate Beckons* game, with fresh characters, spells, Adventure cards—and cooperative play! (Requires *Talisman 5th* edition to play. Sold separately.)
WOC F6648UU00..... \$33.99



TALISMAN: NEMESIS

Introducing 1-Versus-Many gameplay! One player is the Nemesis, the bad guy! They control adversaries and villains throughout the game. All other players are heroes, working cooperatively to take the Nemesis down! (Requires *Talisman 5th* edition to play. Sold separately.)
WOC G1505UU00..... \$34.99



TROUBLE

Getting into trouble has never been so much fun! The excitement begins as soon as you press the classic Pop-O-Matic bubble to roll the die. Then race to get all your game pieces around the board to the finish zone, but be careful! You might get into trouble!
WOC A50640970 \$9.99



TRUTH OR DRINK: 3RD EDITION

Based on the hit video series, the *Truth or Drink* game is the card game of honesty and hydration. Test your friends' and family's abilities to confront the cold, hard truth. No topic is off-limits, and there's nowhere to hide. Will you spill the truth or take a sip?
WOC G17680791 \$19.99



TRUTH OR DRINK: BACHELORETTE

Based on the hit video series, the *Truth or Drink* games are the card games of honesty and hydration, and this *Truth or Drink: Bachelorette Party* Edition game offers a bridal spin! It comes with 2 decks to choose from: one for staying in and one for going out.
WOC G18010000 \$14.99



TRUTH OR DRINK: SIN

This *Truth or Drink: Sin* Edition party card game for adults only includes over 250 fresh questions inspired by the 7 deadly sins, designed to bring out the ultimate confessions
WOC G18020000 \$14.99

TWISTER

Twister game challenges you to put your hands and feet at different places on the mat without falling over! Be the last player standing to win.
WOC 988310790 \$19.99



HELTUNG STORYTELLING



HARROWSHADE

Harrowshade is a solo adventure supplement for the dying world of *MORK BORG*, now refined and expanded into a 70+ page physical print edition for the first time. More than just a collection of tables, *Harrowshade* is a toolbox of adventure hooks that set you on doomed paths. Rumours and secrets hold clues, locations carry unfolding events, and creatures, NPCs, and cults create a living world ripe for misery.
HEL T5000..... \$26.00

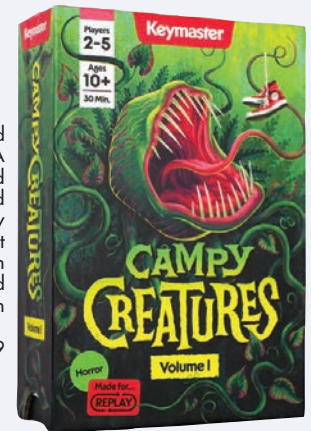
KEYMASTER GAMES

SPOTLIGHT ON



CAMPY CREATURES: VOLUME 1 (3RD EDITION)

The ghastly game of bluffing, deduction, and set collection is back with all-new frights. A mad scientist's work is never done! You need a constant supply of mortals to fuel your weird experiments and a fiendish horde of campy creatures. But be warned - some mortals won't go down without a fight. And be warned again - you're not the only mad scientist in town (and your rivals command creatures of their own and are after the same mortals you are).
KYM 0203..... \$24.99



HARVEST: UPDATED ANIMEEPLA ACCESSORY PACK

Upgrade your adventures in Furroughfield with character-specific worker pieces. The pack includes four custom-printed, wooden meeples (4) for each character (8) to use in place of the wheelbarrow tokens (12) and the buttons scoring tokens (4).
KYM 1206..... \$24.99

SPOTLIGHT ON

DEEP ROCK GALACTIC



YU-GI-OH! TCG: PHANTOM REVENGE BOOSTER DISPLAY (24)

Phantom Revenge brings three brand-new themes so you can take vengeance on your competition! Dedicated Duelists and collectors can get their hands on both Collectors Rare and Starlight Rare upgrades in Phantom Revenge! Hecahands are all about grabbing your opponents cards and making them yours! This high-Level theme, inspired by the hundred-handed giants of legend, is an Illusion Fusion-based strategy that welcomes your opponents monsters with open arms (and hands)! Anybody with this many hands is gonna be pretty grabby, and Hecahands just cant stop themselves from grabbing your opponents monsters! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. KON 86997\$107.76

LEDER GAMES

ARCS: PLAYMAT

This premium playmat features a vibrant, high-quality rendition of the Arcs game board, designed to elevate gameplay and deliver a stunning table presence. Gorgeous full-color map of the Arcs board. Premium stitched edges for long-lasting quality. LED 06007\$30.00



LIME GREEN GAMES



CORAL CASTLE

Build a magical mermaid garden under the sea in this card drafting game. Each round you will draft cards, craft combos, and race other players up the wealth, beauty, and rarity tracks. You'll be able to keep cards each round for bigger, better combos. After 3 rounds, see who is furthest on each track and gain fame. The most famous mergarden wins! There's also a pearl economy you must manage throughout the game. You'll need to collect enough pearls to pull off your big combos! This product includes AI-generated art. LGG CORAL\$50.00

MANTIC ENTERTAINMENT



FEATURED ITEM

HALO: FLASHPOINT - ODS'T FEET FIRST INTO HELL

This faction box provides all you need to take on your opponents with models and rules for using ODS'Ts in your games of Halo: Flashpoint, dice, plus a new game mat and easy-build urban warzone to take tabletop combat to the next level. Prepare to deploy. Feet first. Included within this incredible set are the Limited Edition versions of both Gunnery Sergeant Buck and Captain Dare - Legendary characters that each have unique rules, including a Special Order worthy of any ONI operative. MGE MGHU102\$139.00



DEEP ROCK GALACTIC

In *Deep Rock Galactic: The Board Game*, an authorized tabletop game adaption of the popular computer game, players take the roles of up to four dwarf miners in space: the Scout, the Engineer, the Gunner, and the Driller. Players must work together to mine precious minerals deep below the surface of a hostile planet where indigenous insectoid predators, the Glyphids, await, aggressively defending their caves against the intruders. Will your team be able to meet the mineral quota set by the company, or will you all end up as dinner for the Glyphids? Players move around the board while throwing dice to fight monsters and mine rare minerals in order to escape in time with the required amount of minerals needed to win the current mission. The *Deluxe Edition* contains a total of 49 miniatures. 4 dwarf miniatures, 38 glyphid miniatures, and 7 stalagmite miniatures.

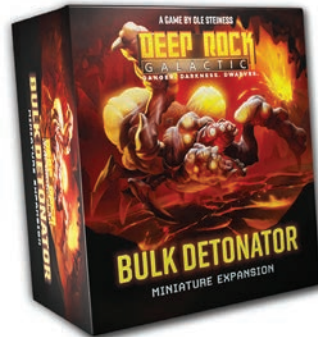
DELUXE EDITION MOP DRG300249PI
STANDARD EDITION MOP DRG300225PI



BIOME EXPANSION

Listen up and sharpen your pickaxes, miners! A whole new region below the surface of Hoxxes IV has been discovered, with four new biomes to explore. They are full of valuable minerals, but also new environmental challenges, biological hazards and a bunch of new creatures. Preserve your ammo, and be prepared to fight the biggest creature you have ever seen; the terrifying Dreadnought, much bigger than even the ugly Oppressor. Hoxxes IV will not easily give up on its valuables, so get ready to hack, slash, shoot and stomp your way through icy caves, molten rocks, gooey caves and wonderous, luminescent, underworld jungles.

MOP DRG300386PI



BULK DETONATOR MINI-EXPANSION

Adds the *Bulk Detonator* to the game. Includes one large mini, one creature card and one swarm card.

MOP DRG300348PI



CARD SLEEVES

STANDARD SIZE (190)

MOP DRG300584PI

HALF SIZE (50)

MOP DRG300560PI



DELUXE UPGRADE KIT

Everything you need to upgrade your *1st Edition Deluxe* base game to *2nd Edition*. MOP DRG300645PI



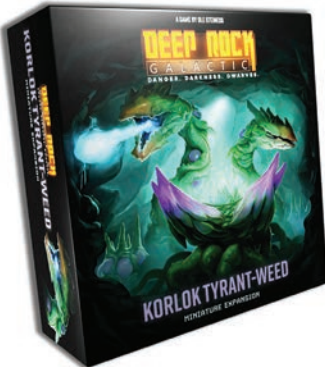
DICE TRAY
MOP DRG300447PI



EXTRA DICE SET (14)
MOP DRG300188PI



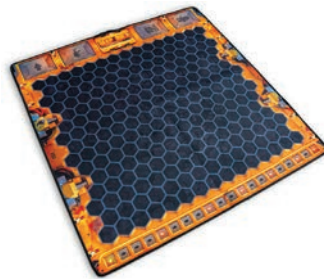
**GOO FROM ABOVE
MINI-EXPANSION**
MOP DRG300409PI



**KORLOK TYRANT-WEED
MINI-EXPANSION**
MOP DRG300324PI



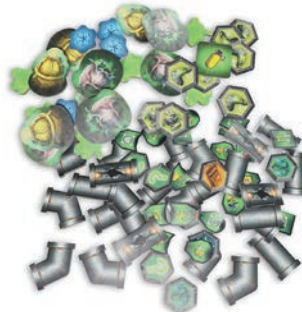
MIXED MISSIONS BOOK 1
Mixing Space Rig mission types with the new Biomes.
MOP DRG300461PI



NEOPRENE MAT 1
Neoprene Game Mat with stitched edges.
590x590mm - 2mm thick.
MOP DRG300157PI



PLASTIC TOKENS - BASE GAME
MOP DRG300201PI



**PLASTIC TOKENS - BIOME &
SPACE RIG EXPANSION**
MOP DRG300508PI



SPACE RIG EXPANSION
Get ready for new upgrades and a host of new missions, chained together as assignments. On the orbital space platform, known as the space rig, you can prepare for new missions by visiting the Abyss bar and study the details of the new mission types. New challenges in the form of anomalies and warnings will make missions progressively harder, but fear not, as your dwarves will advance, too, with the latest and greatest gear. Get ready to embark on two new mission types; The Drilldozer escort mission and the Liquid Morkite extraction mission.
MOP DRG300362PI



STANDARD UPGRADE KIT
Everything you need to upgrade your 1st Edition Deluxe base game to 2nd Edition
MOP DRG300621PI

VALHEIM



VALHEIM
Valheim is a 1-4 player co-operative board game in which survival depends on teamwork and strategy. Gather your fellow companions and venture forward to explore, build, collect resources, forge weapons, equip sturdy armor, battle enemies, and carve your path towards facing the ultimate evil. Take on a role in which you help tailor the adventure to your liking. The fate of everyone lies in your hands! Deluxe Edition includes house components and wooden resource tokens.
STANDARD EDITION MOP VAL300805PI
DELUXE EDITION MOP VAL300843PI



BIG SPOON
MOP VAL300966PI



METAL DICE KEYRING
MOP VAL301000PI



CARD SLEEVES
MOP VAL300942PI



NEOPRENE GAME MAT
MOP VAL300928PI



DICE TRAY
MOP VAL300904PI



PREMIUM DICE SET
MOP VAL300881PI



GAMES

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WOODEN BEER COASTERS

MOP VAL300980PI



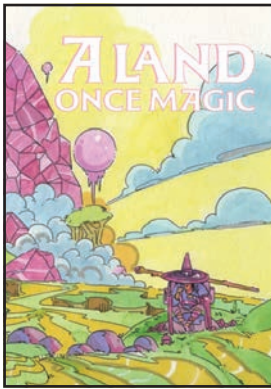
WOODEN HOUSE - DICE TOWER UPGRADE

MOP VAL300836PI

WOODEN FURNITURE PACK

MOP VAL300867PI

MOREBLUEBERRIES



A LAND ONCE MAGIC

A *Land Once Magic* is a conversational post-fantasy worldbuilding TTRPG by award-winning game designer Viditya Voleti. With a deck of cards and a group of friends, you will have everything you need to build a world unlike any you have seen before.

MB6 001\$20.00



A LAND ONCE MAGIC BUNDLE

A *Land Once Magic* is a conversational post-fantasy worldbuilding TTRPG by award-winning game designer Viditya Voleti. With a deck of cards and a group of friends, you will have everything you need to build a world unlike any you have seen before.

MB6 003\$40.00

NEED GAMES



FABULA ULTIMA RPG: TTJRP - ATLAS, NATURAL FANTASY

The outside world is vast and the sins of the past are many. Hold tight to each other and never stop dreaming! The *Natural Fantasy Atlas* for *Fabula Ultima* will bring you into worlds deeply permeated by the cycles of time and nature, where young heroes face the consequences of past mistakes and demonstrate that history does not have to repeat itself, creating a brave future of coexistence, much like in classic JRPGs!

NDG FUE006\$24.90

NERDBURGER GAMES



SLAY TO WIN

Slay to Win is a fast-play, 3-5 player, monster-hunting fantasy card game with a touch of light optional roleplaying. It's intended for teens and older players. In the game, you and your companions strike out to save your kingdom from the monsters who threaten its peoples. But...each of you also secretly wants to go down in history as the greatest monster hunter of all time. And that means you need to score the killing blows against the monsters to gain as many trophy points as possible.

NBG STW001\$24.99

OFFICINA MENINGI

LAST SABBATH - THE WITCHES RPG: TAROT CARDS

A luxury deck of Major Arcana, beautifully illustrated by Sara Trabucco, dedicated to the mystical and powerful figure of the Witch. Each card, as well as the elegant box, is adorned with striking red metal foil lamination.

OFF 1008\$15.00



TOTEM, THE SPIRITS' RPG: GHOST PACK

The *Totem Ghost Pack* Includes: Totem: The Spirits' RPG Wooden Spirit Board + Planchette Metal Coin of Destiny Seekers Sheets Seekers' Cards Code for Digital PDF Pack

OFF 1007\$50.00

ONYX PATH PUBLISHING



SCION RPG: SECOND EDITION - GOD, BOOK 4

Welcome to the final stage of your journey. After all this time, your hero becomes a God. *Scion: God* brings *Scion* stories to their final chapter with all-new rules for players and guidance for Storyguides. This completes the trilogy with *Scion: Hero* and *Scion: Demigod*. Gods face the impossible balance between a desire to interfere with The World and their duty to protect the Overworlds.

