

ISSUE NO.
309
NOVEMBER
DEC/JAN PRE-ORDER

GT


25 YEARS

GAME TRADE MAGAZINE

WARMACHINE

FROZEN & FORGOTTEN

DEATH RISES, VENGEANCE HUNTS

The eternal Deathless clash with the enigmatic Final Hunt
in a new Warmachine two-player set

SFG

IN THIS ISSUE:

- SEIZE THE THRONE AND DOMINATE YOUR OPPONENT IN SMIRK & DAGGER'S *ENTHRONE*!
- CRAFT RECIPES AND ENJOY DELICIOUS MOONCAKES IN *MOON BUNNY* FROM HOT BANANA GAMES!

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WIZK!DS™

New Releases

Warhammer 40,000 Roleplay: Imperium Maledictum Inquisition Guides

Uncover heresy with the Inquisition Guides for **Warhammer 40,000 Roleplay: Imperium Maledictum**. Featuring new characters, mechanics and the epic Heresies Macharia Campaign, these volumes bring perilous investigations and unforgettable adventures to your table.



Available Now!



Warhammer: the Old World Roleplaying Game

Warhammer: the Old World Roleplaying Game plunges players into the Empire, a land torn asunder by internal strife, while Orcs, Beastmen, and worse gather their strength to menace the tattered remnants. The **Player's Guide** offers iconic characters, magic and lethal adventures, while the **Gamemaster's Guide** equips storytellers with NPCs, conspiracies and plot hooks for unforgettable campaigns across the Old World.



Coming Soon...



DAY OF ASCENSION

INFILTRATE. BETRAY. ASCEND.

Hive Bastia is fighting for its life against a Genestealer Cult uprising. You are citizens and agents of the Imperium, some with powerful abilities, and others only their wits. Eliminate the vile xenos cult in the name of the God-Emperor!



Warhammer 40,000 Roleplay: Day of Ascension is a quick