ONX SCI027\$60.00



TRINITY CONTINUUM RPG: AETHER

Call it what it was: hubris, arrogance, a collective delusion of grandeur. We thought we were the only beings in this universe and that with our grand intellect and glorious empires we were the best humanity would ever be. And then came Aether. And along with Aether came mental expansion, form mutation, matter warping, time manipulation, and the discovery of new worlds, new peoples, new and terrifying possibilities.

ONX TRI027\$60.00

PAIZO PUBLISHING

SPOTLIGHT ON



PATHFINDER RPG: ADVENTURE PATH - REVENGE OF THE RUNELORDS 3 OF 3 - INTO THE APOCALYPSE ARCHIVE (P2)

With one imminent apocalypse prevented, the heroes can finally focus on directly opposing the machinations of Runelord Xanderghul, whose pursuit of revenge continues to threaten the Saga Lands and Golarion as a whole! But to reach him and force that confrontation, the heroes must risk it all in conjuring a personification of doomsday known as the Oliphant, for this titanic legend is their only pathway into the deadly realm where Xanderghul awaits: the Apocalypse Archive of Jandelay!

PZO 15221-SC\$29.99



PATHFINDER RPG: FLIP-MAT - PRIMAL DUNGEON

Whether your players are exploring a forest primeval or a lost and forgotten nexus of natural power, no Game Master wants to spend time drawing sites for their primal encounters. Fortunately, with *Pathfinder Flip-Mat: Primal Dungeon*, you don't have to! One side features a damp, cavernous sprawl dotted with fungi, while the other shows an ancient ritual site overtaken by primal forces. Set this map on your table and get your players into the action!

PZO 11033-FM\$19.99



STARFINDER RPG: GM CORE (POCKET EDITION) (\$2)

Unleash your imagination, creating new galaxies and tales with the *Starfinder GM Core Pocket Edition* for *Starfinder Second Edition*! This comprehensive 264-page rulebook gives Game Masters everything they need to craft thrilling tales of adventure, from a single-nights scenario on the mean streets to complex epics spanning years. Within these pages you'll find clear guidelines for creating new hazards and alien creatures, tools to design challenging, balanced encounters, and rules for rewarding characters for the dastardly challenges you array before them!

PZO 22002-PE\$29.99

SPOTLIGHT ON



POKÉMON TCG: MEGA LATIAS EX BOX

Mega Evolution takes the power of the Legendary Pokémon Latias past its limit! With awesome speed, it surges through the sky with draconic might. Now you can team up with Mega Latias ex as a playable foil promo card, plus an oversize lenticular card with amazing artwork. You also get four booster packs with even more Pokémon inside!

PUI 10-10130-108PI

SPOTLIGHT ON

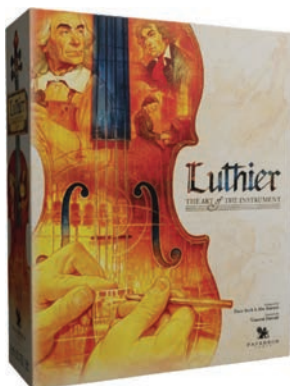


POKÉMON TCG: SALAMENCE EX & RESHIRAM EX PREMIUM COLLECTION

With strong attacks and big HP, Pokémon ex aim to blow through the opposition in battle! In this collection, you get specially stamped foil promo cards of Salamence ex and Reshiram ex, plus an oversize foil version of Salamence ex for display. Then, discover even more awesome Pokémon inside a big stack of 10 booster packs!

PUI 10-10266-101PI

PAVERSON GAMES



LUTHIER: THE ART OF THE INSTRUMENT

Luthier transports players to the height of classical music in Western Europe, when the art of the instrument was upheld equally by skilled craftspeople, noble patrons, virtuoso performers, and famous composers such as Bach, Mozart, and Beethoven. Using a new, unique combination of hidden bidding and worker placement, players manage resources to craft various musical instruments in their workshop, while also courting actual historic patrons through an ever-changing personal tableau of actions and bonuses.

PVG 02001\$89.99

POKÉMON USA

SPOTLIGHT ON



POKÉMON TCG: MEGA BATTLE DECK - MEGA GENGAR EX / MEGA DIANCIE EX

Two new Pokémon TCG: *Mega Battle Decks* are ready to rumble! Team up with Mega Gengar ex and battle from the shadows, or call upon Mega Diancie ex and dazzle opponents with your skill. Each deck includes a powerful Pokémon ex and everything you need to play right away.

PUI 10-10131-101PI

SPOTLIGHT ON



POKÉMON TCG: TRAINER'S TOOLKIT (2025)

Turn your card collection into playable, fun, and competitive Pokémon Trading Card Game decks! Inside this box, you'll find a plethora of Trainer cards including ACE SPEC cards, plus a strategy guide to putting them all together to create a deck that showcases your best Pokémon! You'll find everything you need to help you make the choices every deck builder faces: More strong Pokémon? More strategic Trainer cards? How much Energy is too much? Steer a course for completely new decks, original combos, and all the fun of head-to-head competition with the Pokémon TCG: *Trainers Toolkit*!

PUI 10-10112-101PI

ROLE PLAYING


PRE-ORDER NOW!

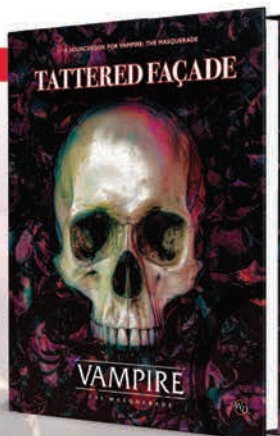
VAMPIRE: THE MASQUERADE TATTERED FAÇADE SOURCEBOOK

- Who's out on the streets after sundown: victims, rivals, innocents, and monsters.
- More than 25 tempting new Discipline Powers, Rituals, Ceremonies, and Formulae, new Loresheets.
- Intensify the terror in your game using existing rules for Touchstones, Stains, Humanity, Convictions, along with Ambitions & Desires and Compulsions.

RGS 01173 \$50

NOVEMBER RELEASE!

 Ages 18+




NEW RELEASE!

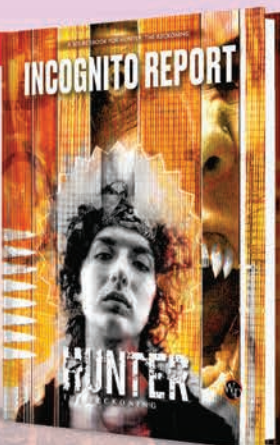
HUNTER: THE RECKONING INCOGNITO REPORT SOURCEBOOK

- Focus on urban legend, conspiracy theories, and moral panics.
- A collection of fully detailed quarries and new Perks tied to the Cog Conspiracy.
- Expanded detail on using Danger for single session and campaign style play.

RGS 11158 \$50

AVAILABLE NOW!

 Ages 18+




NEW RELEASE!

WEREWOLF: THE MOONLIT PATH SOURCEBOOK

- Learn how the Garou interact with spirits and their world.
- Contains a complete story: *The Spider and the Fly*.
- Additional material including new Gifts, Rites, Threats, Locations and more.

RGS 01174 \$50

AVAILABLE NOW!

 Ages 18+


NEW RELEASE!

TRANSFORMERS ONE SOURCEBOOK

- Create characters as Bots on a quest to get their T-Cog.
- Key new factions, influences, mining gear, and more.
- Ready-to-go locations from areas of the film such as the Iacon 5000.

RGS 01172 \$45

AVAILABLE NOW!

 Ages 14+



TRANSFORMERS




PRE-ORDER NOW!

G.I. JOE HAWK'S PERSONNEL FILES SOURCEBOOK

- Introduces the game's first advanced Role: Old Hand.
- 64 Stat Blocks for heroes and villains and Contact Perks for JOE guest stars.
- Guidance on running adventures and campaigns during G.I. JOE's golden era.

RGS 01165 \$50

NOVEMBER RELEASE!

 Ages 14+




PRE-ORDER NOW!

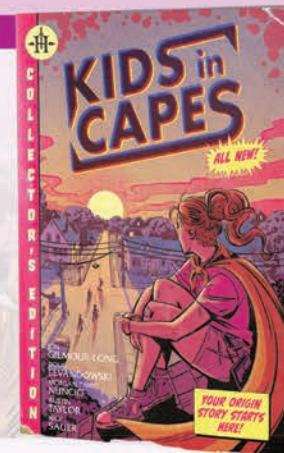
KIDS IN CAPES

- Explore the world of superheroes alongside your friends.
- Learn about your new powers, team up with other heroes, and use your abilities to defeat villains.
- New spin-off roleplaying game of the ENnie award-winning *Kids on Bikes*.

RGS 01180 \$39.99

NOVEMBER RELEASE!

 Ages 13+





MINIATURE

HeroScape

**NEW RELEASE!****HEROSCAPE: CRIMSON WIDOW AND DREADNOUGHTS OF CARAWAY CAVERN ARMY EXPANSION**

- Turn any Unique Squad into Pirates and unleash surprise attacks with Crimson Widow.
- Take combo turns with the loyal and brutal Dreadnoughts.
- One new Unique Hero and one new Unique Squad.

RGS 02844 \$40

AVAILABLE NOW!

Ages 14+

**NEW RELEASE!****HEROSCAPE: KRAKENLING AND GELRYIE VANGUARDS ARMY EXPANSION**

- Rise with the tide and strike without warning with the Gelyrie Vanguards.
- Recruit the Krakenling and teleport across the battlefield, swap places with enemies, and unleash multiple attacks.
- New 4 figure Common Squad and one new Common Hero.

RGS 02839 \$40

AVAILABLE NOW!

Ages 14+

**NEW RELEASE!****HEROSCAPE: HEROES OF ARBOREAS ARMY EXPANSION**

- Command beasts, turn enemies into allies, summon sharp thorns, heal your allies, and soar high above the battlefield with these Unique Heroes.
- Synergizes figures from the *Battle for the Wellspring Battle Box* and the *Age of Annihilation Master Set*.

- 5 new Unique Heroes with a wide range of abilities.

RGS 02837 \$50

AVAILABLE NOW!

Ages 14+

**NEW RELEASE!****HEROSCAPE: THE RUINS AT LAUR'S EDGE TERRAIN EXPANSION**

- Over 30 Wall Terrain Pieces including stackable wall pieces and columns.
- Create obstacles for your enemies or build defenses for your army.
- Mix and match wall pieces with your existing HeroScape terrain.

RGS 02755 \$70

AVAILABLE NOW!

Ages 14+

**NEW RELEASE!****HEROSCAPE: GREATBOW ARCHERS AND SCIONS OF ICARIA ARMY EXPANSION**

- Use the Greatbow Archers as deadly support units for map control and long-range pressure.
- Built for coordinated attacks, unleash the power of the Scions of Icaria.
- New 2 figure and 3 figure Common Squads.

RGS 02848 \$40

AVAILABLE NOW!

Ages 14+

**NEW RELEASE!****HEROSCAPE: ROADS OF VALHALLA TERRAIN EXPANSION**

- Road tiles let your armies move faster, creating dynamic lanes for charging attacks or quick repositioning.
- Use short walls form bridges—ideal for height advantage, objective control, or dramatic battles above the field.
- 22 Terrain pieces including road terrain and short walls.

RGS 02846 \$50

AVAILABLE NOW!

Ages 14+

**RENEGADE
GAME STUDIOS**

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RANDOM HOUSE



DUNGEONS & DRAGONS:
THE DUNGEON MASTER'S
CAMPAIGN JOURNAL

Enhance your thrilling D&D adventures with this campaign journal for Dungeon Masters, featuring helpful tools for planning sessions and templates for recording key information. With the updated *Dungeon Master's Guide*, there's never been a better time to plan your next quest. This campaign journal is tailor-made for Dungeon Masters, providing prompts, indexes, and templates to help bring a riveting storyline to life. From creating challenging monsters to brainstorming intriguing settings, this journal makes it easier for Dungeon Masters to craft an unforgettable D&D experience.
RHP 4314.....\$24.99



DUNGEONS & DRAGONS: THE
PLAYER'S CAMPAIGN JOURNAL

Record your D&D adventures with this campaign journal for new and experienced players alike, featuring helpful tools for creating a character and templates for tracking sessions. With the update *Player's Handbook*, there's never been a better time to embark on a new quest. Whether you're taking your first steps in Faerun or you're already the Level 20 Tiedling warlock of your dreams, this campaign journal is tailor-made for players of all kinds. Prompts, indexes, and templates will help track party members, NPCs, factions, creatures, and unforgettable moments.
RHP 4321.....\$24.99



TEN ONE-PAGE ROLEPLAYING GAMES
FOR YOUNGER PLAYERS

A special collection of one-page tabletop roleplaying games aimed at younger readers written by a veteran of the genre. These games are easy to learn and fun to play, and don't have lots of complicated rules to slow things down. (And: any questionable elements have been edited and replaced with child-friendly content, just to keep the parents happy.)
RRD 040401.....\$25.00

SIRIUS DICE



FEATURED ITEM



BALDUR'S GATE 3 TREASURE BLIND BOX DISPLAY (25)

Each pack includes: 1 Oversized D20 featuring *Baldur's Gate* character icons (not a full 7-piece set), 1 Collectible Coin, 1 Embroidered Dice Bag. Showcases fan-favorite characters: Astarion, Gale, and the Dark Urge. Includes Rare, Legendary, and Artifact dice tiers. Winning customers receive a Replica Astral Prism collectible. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
SDZ 2003-03.....\$324.75

ROLL & PLAY PRESS

GAME MASTER'S QUEST JOURNALS



HEROIC BLUE

RPP 026QNGB.....\$24.99



MYSTIC PURPLE

RPP 026QNGP.....\$24.99



WILD GREEN

RPP 026QNGG.....\$24.99

ROWAN, ROOK AND DECARD

HEART RPG: THE CITY BENEATH -
DAGGER IN THE HEART
(SECOND PRINTING)

Dagger in the Heart is the first hardback sourcebook for *Heart: The City Beneath*. This new 144-page release is dripping with evocative prose from author Gareth Ryder-Hanrahan, grotesque full-color illustrations by Sar Cousins, and immersive layout by ENnie award-winning Mina McJanda. Inside you can find a sandbox adventure that takes Delvers into the deepest recesses of the Heart in search of their destiny. You are caught in the wake of the Delving Machine: a device that bores through rock, blood, bone, space, time and reality, towards the scintillating terror of a crimson eternity.



RRD 020202.....\$50.00

RPG DICE SET (7): FRUIT SLICE DICE SET



KIWI

SDZ 0025-02.....\$19.99

ORANGE

SDZ 0025-01.....\$19.99



LEMON

SDZ 0025-03.....\$19.99

PEACH

SDZ 0025-04.....\$19.99



WATERMELON

SDZ 0025-05.....\$19.99

SLUGFEST GAMES



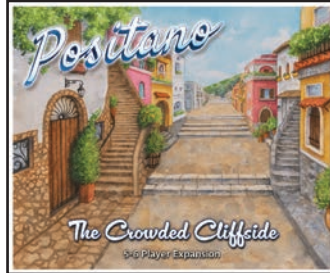
POSITANO

Welcome to scenic *Positano*! You and your friends are builders in Positano, Italy, a village stacked upon a cliffside overlooking the clear blue sea. Each round you will bid on three simultaneous auctions determining the size, quality and location of your new resorts on the three dimensional cliffside board. Quality resorts will earn the most points, but only if you have a clear view of the sea!

SFG 091 \$49.95

POSITANO: THE CROWDED CLIFFSIDE EXPANSION

Positano: The Crowded Cliffside includes components in two new colors so that now up to six players can bid for building spaces in Positano. To give players more room in which to build, the expansion includes a new set of cliffside steps that expand the playing area to a 5x5 area instead of 4x4. This larger cliffside also allows for a four-player variant game that lasts six rounds instead of the usual four. This expansion also includes a solo mode since the cliffside needs so much construction that you and Otto each need two colors to handle it all!



SFG 092 \$34.95

THE RED DRAGON INN

SPOTLIGHT ON



ADVENTURE IS NIGH! (STAND ALONE AND EXPANSION)

The Red Dragon Inn: Adventure Is Nigh! is a card game for 2-4 players featuring the characters from the Adventure Is Nigh YouTube series. After another wild adventure, it's time you kicked back with your buddies for a party at your favorite nightclub. Brawl, gamble, and drink your way through the night as a unique character with its own deck, traits, and mechanisms. The last adventurer standing wins! All of the characters in this standalone game can be mixed with characters from any *The Red Dragon Inn* game or expansion.

SFG 077 \$39.95



ADVENTURE IS NIGH! - EXTRAS PACK

40-card Moped Deck, 6-card Adventure is Nightclub Tavern Deck, 1 Oversize Tavern Card, 6 Prize Cards, 20-card GM Event Deck, 1 Player Mat, 2 Deck Dividers, Tokens, Rules.

SFG 083 \$24.95



ALLIES - JIN VS GREPPA EXPANSION

SFG 104 \$24.95

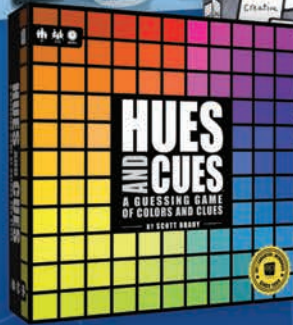
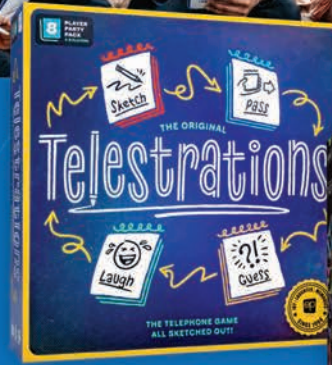


ALLIES - MELVYN VS MARAH EXPANSION

SFG 072 \$24.95



BRING THE LAUGHTER



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TheOpGames.com

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GAMES

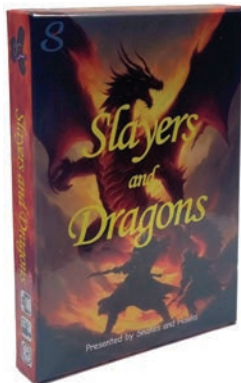
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SNAKES AND HAWKS



SLAYERS AND DRAGONS

Slayers and Dragons is an easy to learn card game that is fun for ages 7 and up. The game can be played with 2-6 players and can be played with partners or as individuals. Game play is easy and it is very similar to a trick taking card game. *Slayers and Dragons* is played with a custom 60-card deck. There are four different colors of cards in the deck and the card values range from 1-15 in value. Winning the game will take strategy as players can team up with the other players and ultimately use them to their own advantage.

SAH SLDG.....\$20.00



VETO: WILD WATERS

Dive into the excitement of *VETO Wild Waters*, the card game that's a perfect match for a splashing good time with family and friends. Outsmart opponents by discarding wisely, playing multiple cards and using your VETO card to dodge the currents of trouble. But beware - wild waves of the Hand Cleaner and action-packed cards like the mighty playful dolphins can turn the tides at any moment! Don't be the last fish in the sea holding cards! Get yours today and prepare to make waves at your next game night.

SAH VETOWW.....\$20.00

STUDIO AGATE



7TH SEA RPG: CAMPAIGN - THE PRICE OF ARROGANCE

This book is an epic campaign made up of ten scenarios! This adventure will take Heroes across Terra, from Montaigne to the New World, passing through the colonies of the Atabean Sea, where they will uncover some of the most important secrets of Thah. Different modes are offered, allowing a focus on distinct atmospheres: the supernatural, conspiracies and the darker side of humanity, or science and Synneth artifacts. The Price of Arrogance contains all the narrative elements you need to set up the story. However, it is not a standalone product: to use it, you will need the *7th Sea Second Edition Core Rulebook* (for the rules and setting description).

AGA 60001.....\$55.00

7TH SEA RPG: GM SCREEN - THE PRICE OF ARROGANCE

AGA 60001GM.....\$25.00



SPOTLIGHT ON



DRACONIS RPG: THE CALL OF ADVENTURE - COLLECTORS BOX (5E)

This gorgeous, beautifully decorated hard collectors box contains the *Call of Adventure* book, as well as all accessories and game materials for increased ease of play: *Call of Adventure* game book a folder of game materials containing maps and clues a game screen a set of 8 dice in a cloth bag the Travel and Items deck of



cards (travel events, treasures, and perils) the Spells and Conditions deck of cards (spells used by the characters, and the conditions they may gain, or suffer) the dragon-god miniature of Mintsune.

AGA 50001BOXD.....\$180.00

SPOTLIGHT ON



DRACONIS RPG: THE CALL OF ADVENTURE - DEEP IN THE VALLEY (5E)

Deep in the Valley is a prequel to the adventure the heroes will experience in *Call of Adventure*, at the beginning of which they find out that their villages chief disappeared. What happened to her? Where is she? That is what you'll find out in this book! If you want to learn about leading a game before taking your players through *Call of Adventure*, this short game book was made for you! It is a choose-your-own-adventure tale intended for neophyte game leaders.

AGA 50201.....\$30.00

SPOTLIGHT ON



DRACONIS RPG: THE CALL OF ADVENTURE CORE BOOK (5E)

The result of joint work between Chane and Studio Agate, *Call of Adventure* is the perfect gateway for those who want to discover role-playing games or introduce their friends and family to the hobby. With its pacifistic premise, this bright fantasy setting is about friendship and the discovery of a world filled with fantastic dragon species! This book for ages 11+ includes 5 starter adventures and is standalone: all the information required to play is included, along with 6 pregenerated characters and ample guidance for a smooth introduction to role-playing.

AGA 50001.....\$50.00

TEETURTLE

CLOUDHEAD 5"



BUMBLEBEE

TET 9155-228006.....PI



CLOUD BUNNY

TET 9111-227872.....PI



CALICO CAT

TET 9108-227869.....PI



HELLO KITTY

TET 9115-227876.....PI



CINNAMOROLL

TET 9142-227944.....PI



KUROMI
TET 9144-227946PI



OPTIMUS PRIME
TET 9154-228005PI



MY MELODY
TET 9143-227945PI

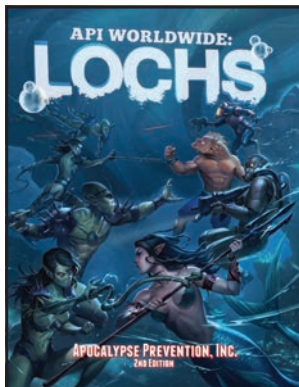


SHIBA INU
TET 9106-227867PI



SLOTH
TET 9110-227871PI

THIRD EYE GAMES



**APOCALYPSE PREVENTION, INC.:
WORLDWIDE - LOCHS (2E)**
Swim with Fallen Overlords. We were shoved from our thrones and poisoned with horrible magic called the Contagion. We left Domainya in search of a cure and found help on Earth, but the Loch Spandrels have been taken over by beings far worse than us. Should we ignore the cries for help? And if we do... how long will we survive? ...In a Fight to Reclaim Power. *Demon Codex: Lochs* is the first race sourcebook for *Apocalypse Prevention, Inc.* It is a complete guide for players and GMs to the Lochs and other newly introduced aquatic races.
3EG 009 \$19.99

ULTRA PRO INTERNATIONAL

CARD PRESERVER IN CLEAR BOX 100CT

This 100ct bundle comes packaged within a clear box for storage and transport. Clear, see-through walls allow you to quickly check the contents to ensure you are pulling the right collection of collectible cards in CardPreserver protective holders.
UPI 16569.....PI



GET THEM NOW!

UPPER DECK ENTERTAINMENT



BATMAN: THE ANIMATED SERIES - ENEMIES OF GOTHAM CITY

In *Enemies of Gotham City*, play as infamous villains like The Joker, Poison Ivy, and Two Face. Fight to make some cash, thwart Batman, and become the most feared villain in Gotham City. To do this, you'll have to plan out your moves and strategize, but you must also be adaptable, Gotham City is in chaos, and your plans may not always go as intended! Wrestle for control of Gotham's districts with rival villains and out-think your opponents by using your power and weapons. Watch out for Batman and his allies who are looking to bring peace to Gotham City and send you to Arkham Asylum. Will you become the most infamous villain of them all, or are you just another two-bit crook?

UDC 76663.....PI

RUSH OF IKOR TCG SLEEVES (65)



ISIS
UDC 09679.....PI



KULKULKAN
UDC 09678.....PI



ORACULAR
UDC 09680.....PI



RUSH OF IKORR LOGO CARD BACK
UDC 09676.....PI



THOUSAND ARMED KANNON
UDC 09677.....PI

WIZARDS OF THE COAST

FEATURED ITEM



DUNGEONS & DRAGONS RPG: STARTER SET - HEROES OF THE BORDERLANDS

1 Quick Start Guide, 1 Game Reference Booklet, 3 Adventure Booklets, 9 Double-Sided Poster Maps, 5 Handouts, 1 Combat Tracker, 8 Character Class Boards, 210 Cards for Characters, Items, Monsters & NPCs, 273 Tokens for Monsters, Terrain & Resources, 11 Game Dice
WOC D47050000.....\$49.99



FEATURED ITEM



DUNGEONS & DRAGONS RPG: STRANGER THINGS - WELCOME TO THE HELLFIRE CLUB BOX SET

1 Dungeon Master's Screen; 1 Double-Sided Hellfire Club Poster; 91 Cards for Spells, Magic Items, and Monsters; 72 Tokens for Player Characters and Monsters; 2 Double-Sided Poster Maps; 15 Character Sheets; 4 In-World Handouts; 1 Combat Tracker Notepad; 1 Quick-Start Guide; 4 Adventure Booklets; 1 Play Guide Booklet; Dice (set of 11)

WOC D47040000.....\$49.99

WIZKIDS/NECA



STAR TREK SHIP PACK: BIRD-OF-PREY - CLOAKED AND UNCLOAKED

This pack includes two incredible, highly-detailed miniatures of the Klingon Bird-of-Prey, complete with adjustable wing positions! One features the standard pre-painted details, and one features a special cloaked effect. Display them on their own, or use the included components to include them in games of *Star Trek: Into the Unknown!* (core set required).
WZK 87644.....\$29.99



FEATURED ITEM

COLLECT ALL 50 MINIATURES!

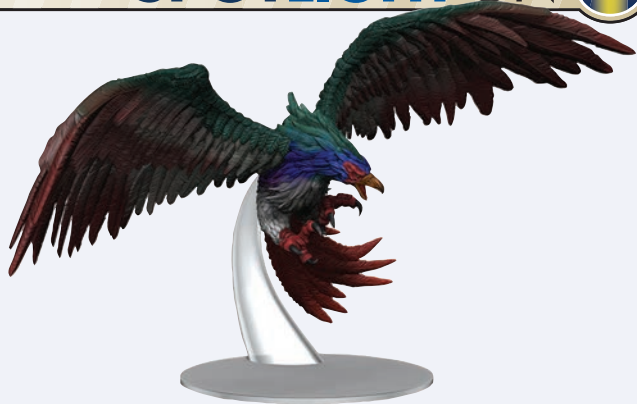


DUNGEONS & DRAGONS: ICONS OF THE REALMS - MONSTER MENAGERIE REVISITED BOOSTER BRICK (10)

From the farthest reaches of the multiverse comes a fresh bestiary packed with fantastical creatures and mystical foes! *D&D Icons of the Realms: Monster Menagerie Revisited* offers unmatched potential for adding variety and excitement to your tabletop encounters. Collectors will have a premier opportunity to obtain such notable adversaries as the Red Slaad, White Abishai, and Septon Madron. Additionally, dungeon masters will be able to accumulate packs of Jackals, factions of demonic entities, and so much more. Summon the brutal and beastly Bulezaus and their Rutterkin allies for an experience laced with pure evil! Shock your players with creative, cretinous combos! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

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SPOTLIGHT ON



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SPOTLIGHT ON



STRANGER THINGS: HEROES OF HELLFIRE

The Hellfire Club's *Dungeons & Dragons* characters are coming to your collection! The cast of *Stranger Things*'s beloved *Dungeons & Dragons* characters are depicted in a classic D&D style as seen throughout the party's adventures in Netflix's *Stranger Things*. This blister pack features 6 pre-painted miniatures from *Stranger Things*. Each miniature is the appropriate size for *Dungeons & Dragons* gameplay, sitting on a clear plastic base. These miniatures are a great way to show off your *Stranger Things* fandom while bringing a nostalgic feel to your next *Dungeons & Dragons* campaign. This set contains: Lady Applejack, Tayr the Paladin, Nog the Dwarf, Sundar the Bold, Will the



Wise, Classic D&D Vecna, painted to resemble a classic pewter miniature.
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WYRD MINIATURES

MALIFAUX 4E

ARCANISTS - DAMIAN RAVENCROFT, ASPIRANT

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ARCANISTS FACTION BOOK

This book contains all the stat cards and upgrades needed to play the Arcanists within *Malifaux Fourth Edition*. Each faction book also includes new stories that further the rich background of *Malifaux*, along with descriptions of each model within the faction.

WYR 24003\$25.00



BAYOU FACTION BOOK

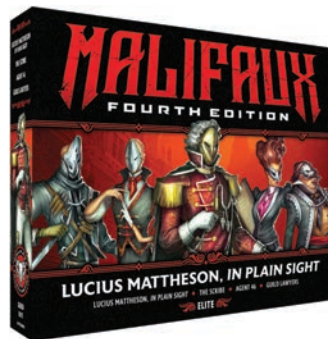
This book contains all the stat cards and upgrades needed to play the Bayou within *Malifaux Fourth Edition*. Each faction book also includes new stories that further the rich background of *Malifaux*, along with descriptions of each model within the faction.

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ICONIC - HAUNTED HARMONY

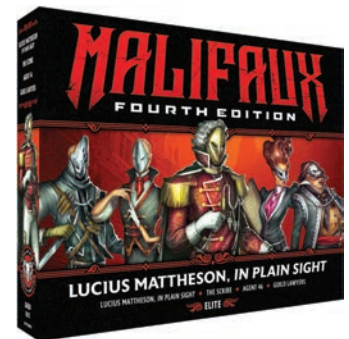
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GAMES

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GTM

OCT 2025

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KONFLIKT '47

THE NEW EDITION LAUNCHES SEPTEMBER 2025

KONFLIKT '47 2E: STARTER SET

WLG 451510001 \$152.00 | Available September 2025!

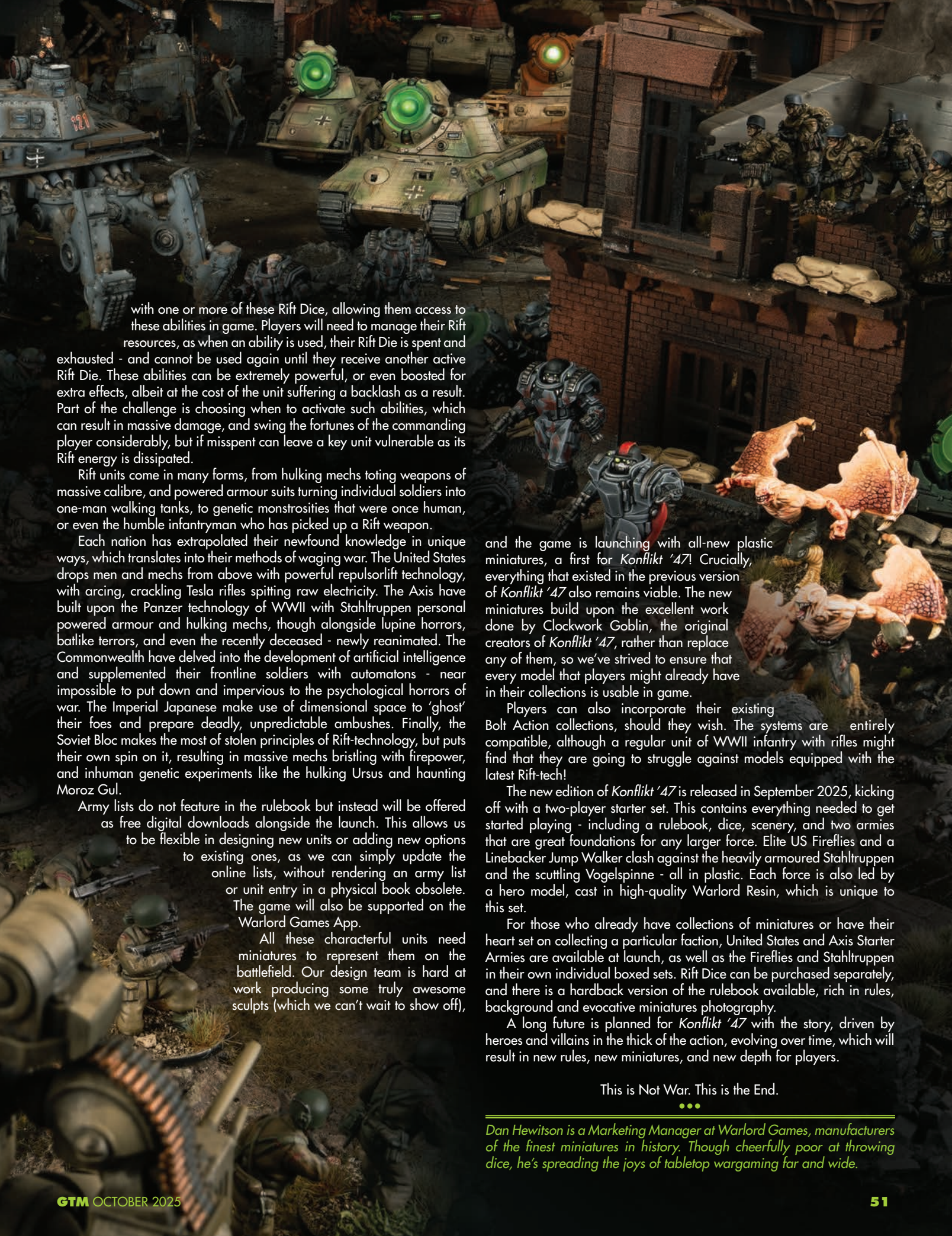


Konflikt '47 is a tabletop wargame of heroes, horrors, monsters, and mechs, which pits two or more players against one another in exciting, narrative driven games of asymmetric armies which are full of character.

Konflikt '47 takes place in a world that was much like our own, until a cataclysmic series of events diverted its path. In the midst of the Second World War, the testing and deployment of nuclear weaponry led to the opening of the enigmatic Rifts, from which spilled powerful energies and knowledge. The resultant technological escalation has reshaped the very nature of war. Now the nations of the world, alliances in tatters, jealously guard their secrets whilst coveting their neighbours', and unleash previously unknown technological terrors, genetic monstrosities, and cascading energies across the Earth, all in the pursuit of 'survival'.

Konflikt '47 is based on the award-winning Bolt Action game, with many of its core mechanics, such as random dice-pull activations, pinning, and cover saves being ported over from the recently released Third Edition of that game. *Konflikt '47* is its own beast, however, and we've taken the opportunity to incorporate the background and story of the world into the game itself - leading to a more cinematic, story-driven experience.

Key to this is the introduction of Rift Dice, bringing the erratic nature of the Rifts and the technology they've allowed into the very heart of gameplay. Each Rift unit has one or more Rift abilities, either innately as part of their genetic manipulation, equipment, or armour, or from carrying a Rift weapon. Each such unit is deployed on the battlefield



with one or more of these Rift Dice, allowing them access to these abilities in game. Players will need to manage their Rift resources, as when an ability is used, their Rift Die is spent and exhausted - and cannot be used again until they receive another active Rift Die. These abilities can be extremely powerful, or even boosted for extra effects, albeit at the cost of the unit suffering a backlash as a result. Part of the challenge is choosing when to activate such abilities, which can result in massive damage, and swing the fortunes of the commanding player considerably, but if misspent can leave a key unit vulnerable as its Rift energy is dissipated.

Rift units come in many forms, from hulking mechs toting weapons of massive calibre, and powered armour suits turning individual soldiers into one-man walking tanks, to genetic monstrosities that were once human, or even the humble infantryman who has picked up a Rift weapon.

Each nation has extrapolated their newfound knowledge in unique ways, which translates into their methods of waging war. The United States drops men and mechs from above with powerful repulsorlift technology, with arcing, crackling Tesla rifles spitting raw electricity. The Axis have built upon the Panzer technology of WWII with Stahltruppen personal powered armour and hulking mechs, though alongside lupine horrors, batlike terrors, and even the recently deceased - newly reanimated. The Commonwealth have delved into the development of artificial intelligence and supplemented their frontline soldiers with automatons - near impossible to put down and impervious to the psychological horrors of war. The Imperial Japanese make use of dimensional space to 'ghost' their foes and prepare deadly, unpredictable ambushes. Finally, the Soviet Bloc makes the most of stolen principles of Rift-technology, but puts their own spin on it, resulting in massive mechs bristling with firepower, and inhuman genetic experiments like the hulking Ursus and haunting Moroz Gul.

Army lists do not feature in the rulebook but instead will be offered as free digital downloads alongside the launch. This allows us to be flexible in designing new units or adding new options to existing ones, as we can simply update the online lists, without rendering an army list or unit entry in a physical book obsolete. The game will also be supported on the Warlord Games App.

All these characterful units need miniatures to represent them on the battlefield. Our design team is hard at work producing some truly awesome sculpts (which we can't wait to show off),

and the game is launching with all-new plastic miniatures, a first for *Konflikt '47*! Crucially, everything that existed in the previous version of *Konflikt '47* also remains viable. The new miniatures build upon the excellent work done by Clockwork Goblin, the original creators of *Konflikt '47*, rather than replace any of them, so we've strived to ensure that every model that players might already have in their collections is usable in game.

Players can also incorporate their existing Bolt Action collections, should they wish. The systems are entirely compatible, although a regular unit of WWII infantry with rifles might find that they are going to struggle against models equipped with the latest Rift-tech!

The new edition of *Konflikt '47* is released in September 2025, kicking off with a two-player starter set. This contains everything needed to get started playing - including a rulebook, dice, scenery, and two armies that are great foundations for any larger force. Elite US Fireflies and a Linebacker Jump Walker clash against the heavily armoured Stahltruppen and the scuttling Vogelspinne - all in plastic. Each force is also led by a hero model, cast in high-quality Warlord Resin, which is unique to this set.

For those who already have collections of miniatures or have their heart set on collecting a particular faction, United States and Axis Starter Armies are available at launch, as well as the Fireflies and Stahltruppen in their own individual boxed sets. Rift Dice can be purchased separately, and there is a hardback version of the rulebook available, rich in rules, background and evocative miniatures photography.

A long future is planned for *Konflikt '47* with the story, driven by heroes and villains in the thick of the action, evolving over time, which will result in new rules, new miniatures, and new depth for players.

This is Not War. This is the End.

...

Dan Hewitson is a Marketing Manager at Warlord Games, manufacturers of the finest miniatures in history. Though cheerfully poor at throwing dice, he's spreading the joys of tabletop wargaming far and wide.

PLUG IN, POWER UP, AND GET PLAYING

THE PERFECT LAUNCHPAD FOR CYBERPUNK SKIRMISH BATTLES

CYBERPUNK RED: COMBAT ZONE - 2-PLAYER STARTER

MFC 45000..... \$125.00 | Available Now!

If you've ever dreamed of throwing down in the neon-lit back alleys of Night City, *Cyberpunk RED: Combat Zone* delivers that fantasy in full force, and there's no better way to jump in than with the 2-Player Core Box. Designed as the ultimate on-ramp for new players and a streamlined toolkit for veterans, this starter box is a complete experience in a single package.

From the moment you crack the lid, you're dropped straight into the action. Inside the box, you'll find everything you need for two players to start slinging bullets, dodging blades, and scrambling for control of the streets. Easy to assemble minis? Check. A quick-and-dirty rules digest? Included. Full-color cards for your characters, gear, objectives, and actions? Absolutely. Even terrain and a folding street board are packed in, so you can go from box to table in minutes.

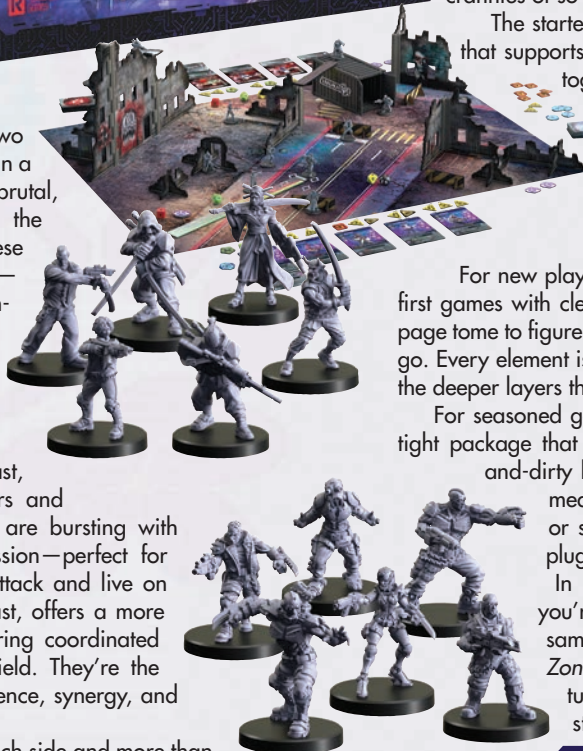
But what really sets this starter apart isn't just the quantity, it's the quality of experience you're getting.

TWO GANGS. NO MERCY.

The 2-Player Starter pits two iconic factions against each other in a no-holds-barred fight for turf: the brutal, chrome-jacked *Maelstrom* versus the slick, disciplined *Tyger Claws*. These gangs couldn't be more different—one's a gang of psychotic tech-obsessed anarchists, the other a ruthless street gang with ties to corpo fixers and ancient tradition. And each comes with a distinct tactical flavor.

Maelstrom hits hard and fast, with savage close-range brawlers and unpredictable plays. Their minis are bursting with cybernetic flair and raw aggression—perfect for players who want to press the attack and live on the edge. *Tyger Claws*, by contrast, offers a more balanced, methodical style, favoring coordinated strikes and control of the battlefield. They're the gang for players who prefer patience, synergy, and cold-blooded efficiency.

With five unique fighters on each side and more than enough cards to explore different loadouts, the starter box offers incredible replayability. No two games play the same—and with *Combat Zone's* signature [RE]action system, every decision counts.



FAST, FLUID, AND FEROCIOUS

One of the biggest draws of *Combat Zone* is its intuitive, modern ruleset. The 2-Player Starter includes the *Core Rules*, a lightweight but complete rulebook that delivers a bleeding-edge tactical experience. *Combat* uses color-coded dice, card-based actions, and a [RE]action system that means no model is taken out before it has a chance to act. There's no waiting around for your "turn" — every time an enemy shoots at you, you can reposition or counterattack.

This creates an incredibly kinetic, responsive play style that keeps both players engaged from start to finish. You're not just moving miniatures—you're reading your opponent, predicting their next move, and striking at the perfect moment. It's street fighting as sport, gang warfare as high-speed puzzle solving.

BUILT FOR THE TABLETOP... AND BEYOND

The 2-Player Starter is also fully modular and expandable. Every component is compatible with the full line of *Combat Zone* products, meaning that when you're ready to scale up — whether with new gangs, more terrain, or narrative campaigns — you don't need to relearn anything. The minis are high-quality and hobby-friendly, ready for painting and modelling. The detailing makes the models take washes and dry brushing well, which is perfect for new painters. Expert painters will also find a lot to love in the nooks and crannies of so much chrome.

The starter set is just the beginning of a deep, evolving system that supports both competitive and narrative play. Want to throw together a quick deathmatch? You've got it. Prefer to build a long-running turf war between factions? That's in the DNA of the game, and all of that spills out from the Core Box.

PERFECT FOR NEWCOMERS. KILLER FOR VETERANS.

For new players, the 2-Player Starter is a godsend. It makes your first games with clear and ease. You won't be digging through a 300-page tome to figure out how to move — just open to the actions page and go. Every element is designed to get you in the game fast and teach you the deeper layers through play.

For seasoned gamers, the box still holds a ton of value. It's a sleek, tight package that makes for the perfect demo kit, travel set, or fast-and-dirty lunch break skirmish platform. The [RE]action system means you don't have to memorize dozens of ability rules or stats. The battlefield and terrain make setup fast. It's plug-and-play *Cyberpunk* warfare — and it's addictive.

In the *Combat Zone*, only the bold survive. Whether you're a fresh-faced edgerunner or a grizzled street samurai, the 2-Player Starter for *Cyberpunk RED: Combat Zone* gives you the tools, rules, and attitude to claim your turf. So grab your gear, shuffle your deck, and let the streets decide who walks away.

Welcome to the Combat Zone

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CAT40000
\$99.99



CAT40002
\$9.99



CAT40003
\$49.99



ONSLAUGHT

MULTIPLAYER MAYHEM!

Over the following pages we present a chaotic and intense multiplayer scenario for *Dungeons & Dragons: Onslaught!* You and your friends will combine the map tiles of two *Tendrils of the Lichen Lich* Starter Sets as well as materials from the *Great Giant Games Scenario Kit* to make a massive map! Bring any characters you like from across our D&D Onslaught products to form a powerful alliance!

The scenario allows for up to four players to work together to repel a raid on a merchant's estate, normally a mundane task, but not so much when the attackers are a band of aggressive Giants!



DAMAGE CONTROL (2-4 PLAYER SCENARIO)

The estate of a local merchant is under pressure by a marauding band of giants. The troubled patron has hired out adventurers to help him defend his mercantile and the surrounding grounds from the threat of a titanic attack! The more of his estate that you can protect from the invaders, the greater your reward! He has identified key areas of his grounds to defend and it will be your responsibility to protect the assigned structures. The most effective defenders will secure a hefty reward and an ongoing contract to guard his lands from future threats. However, these adventurers have a bit of a historic rivalry, and it is prone to turn to violence!

SETUP

Setup: Set up the map as indicated in the diagram. Choose four Giants and place their cards near the map and assign them the initiative cards specified in the red monster behavior section. Place their corresponding miniatures (or token) in the designated Giant Starting Areas.

This scenario will use a total of 12 player characters, divided as evenly as possible between 2-4 players.

Roll for Initiative: Each player rolls a dice (d6) and compares their highest result. The winner chooses which player will receive the Initiative 1 card and become the active player. Gather the 2-4 Initiative cards for the additional players.

Choose Characters: Divide the 12 character slots as evenly as possible between the players. Starting with the active player, and proceeding clockwise around the table, each player chooses one of their characters and places them in an available space in the Player Starting Area. Repeat this process until all 12 characters have been placed. As this scenario can accommodate 2-4 players, the number of characters each player will control will change. 2 players use 6 characters each, 3 players use 4 characters, and 4 players will use 3 characters each.

Deal Initiative Cards: The active player shuffles the Initiative 2-4 cards and deals them to the other players. Note that unlike in a standard game, these Initiative cards are not assigned to individual characters. Instead, when that Initiative step comes up, the player with that card may activate one of their characters that has not yet activated for the round, proceeding through Initiative steps 1-4, followed by the Giants, and then restarting the Initiative count at 1. This means the Giants will activate more often during a round and will pose more of a threat!

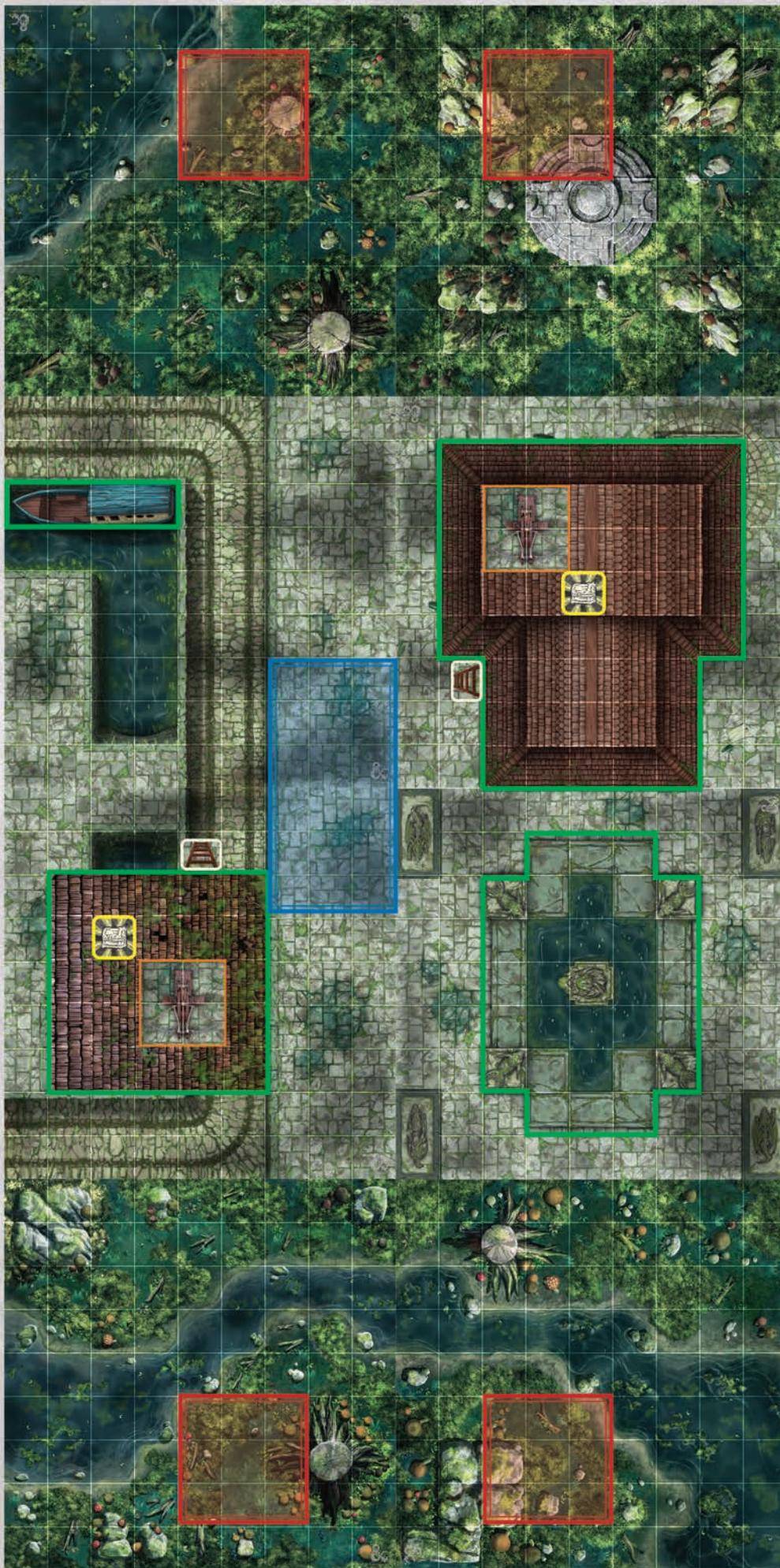
At the end of a round (after all characters have activated and the Giants have gone) the active player passes the Initiative 1 card to the player on their left and that player deals out the remaining Initiative cards for the next round.

As this scenario has a variable number of players, you will modify this process slightly depending on the number of players.

2 players - The active player deals one additional Initiative card to themselves and two cards to the second player.

3 players - The active player deals two cards to themselves and one card to the second and third players. Once one round of initiative has passed and the Giants have activated once, the active player then passes their second Initiative card to the player to their left. This continues until all players have activated their fourth character and then the round ends.

4 players - The active player deals one Initiative card to each other player.



Building Interiors



SPECIAL RULES

Vital Structures: The four designated structures on the map are objectives in this scenario. These terrain features can be destroyed, and have the following number of hit points (HP).

- ◆ **Shop:** This terrain has 10 HP. Remove the roof at 5 HP.
- ◆ **Storage Shed:** This terrain has 12 HP. Remove the roof at 6 HP.
- ◆ **Fountain:** This terrain has 8 HP.
- ◆ **Prized Boat:** This terrain has 6 HP.

Defense of Vital Structures: These above structures will randomly become the focus for the attacks of the giants and also become your priority to defend. At the top of each round, roll a d12 for each Giant. The result indicates the structure that the Giant will prioritize for the round. Reroll any results of a destroyed structure.

Roll	Giant Priority
1-3	Shop
4-6	Storage Shed
7-9	Fountain
10-12	Prized Boat
13-15	Structure with the least HP.
16-20	Closest Structure. (Choose the structure with the least HP if tied.)

The Giants will try to control these structures by overlapping them if possible. The players control a structure by having more characters overlapping it than spaces overlapped by the Giants. If the giants control a structure at the end of a round, they deal 3 damage to it.

Building Interiors: The Shop and Storage Shed have playable interior and exterior areas. We recommend placing the interior terrain tiles to the side of the map and transition characters to these tiles to track the positioning of characters that enter the buildings. Each building has two doors used to enter or exit any building, and line of sight can only be traced from these doors out of or into a building.

A Giant may not enter a building interior until the building has been reduced to half of its starting HP. When this happens, remove the building exterior tile, the adjoining ladder, and ballista token, and replace the tile with the corresponding interior tile. The removed features cannot be used further in the scenario.

Any characters on the roof tile when it is removed suffer 2 damage (1D) and are placed as close as possible in the corresponding space on the interior tile.

If a character is inside of a building interior when it suffers damage from a Giant attack, each character inside the building suffers 1D.

Titanic Onslaught: If a Giant is defeated, set it aside. At the start of the next round, randomly choose one of the two starting areas and place the defeated Giant in the starting area with full hit points. It acts as normal in the following round.

Ballista: There is a ballista on top of each of the two buildings. The roof is accessible via the ladder. The following are the special rules for using ballistas.

- ◆ **Using the Ballista:** A character must be on the ballista token in any of the four spaces to use the ballista's Bolt Shot or for the ballista to be movable.
- **Bolt Shot:** Once the ballista token is completely in the ballista area the character on the token must use their S + M to use Bolt Shot.
- **Giant's Rage:** A Giant wounded by a ballista shot will switch their Giant's Priority to the ballista until that ballista is destroyed. Do not roll at the start of the next round to determine the Giant's Priority of the wounded Giant.

OBJECTIVES

Stop the giants from destroying the merchant's property. Sneak in some good licks against your rivals while you're at it!

- ◆ **Control a Vital Structure at the End of a Round:** 1 victory point for each. Can be scored by multiple players.
- ◆ **Control a Vital Structure Contested by a Giant at the End of a Round:** 2 victory points for each. Can be scored by multiple players.
- ◆ **Deal 5 Damage to Giants:** 2 victory points (use the two round trackers. This can be scored multiple times).
- ◆ **Defeat a Giant:** 3 victory points.
- ◆ **Defeat a Character Controlled by Another Player:** 2 victory points.
- ◆ **Each Piece of Loot Carried by a Character:** 1 victory point.

GAME LENGTH

6 rounds. If all Vital Structures are destroyed, or if all characters are defeated the game ends at the end of the round and the players are defeated.

GAME END

Tally up the victory points scored by all players and compare to see who proved to be the best defender and won the merchant's contract!

**FIND OUT MORE AT:
DNDONSLAUGHT.COM**

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Note, as there are multiple players in this scenario, sometimes the rules call for the "inactive player" to make decisions for the Giants. In this case, the player with the Initiative 4 card will make these decisions.



Storm Giant

Initiative 6: When the Hill Giant activates, it moves towards its current Giant's Priority as directly as possible, attempting to overlap as many spaces of the structure as it can. At the end of its move, it will attack an enemy within range, prioritizing the last character who dealt it damage if possible.

If there is not a character adjacent, it attacks the closest space that will it to hit the most characters with ⚡ Boulder Throw, if able. If there is no enemy within range of ⚡ Boulder Throw at the end of its move, the Storm Giant will attack the structure instead if within range, again attempting to hit the most targets as possible.

The Storm Giant ignores water and elevation and can move through player characters.



Hill Giant

Initiative 7: When the Hill Giant activates, it moves towards its current Giant's Priority as directly as possible, attempting to overlap as many spaces of the structure as it can. At the end of its move, it will attack an enemy within range, prioritizing the last character who dealt it damage if possible.

If there is not a character adjacent, it attacks the closest character with 🪨 Rock Throw, if able. If there is no enemy within range of 🪨 Rock Throw at the end of its move, the Hill Giant will attack the structure instead if within range.

The Hill Giant ignores water and elevation and can move through player characters.



Fire Giant

Initiative 5: When the Fire Giant activates, it moves towards its current Giant's Priority as directly as possible, attempting to overlap as many spaces of the structure as it can. At the end of its move, it will attack an enemy within range, prioritizing the last character who dealt it damage if able. If there is no enemy within range at the end of its move, the Fire Giant will attack the structure instead if within range.

The Fire Giant ignores water and elevation and can move through player characters.



Frost Giant

Initiative 8: When the Frost Giant activates, it moves towards its current Giant's Priority as directly as possible, attempting to overlap as many spaces of the structure as it can. At the end of its move, it will attack an enemy within range, prioritizing the last character who dealt it damage if able.

If there is no enemy within range at the end of its move, the Frost Giant will attack the structure instead if within range.

The Frost Giant ignores water and elevation and can move through player characters.

WUNDERWAFFEN

PLAYING WITH HISTORY

WUNDERWAFFEN

ARTG 029 \$39.90 | Available November 2025!

In Italian (and perhaps in some other languages), there's a saying: "From the pig, nothing goes to waste." As a connoisseur of Parma ham, salami, and roasted shank, I couldn't agree more! After nearly 40 years as a game designer and nearly 40 games published, I can confidently say that this proverb also applies to board game design.

About twenty years ago, I designed a cooperative game based on the movie "Armageddon" with an interesting mechanic: each player performed their actions using two double-sided counters: one side of each counter had a positive effect, the other a negative effect.



The players had to agree on the best sequence for playing their tokens, one from each side. Ironically, the game concept caught the attention of Roberto Di Meglio, then manager of Nexus, who, after a period of testing, rejected the prototype.

A few years ago, a call for a design contest from the Italian Wargame Federation (IWF) gave me the chance to bring together four things that have always fascinated me into a single project:

- To capture, in a simple yet believable way, the relationship between the Allies in the final phase of World War II;
- To weave into a game the potential of the secret weapons German researchers were developing at the time (something halfway between Raiders of the Lost Ark and the video game Secret Weapons of the Luftwaffe - thanks, George Lucas);

- To design a game that looked and felt like a wargame, yet was accessible to everyone;
- To finally reuse that ingenious double-sided counter mechanic that had been sitting idle for 20 years!

A positive note and a negative one: from the very first version, the game flow worked well, and its structure barely changed during development. That's not something you see very often. The downside was the sheer number of revisions and fine-tuning required by me and the developers. I don't hesitate to say that I worked more on this game than on all the others in my career put together.

FROM D-DAY TO BERLIN

In the final year of the war, the Allied forces are marching toward Germany: the Anglo-Americans from the west and the south, and the Soviets from the east. The Nazis are doomed; it remains to be seen who will reach Berlin first. But in Germany's secret laboratories, new superweapons are in development. The Allies must cooperate as much as possible to optimize the conquest of territory and slow down German scientific progress.

Each player has a starting supply of 18 double-sided counters, different for each faction. On their turn, they select three and play them in the desired order: two counters for themselves and the back of one counter for an opponent.

WunderWaffen is a unique cooperative game: the three allies must cooperate, but at the end of ten turns, only the player with the highest score is the winner.

The game also has a strong diplomatic component, as Allied players must agree on the best moves, carefully balancing the give-and-take that the double-sided action counters will allow.

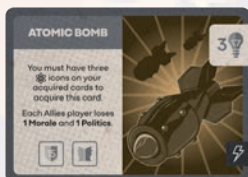
THE "WONDER WEAPONS"

The core rules of the game, which can be played by two or four players, are the same for all factions. However, the 24 research cards available to the German player allow them to modify these rules in their favor in various ways. For example, by making certain types of counters particularly efficient, increasing the points earned from certain actions, or preventing certain actions from being performed by the Allies.



The Allies must limit Nazi scientific research as much as they can, while advancing as quickly as possible towards Berlin.

The cards represent various types of weapons, prototypes, and events, all of which are actually documented: from the Tiger super tanks to jet fighters, from the B1, B2, and V3 to the atomic bomb.



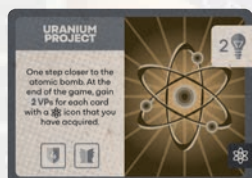
After numerous playtests and subsequent revisions, *WunderWaffen* won that design contest, beating out 18 competitors, thanks to the positive evaluation of a jury composed of several Italian wargame publishers.

After a first edition in *Para Bellum* magazine, the game is about to be published in a new version by Ares Games and Oliphante, improved in many ways. Gianfranco Fioretta and Roberto Di Meglio deserve credit for always believing in this project, which will significantly be published exactly 80 years after the end of World War II. My heartfelt thanks go to them and to the dozens of playtesters, Riccardo Vadala first among them.

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Game designer since 1991, Walter Obert is considered the most versatile among Italian game designers. He has created quirky games like *Ugg-Tect* and *Kragmortha*, evergreen party games such as *Tokyo Train*, and children's games like *Drei Magier* and *Janod*. Walter organizes the *IdeaG* game designer meetups and has served as the spokesperson for *SAZ*, the German association of game inventors.



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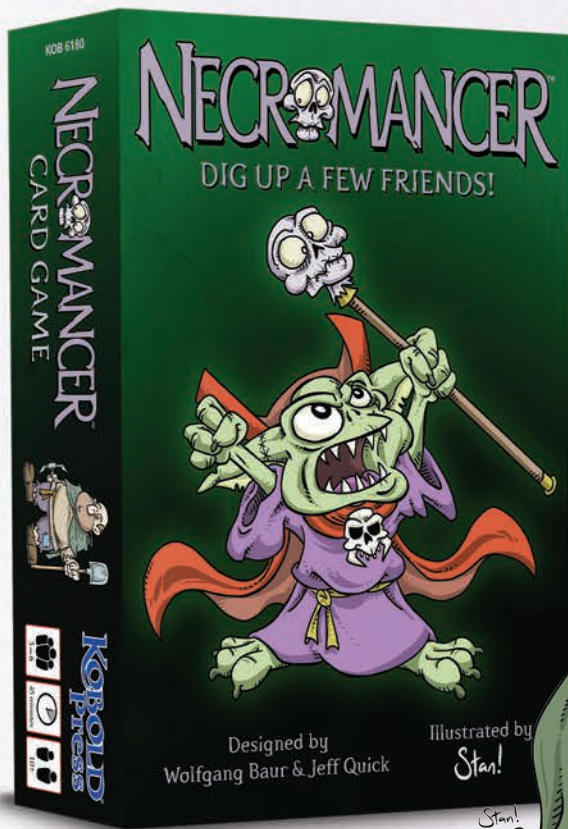
NECROMANCER™

DIG UP A FEW FRIENDS!



NECROMANCER: THE CARD GAME

KOB 6180..... \$29.99 | Available Now!



KOBOLD PRESS CHANNELS ITS INNER NECROMANCER FOR NEW CARD GAME

Kobold Press, long celebrated for its imaginative and high-quality tabletop RPG content, is stepping into new territory — and it's anything but lifeless. Best known for their acclaimed *Creature Codex* and *Tome of Beasts* series — fan-favorite monster compendiums for 5E — Kobold Press is now diving headfirst into the world of card and board games. And they're doing it with flair, humor, and... necromancy.

FROM GAME SYSTEMS TO GRAVEYARDS

Just recently, Kobold Press made headlines with the launch of *Tales of the Valiant*, their fully open, 5E-compatible fantasy RPG system. The game was developed in response to uncertainty surrounding the Open Gaming License (OGL), an event that sent ripples through the tabletop community. Kobold's answer was bold and community-focused: *Tales of the Valiant*, built on their Black Flag System Reference Document, ensures that 5E gameplay remains open, accessible, and unshackled from shifting corporate mandates.

It was a big move that showed the company's commitment to creators, players, and the spirit of shared storytelling. But after the dust settled, the team at Kobold Press began to ask: "What's next?"

With their RPG publishing efforts thriving, they decided to venture into a new realm of play — one filled with quick sessions, quirky art, and the kind of table-flipping fun that pairs well with snacks and smack talk.

PUNS TO DIE LAUGHING FOR

"We asked ourselves: What kind of game would we want to play with friends while waiting for everyone to show up to RPG night?" says Jeff Quick, co-designer of the game and editor of the Kobold blog. The team wanted something light, fast, and funny — something that could hit the table in minutes but still offer a satisfying strategic bite.

The result is *Necromancer Card Game*, a 30–60 minute card game that invites players to take on the role of rival dark wizards. Your mission? Summon an army of the undead, seize control of the mythical Well of Eternal Life, and claim immortality before your opponents do. It's a deadly race full of sabotage, surprises, and snarky spellcasting.

The game draws inspiration from classic "take-that" card games, but with Kobold Press's signature twist: a rich theme, clever mechanics, and artwork that's as fun as the flavor text.

The original idea came from Wolfgang Baur, Kobold Press's founder and CEO. He pitched the concept during an early brainstorming session — necromancers battling it out in a fast-paced, family-friendly card game. The idea immediately stuck. From that spark, Jeff Quick and the team expanded the concept into a full game, building card mechanics, testing interactions, and balancing powers.

"We knew we had something fun pretty quickly," says Quick. "But we also knew it could be better. So, we just kept going."

DIGGING DEEP FOR DEADLY IDEAS



Creating cards for a game like *Necromancer* is a creative marathon. While some ideas pop fully formed into your brain (and onto the table), most require a lot of digging.

"Coming up with card ideas is chaos in the best way," Quick says. "I made a huge list of phrases with the word 'dead' — like 'dead to me,' 'dead center,' 'dead man's switch' — and started riffing on



them. Not all of them survived, but the ones that did really clicked."

One favorite card born from that process features a skeleton happily playing a Nintendo Switch — a visual pun that may not make you more powerful in-game, but will definitely win you style points.

"The weirder the idea, the better it seemed to fit," says Quick. "It's a game about necromancy, sure, but it's also a game about having a ridiculous amount of laughs."

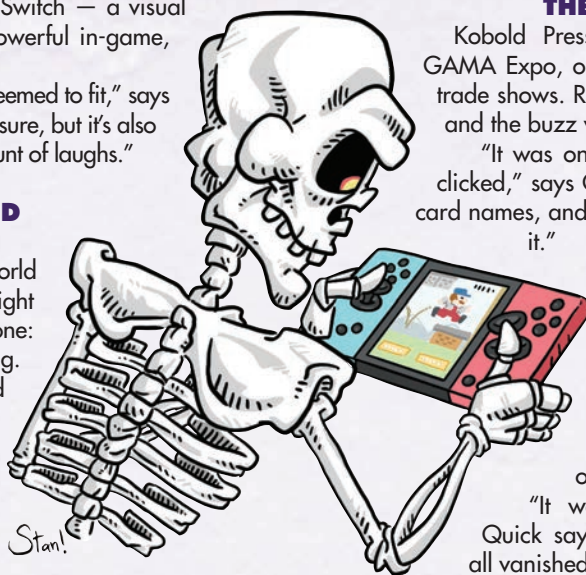
CARTOONS, CORPSES, AND KILLER GAGS

To bring this ghoulishly delightful world to life, the team knew they needed the right artist — someone who could nail the tone: spooky but silly, irreverent but endearing.

Enter Stan!, a long-time Kobold Press collaborator and the original cartoonist for Kobold Quarterly. With his expressive, cartoon-style art and years of experience illustrating tabletop games, Stan! was the perfect choice to bring the cast of bony troublemakers to life.

"Gag art is hard," Quick explains. "It must be instantly readable, visually punchy, and still funny on the tenth playthrough. Stan! nailed it. Every single piece brought something new to the table — literally."

With dozens of unique cards, each with its own art and personality, the visual storytelling in *Necromancer* is just as rich as the gameplay. You're not just summoning generic skeletons — you're raising sarcastic, mischievous, overachieving skeletons who look like they'd be equally at home in a dungeon or a sitcom.



A KILLER REVEAL ON THE CONVENTION CIRCUIT

Kobold Press officially unveiled *Necromancer* at the GAMA Expo, one of the tabletop industry's biggest annual trade shows. Retailers and distributors swarmed the booth, and the buzz was immediate.

"It was one of those rare moments where everything clicked," says Quick. "People loved the art, laughed at the card names, and walked away asking when they could stock it."

The reaction was strong enough to increase the initial print run — and when the team brought the finalized game to Gen Con this year, the momentum only grew. Back-to-back demos ran all weekend long, drawing curious gamers and longtime Kobold fans alike. By Sunday afternoon, only a few copies remained.

"It was the best kind of problem to have," Quick says. "We brought a ton of boxes, and they all vanished."



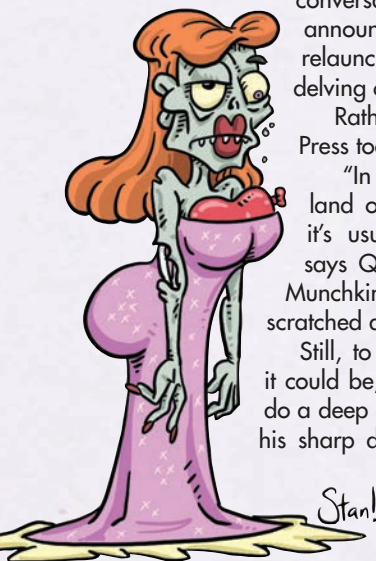
A RESURRECTION AT JUST THE RIGHT TIME

As the game neared completion, a familiar name entered the conversation: *Munchkin*. Steve Jackson Games announced a crowdfunding campaign to relaunch the classic tongue-in-cheek dungeon-delving card game.

Rather than seeing it as competition, Kobold Press took it as confirmation. It was a sign.

"In the gaming industry, when two teams land on similar ideas around the same time, it's usually because something's in the air," says Quick. "And we weren't aiming to copy *Munchkin* — we were building something that scratched a similar itch, but with our own flavor."

Still, to make sure the game was as strong as it could be, they brought in designer Will Sobel to do a deep dive on the mechanics. Sobel, known for his sharp design sensibility and ability to balance casual play with competitive edge, gave *Necromancer* the extra polish it needed to go from fun to fantastic.



SHAMBLING INTO STORES NEAR YOU

Now, *Necromancer* is shuffling into friendly local game stores across the country. With quick setup, accessible rules, and endlessly replay value, it's the perfect addition to any game night — whether you're a seasoned necromancer or just want to raise a little hell between D&D sessions.

Whether you're sabotaging your friends' spells, raising an undead skelly army, or sacrificing souls to the Well of Eternal Life for bragging rights, one thing is clear: *Necromancer Card Game* is the perfect game to die laughing for.

If you're ready to raise some minions, laugh until your ribs hurt (or fall off), and compete for power beyond the grave, get your copy today because these bones are moving fast.

...

Jeff Quick is a veteran game designer, writer, and editor at Kobold Press. He co-designed *Necromancer: The Card Game* and manages the daily Kobold blog, which features original RPG content, design insights, and tabletop inspiration every weekday. You can find it at www.koboldpress.com/blog.

CAR WARS

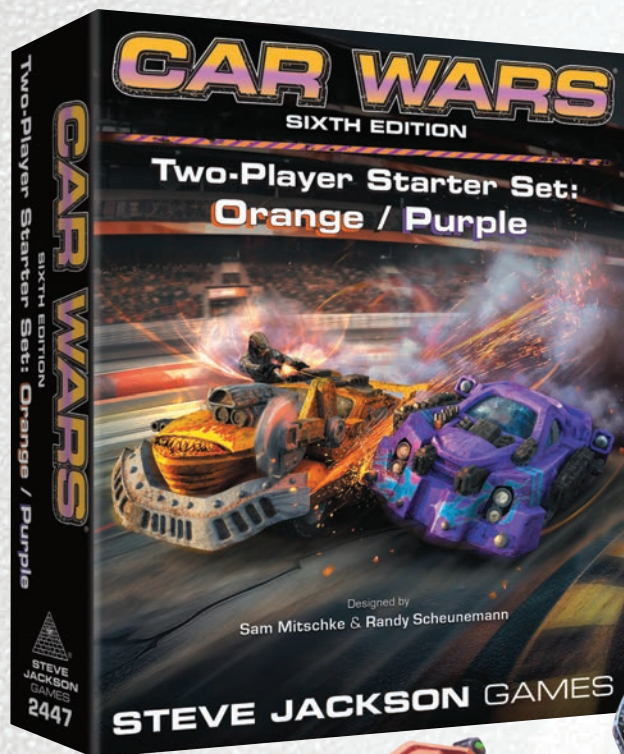
RACE ON THE FREEWAYS OF THE FUTURE!

CAR WARS: 6TH EDITION - TWO-PLAYER STARTER SET - ORANGE/PURPLE

SJG 2447 \$44.95 | Available Now!

Think the roads are dangerous now? Wait 50 years, and they'll be much, much worse. But the good news is that in 50 years, you'll be able to shoot back!

First released in 1981, *Car Wars* has become a classic. It's about the freeways of the future, where the right of way goes to the biggest guns! Now in its sixth edition, the game allows players to design lethal dream cars equipped with everything from machine guns to lasers. Then they compete on the road or in the arena. Winners get cash to build bigger and better cars. Losers crash and burn.



When it was first released, *Car Wars* ruled the award lists. It won the Origins Award for Best SF Boardgame and was nominated for Best Miniatures Rules. It was named one of the year's ten best games by *Omni Magazine*. It also made the Games 100 list in three different years. And when we fast-forward to 2025, things are still going strong!

The newest *Car Wars* release, which hit the stores in late 2024, is the *Orange/Purple Two-Player Starter Set* by Sam Mitschke and Randy Scheunemann. Nominated for an Origins Award in its own right, *Orange/Purple* includes everything it takes to put two players behind the wheel, including a pair of detailed, paintable plastic

models – the bladed Sawtooth and the death-dealing Pure Energy. It joins the *Red/Blue* and *Yellow/Green Starter Sets*, allowing up to six players to battle it out.

Orange/Purple features fantastic action art by Kurt Miller, showing Sawtooth and Pure Energy duking it out in the arena. Kurt also painted the covers for the six most recent expansion packs. If you take the boxes for the three packs in each release and put them side by side, you'll see they link up, turning individual vignettes into exciting battle scenes.

For the role-players (and everyone else who likes a good story), *Car Wars* features a growing body of lore. It's set 50 years in the future, in a post-holocaust North America that's "cyberpunk without the chrome." Sure, you can sign up with Gold Cross and come back from the dead as a clone. Sure, the net is everywhere, and your death-sports entertainment and doctorate-level education are all free. But your daily meals are algae – and your daily commute is subject to .50-caliber interruptions. It's not a nice world, but it's an exciting one. And anyone with the nerve to enter an autoduel Amateur Night can vault to wealth and fame. Or, of course, get dead... but there's always another game.

The original *Car Wars* made a lot of predictions. Some of them came true! Electric cars are everywhere now. So is edible algae. On the other hand, Detroit doesn't offer a recoilless rifle as a standard option. Lake Geneva was not destroyed by a nuke. And Texas has not (yet) seceded from the USA to become a Free Oil State. But there's a world where all that really happened, and you can read about it as well as play it.

Thanks to Three Ravens Publishing, more and more *Car Wars* fiction is available on Amazon. There's a short story collection, "Go Hard or Go Home," and another collection is coming soon. There's also the "Dead Man's Run" series, five books deep now and still underway, about a giant cross-country rally with a hidden purpose. What's really going on? The drivers and gunners don't know! Some of them are beginning to realize that they are corporate puppets, but the true heart of the conspiracy remains a deep secret.

You can find *Car Wars* releases at your local gaming store, and *Car Wars* games at finer conventions everywhere.

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Steve Jackson was the original designer of *Car Wars* and, perhaps, a few other games. Munchkin comes to mind, and GURPS, and Illuminati... wait, this is supposed to be an article about *Car Wars*. So never mind.

Steve lives in Atlanta in a two-story house that serves as both a museum of gaming and a development studio. Game night is Wednesday! In defiance of all international norms and treaties regarding authors and game designers, he has no cats at all.

Does his car have a machine gun and a mine dropper? We're not telling. But please don't tailgate!



THE ART OF...

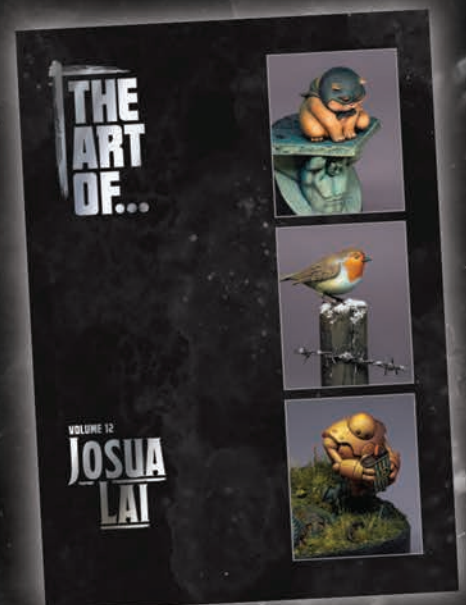


BUILDING A LIBRARY OF GREAT ART BOOKS!

For decades, people have been enjoying the hobby of painting miniatures for use in tabletop wargames. Over the last 15 years or so, many of these painters have decided to push the boundaries of what is possible. Turning their craft into art.

Knowing that we're at the start of a magnificent era of miniatures art, publisher Dave Taylor has created this ongoing series on wonderful books that dig deep into the motivations, joys, and processes of these innovative artists.

While they are all part of a series, each book is as different as the painters themselves, and focused on the passions of the artists. These books give us insight into their creativity, in their own words. This diverse series currently includes artists from the US, the UK, France, Germany, Croatia, Poland, Switzerland, and even the Faroe Islands! Every year Dave Taylor Miniatures will add three volumes to this foundational series.



VOLUME 1 – \$50 VOLUMES 2-12 – \$42

Visit davetaylorminiatures for more information

PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR

EPISODE 86: SPEEDPAINT MARKERS!

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave provides us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave talking about miniatures, painting, and gaming on his YouTube channel – *Build Paint Play* – Tuesday evenings at 7pm EST. Dave is joined by veteran hobbyist (and gaming store owner) Jake Krajeski, and occasionally by other painters who each bring great advice and their own style to the conversation.



SPEEDPAINT & SPOOKY TERRAIN

I'm still on a Trench Crusade kick, so you can expect to see more fun painting from a very grimdark setting in future months! This episode, however, is actually all about the brand new *Speedpaint Markers* from The Army Painter.

There are a few paint companies that have tried out the paint marker approach to varying degrees of success. Almost all of these other paint markers have dispensed standard opaque acrylic paint, which means that once you have used them to apply basecoats to your miniatures you still need to break out the brushes and washes to give your models (or terrain) some additional depth. Needing to use brushes kind of defeats the purpose of the markers (at least in my opinion).

Well, The Army Painter have chosen to put their *Speedpaint* formulations into the markers and this means your models will automatically have highlights and shadows when you effectively "color-in" with these markers.

The *Starter Set* shown here has a good spread of colors that should certainly be useful on many different types of miniatures. Given that this is the October/Spooky issue, I figured some gruesome terrain would be the best thing to try them out on.

Now I've been painting for decades, so I'm pretty sure these markers aren't targeted at me. I see them appealing to those folks who haven't yet decided if miniatures painting is for them, or those people who aren't yet confident holding a brush. Everyone knows how to wield a marker though, right?

The terrain used as examples on these pages is from Diceverse, purchased through MyMiniFactory.com and 3-D printed..



The barricade was primed first with The Army Painter Matt Black Spray, and then heavily oversprayed with Matt White spray.



The canvas of the body bags was "painted" with the Pallid Bone Speedpaint Marker.



The fuel drums were "painted" with the Zealot Yellow Speedpaint Marker.



The shadows on the fuel drums were enhanced with the use of the Fire Giant Speedpaint Marker.



The crates were "painted" with the Hardened Leather Speedpaint Marker.



The next step was to "paint" all of the straps binding the body bags, as well as the corner brackets of the crates, with the Grim Black Speedpaint Marker.

SIMPLE BLOOD

These barricades are slathered in a grimdark aesthetic. There are many areas where incoming fire has penetrated the canvas shrouds and revealed the bloody corpses inside.

Although I could have used paint-on products like The Army Painter True Blood effects paint, I chose to use the Blood Red Speedpaint Marker to depict the blood on the corpses. It's simple and matches the rest of the look on the terrain.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 11,000 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



DUNGEONS & DRAGONS: BUILDERS OF BALDUR'S GATE (WZK 87619)

From WizKids/NECA, reviewed by Eric Steiger

 14 & Up	 2 - 4 Players
 90 Minutes	 \$64.99

Let's... not talk about how many hours of play I have in on *Baldur's Gate 3*, the mega-hit *Forgotten Realms* game that has spawned a massive fandom, and just leave it that I'm a fan of the game. So, when GTM asked if I wanted to review the newly-released *Builders of Baldur's Gate* game from WizKids, the answer was a DC 1 Intelligence check (i.e., a no-brainer). The game itself, however, is anything but. This is an intricate, sprawling hybrid of a worker placement, cooperative/competitive tower defense, and resource management extravaganza, dripping with flavorful nods to the source material.

The game is far more complex than I can cover here, but the basics are that you represent a noble vying for prestige as you develop the city's economy and culture, as well as building fortifications to protect it from ever-more threatening external attacks. At the beginning of the game, you'll get your supplies, your starting location, and three random secret mission agenda cards. Agendas are a source of victory points...but only if you unlock them by advancing far enough on the influence tracks for the three different factions in the city: The Guild, the Council, and the Flaming Fist.

On your turn, you'll be able to do one of three things: Build a building, send a worker to make a deal, or collect income. During the course of the game, plots in the different regions of the city will become available for building. You'll spend your gold to create buildings there, adding a cube of your color to it, and matching its building card in front of you to the tile on the board to show what you built. It will produce income for you, and it will also produce a benefit for the owners of each other existing building adjacent to it (which you may be one of). You'll be able to spend favors and

send workers to the various special areas on the board to deal but be careful — you don't get your worker back until someone else puts their worker there, someone builds in that region, or you retrieve it as one of your choices when you go to collect income. Collecting income is the main way you replenish your resources, giving you benefits from each building you've built, as well as from your headquarters.

Each of the special areas you can send your workers to has two deals to be made — one for free, and one that costs favors. Free deals usually give you a resource or give you a minor benefit. Paid deals give you bigger benefits, or let you construct fortifications, which are how you'll defend your territory against the increasingly dangerous attacks from outside. The more built-up a region of the city gets, the more vulnerable it becomes to attack. Eventually, each region will get attacked

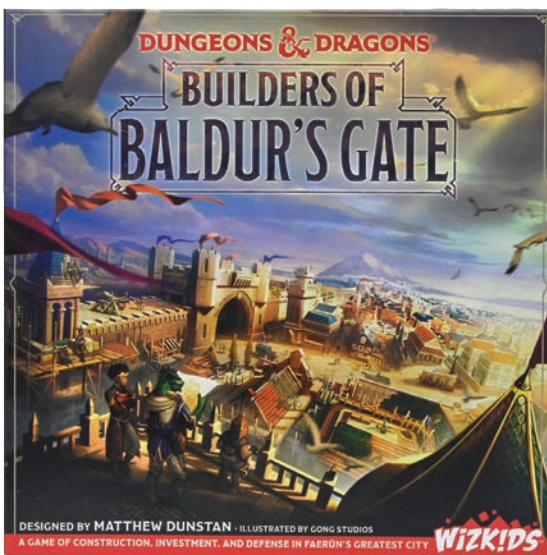
once, and the difficulty of defending will increase with each attack. If the players collectively have sufficient fortifications in a region to repel the attack, then the ones who participated in the defense will receive prestige for it, with double prestige going to the player who contributed the most. If you don't repel the attack, however, then everybody who failed to contribute to the defense will have their buildings in the district damaged and lose their ownership.

Eventually, after every district has been built up and attacked, the game will come to an end.

In addition to prestige they've scored during the game from building fortifications and defending the city, players will gain points for agendas that they've managed to score (if they achieved sufficient advancement on the faction tracks), their largest network of interconnected buildings, and the number of districts they have built in.

I've left a lot out, including some of the advanced rules, giving the different players asymmetric options for collecting income. But suffice to say that there is a lot of game here with a lot of re-playability, just like *Baldur's Gate 3*. Set aside two hours for your first game, but subsequent sessions should cap at around 90 minutes. Components are bright and colorful, and the plastic fortifications feel great in the hand and on the table.

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



THIS GAME IS KILLER: FROZEN HORROR (SND 1032)

From Smirk And Dagger, reviewed by Brian Herman

 14 & Up	 4 - 10 Players
 10 - 15 Minutes	 \$14.99

Imagine this: an isolated research station in the frozen Arctic, manned by a ragtag group of researchers, engineers, and technicians conducting important scientific work. Now imagine that this group accidentally awakens something ancient buried beneath the ice — an otherworldly horror capable of taking on the appearance of anyone. It blends in seamlessly while plotting how to kill everyone.

This is the chilling premise of *This Game is Killer: Frozen Horror*, a tense social deduction game for 4 to 10 players. Each participant takes on the role of one of the crew members at the outpost, with trust quickly unraveling as paranoia takes hold. The goal is simple: survive long enough to kill the Horror, no matter which form it has taken.

To start, lay the neoprene outpost map in the center of the table. Nearby, place the decks of “Destroyed Room” and “Outpost” cards, along with the Lockdown and Fire tokens, within reach of all players. Each participant receives a character badge and a matching team member token. The “Identity” deck is constructed using one Horror card and several Human cards equal to the total player count minus one. Shuffle this deck and set it aside.

The player who most recently watched a horror film receives the first player token and places their character token in the “Garage” space. Each player then places their token clockwise around the board in the remaining available rooms.

At the beginning of every round, the “Identity” deck is reshuffled and dealt out in secret. One player will once again take on the hidden role of the Horror. Each player is also dealt two cards from the “Outpost” deck, which make up their hand for the round.

“Outpost” cards serve two functions:

1. Movement — showing what passage the character may use to move to a different room.
2. Action — describing the action that character will take during the round.

Each turn, players must play one card for each of these two functions. The first card played can be either movement or action; the second card must be the opposite. For instance, if your first card is used for movement, your second must be used as an action. You may not perform two of the same type in a single round.

Action cards allow players to do a wide range of things: place a Lockdown token to block a specific passage for the round, light a room on fire to kill anyone in it or even interfere with the identity mechanics of the game. Once all players have played both of their cards, everyone simultaneously reveals their “Identity” card. Any player sharing a room with the Horror is in danger. The player with

the highest-numbered action card in that room is killed and removed from the game, flipping their badge to the bloody “dead” side.

If this results in all Human players being eliminated, the Horror wins. If any Humans remain alive, the game moves to the Clean-up phase.



- All “Outpost” cards labeled “remove from game” are returned to the box.
- All other cards played go into the discard pile.
- Remove any Lockdown or Fire tokens from the board and return them to the supply.
- All “Identity” cards are collected, and one Human card is removed for each eliminated player.
- If the player count drops to four or fewer, rooms begin to collapse. One room is destroyed per eliminated player by placing a “Destroyed Room” card over it.

Finally, the first player token is passed to the left, and a new round begins.

This Game is Killer: Frozen Horror is a delightfully rich experience. It strikes a perfect balance between strategy, roleplay, and raw tension. From the moment the first round begins, every movement feels calculated, and every glance across the table is loaded with suspicion. The game lives and breathes the DNA of classic horror films like *The Thing*, pulling players into a setting where fear isn't just external - it's hiding behind familiar faces.

What elevates *Frozen Horror* is its unique identity mechanic. This isn't just a hidden traitor game; it's an evolving narrative of deception, trust, and discovery. Because the “Identity” deck is reshuffled every round, players are never certain who the Horror is — or whether they might unknowingly become it themselves. The sense of dread builds steadily, and by the time players are setting rooms on fire or barricading hallways, the game feels like it's hurtling toward a cinematic climax.

In a market full of hidden role and survival horror games, *This Game is Killer: Frozen Horror* stands out as one of the most thematic and narratively satisfying experiences available. It's a game of suspense, sacrifice, and spectacle that's sure to become a staple of any game night that values drama, tension, and just the right amount of betrayal.

...

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*.



TEA GARDEN (CSG TEAG-01)

From Capstone Games, reviewed by John and Dell Kaufeld

 12 & Up	 2 - 4 Players
 90 Minutes	 \$59.95

It's another busy day in your tea garden. Your assistant wants to talk about the the next expansion, and the shipping captain discovered new opportunities waiting down-river. A tea-hungry caravan is passing through the nearby town — and the emperor himself may be in the area! Oh, and one of your apprentices wants to study in the tea university, but they promise to make it worth your investment.

All this and more awaits you in *Tea Garden* from Capstone Games. *Tea Garden* gives players the challenge of launching and growing the first tea gardens in the Yunnan region of China.

Opportunities abound as your customers demand this magical drink, so let's not keep them waiting. Here are the top five things you need to know about *Tea Garden*.

TEA IS MONEY

The sooner you latch onto this basic idea, the better you'll do in the game: Tea is money, period. It has no value beyond that. It took until our second game for both of us to truly wrap our heads around this. (Someone — *cough* John *cough* — was a slow learner.)

To get more money, expand your tea gardens and grow more and better tea. To give yourself more ways to use your tea, ferment it so it increases in value. But don't get too carried away because many actions work with any quality tea, fermented or not. "The right tea at the right time" is a great motto for *Tea Garden*.



IMPROVING YOUR DECK

All players begin with the same mix of 11 basic cards in their decks. As you play, you want to fill your deck with better cards while getting rid of the basic ones.

In the beginning, most of your cards have a power of one plus a symbol that either helps you buy new cards or triggers a secondary action (more about that in a moment). You also get two cards with two power but no other ability.

Over the course of the game, you can either buy or earn new cards for your deck. Some cards give you actions to draw and discarding a card or even remove it for the duration of this game. Many advanced cards also give you bonus victory points, too.



BUILDING GARDENS AND BUYING CARDS

Every turn, you play one or more cards from your hand and choose a main action, provided you have the right resources to do it. When playing your cards on a turn, you always put the cards in a staggered stack with one card visible and the rest showing only their top sections.



Building a new tea garden costs tea. Tea gardens get more expensive as you put more of them on the board. Every time you build a new garden, you get access to more tea plus a one-time bonus of some kind. Try to chain these bonuses so they let you accomplish several things in a single turn.

Buying cards requires having enough tea of the right grade, plus one or more visible tea pot icons in the correct colors on your player board. These new cards display more icons, giving you more options and abilities to set up combinations.



FERMENTING AND SELLING

To improve your tea's quality and value, you can ferment a few leaves each round by flipping

over their tokens from green to brown. The longer you hold fermented tea, the more valuable it becomes. Green tea either gets used quickly or slowly spoils after a few rounds. Either way, remember that tea is money: some actions require fermented leaves, while others want any tea they can get.

Caravans are always available to buy teas in exchange for victory points, special actions, and ability tokens. To get a caravan's attention, you need the right mix of tea in storage and power from that turn's action cards.

SECONDARY ACTIONS DO A LOT

Some of your starter cards — and almost all upgrade cards — display symbols that trigger secondary actions. Each of these drives one of the game's subsystems to give you more abilities, grant you tokens, or score victory points.

The secondary systems include navigating the river, serving cups of tea, and studying at the university. Some also help you impress the emperor and earn super-powerful cards for your deck.

In an interesting twist, the game doesn't want you to ignore or obsessively focus on any one of these options. Instead, you need to do a little bit here and a little bit there, always looking for ways to make each activity pay off in multiple ways.



VERDICT

Tea Garden from Capstone Games challenges players to build a tea empire through timely choices, careful expansion, and bold strategy — and do it all while juggling a bunch of different action and ability systems.

The game weaves together something for everyone, with deck building, area expansion, commerce, combo plays, and event triggers. And just to make things even more interesting, it's also time-limited to five rounds with 3 or 4 turns per round.

Game setup introduces several random elements that promise to keep replays unique by altering the card mixes and board bonuses.

Our sole concern is accessibility. To differentiate many of its elements, the game's gorgeous board and card art relies heavily on identical icons toned with low-contrast colors. If your game group includes people with vision limitations, you may need to go after the cards with a fine point marker.

We recommend *Tea Garden* for your next game gathering!

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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?



WAR FOR CHICKEN ISLAND: SECOND EDITION (DAO 41102)

From Draco Studios, reviewed by Whitney Grace



14 & Up



1 - 4 Players



60 - 120 Minutes



\$49.99

The scariest sound you'll ever hear is: "CLUCK! SQUAWK!" That battle cry echoes forth from the warrior beaks of the birds who dwell on Chicken Island. This landmass is a foreboding place where humans fear to tread because the chickens are engaged in endless warfare. The harrowing story of the island and its avian inhabitants is told in the gateway skirmish game *War for Chicken Island*. Brave players assume the role of fearsome chicken warriors out to dominate and control Chicken Island with absurd war machines and hysterical battle tactics.

The wackiness ensues with an array of components consisting of nine leader miniatures, nine soldier miniatures, six golem miniatures, six battle car miniatures, five cannon miniatures, and six tower miniatures. These awesome miniatures are quite detailed and guaranteed to entertain before you head off to battle with the solo card, 62 scroll cards, four reference cards, 39 machine cards, and nine leader cards. If that wasn't enough, check out the six territory tiles, eight lava/neutral tiles, four base tiles, 20 dice, four banners, 24 tokens, 36 resource tokens, eight shield markers, and 12 humiliation tags.

Chicken soldiers begin the game by selecting a color and arming themselves with the matching accessories. They are then dealt two leader cards and recruit the corresponding miniatures to their cause. The leader cards are followed by three scrolls, then the opponents arm themselves by shuffling the machines cards, revealing the top four cards, and laying them face up near the face down machine deck. The tension ramps up as the chickens roll their dice, deal six resource cards to each party, and line the miniatures up. The island board is prepped for battle with an area for corpse... er... discards and common supplies. Players must remember that their banners house their dice, token, cards, and other important resources.

Battles on Chicken Island are won after warlords are defeated (humiliated) in battle and humiliation tags are placed on the enemies' banners. Since the game's objective is to rule Chicken Island and over all chicken-kind, it might seem wise to build the biggest army. Territory is limited, however, and unlike other skirmish games the goal isn't to annihilate it's to humiliate adversaries into defeat. Also, there are war machines to make shenanigans even sillier.

During poultry war games, players take turns and must complete three steps in sequential order. The first step is rolling dice with any

number of dice from their banner with the option of spending two resource tokens to roll again. After the second attempt, player must accept the results the move onto the next step. During the action step, players receive one free action and may spend additional dice from their banner to perform more. The third step is drawing two scroll cards and that completes a turn.

The action step serves as the chicken leaders' orders. Players can either attack, move, build up their war machine inventory, or retrieve resources/recover spent chickens. They spend their acquired dice on any of the aforementioned actions or use them to activate cards with stars. The stars can also be amassed to receive bonus actions.

Building war machines is an involved but diverting part of the game. During their turns, players acting as chicken leaders take the necessary steps to assemble machine with a pilot, tokens, and matching miniature.

Moving a chicken army is another important part of *War for Chicken Island*, but it's not laughing matter. With each move, armies encounter lava or sea hexes that can severely hinder progress. Combat between poultry is hilarious to imagine but it's life or death for these cluckers. Players must declare their intentions to attack, then have all the necessary dice to proceed. The intended target has time to defend itself while other chicken armies can decide to team up with the aggressor. Trust me when I say feathers and armor will be flying back and forth.

I'd never have believed that a skirmish game about chickens would be so intense and ridiculous. I loved imagining chickens piloting ramshackle war machines around a dirt clod island. I laugh every time I say the game's title but cringe whenever I lose a chicken to my foe. Combat is the most difficult part of the game so it's helpful to have a few practice rounds before chickens fricassee each other. Otherwise, you'll be stuck reading the manual and arguing with your fellow players about which card and hex were activated, etc.

I will neither confirm nor deny this happened to me and my roommate while we played the game eating KFC. I will confirm I'm still finding fried dough around the house. If you're looking for a fun and fowl wargame, then *War for Chicken Island* is definitely for you!

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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.



CREEPSHOW (SKY 4697)

From Skybound Entertainment, reviewed by Thomas Riccardi

 14 & Up	 2 - 5 Players
 40 - 60 Minutes	 \$19.99

As the summer months fade into autumn, there are those who truly love this time of year. From the colder weather to the changing colors of the leaves, there are a lot of things to love about fall, not least of which is the Halloween season, and that also means scary movies!

One such movie has spawned sequels, comics, and even its own television show! Now, the folks over at Skybound have created a game based off this franchise — welcome to *Creepshow: The Suspense-Building Card Game*.

Everything that you will need to play comes in a small box that can be carried around easily. There are 134 cards total: five reference cards, 54 story cards, 50 suspense cards, nine ending cards, four major villains and twelve minor villains. A rulebook and 34 double-sided tokens round out the contents of the box.

This game can be played with 2-5 players. To set up, begin by placing the tokens where everyone can reach them. You then shuffle and deal seven story cards to each player, but their hand has to contain at least one Act One story card. If their hand doesn't, they can reshuffle and draw until they have at least one Act One story card and the remaining cards are placed face down. The Ending cards are also shuffled and placed face down with only one card drawn and placed face up next to the stack. The Villain deck is split into major and minor villains and depends on how many people are playing (if it is 2 players reveal two villains if it is 3 or more reveal 3). Give each player a reference card along with a set of suspense cards and determine who will go first and you are ready to play *Creepshow*!

This is a competitive story building game as each of the players are their own Creep from the franchise. On each turn, players have two options — to either Creep or to Show. Creep means that you discard any number of story cards and refill your hand up to seven. (If you ever run out of cards, you can simply reshuffle the discarded ones and draw from the new pile.) Once you do that you must add one Suspense card from your hand to any revealed villain.

Show means that you are playing cards to the corresponding villains and you must match the current act. All the stories begin with

Act One and there are three types of Suspense cards: Story cards add to the suspense, Path cards allow you a choice, and Ending cards can only be played in Act Three. When you play these cards, you will also draw Suspense cards to add to that scene which must be played face down; you are playing to match or exceed the number on that card. If you succeed, then you gain that amount in tokens and everything reaches a fever pitch as players work towards an ending. However, you must choose carefully — if you do not have enough tokens to score the ending your opponent might and that may make the difference between your completing your story with a better ending or a worse one.

The tension in *Creepshow: The Suspense-Building Card Game* is exactly what you'd hope for from something carrying the *Creepshow* name — equal parts strategy, bluffing, and a touch of gleeful cruelty as you watch your opponent's carefully planned endings slip away. Because every choice you make feeds into the evolving narrative, the game has a way of making even a bad hand feel like an opportunity for mischief.

The art and design lean heavily into the pulpy horror-comic aesthetic that fans will recognize, with gruesome details and splashes of dark humor on nearly every card. Even if you're not a die-hard fan of the franchise, the gameplay stands on its own as a fun, fast-paced competition where suspense isn't just a mechanic — it's the whole mood.

Games can wrap up in under an hour, which makes it easy to squeeze in multiple rounds in a night. It also means grudges from earlier games can carry over into the next, fueling even more underhanded play. For horror fans, *Creepshow* enthusiasts, or anyone looking for a compact, travel-friendly card game that thrives on tension

and one-upmanship, *Creepshow* is a wickedly good time. For more information on this and other games visit www.skybound.com/games and get ready to tell your own twisted tales as the creep.

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





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For our October issue, *Game Trade Magazine* is bringing you a haunted Halloween Giveaway!

One lucky winner will receive a copy of the spook-tacular *Antiques Ghost Show*, courtesy of our friends at Trick or Treat Studios! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on September 22nd and will close on October 19th, so don't delay!

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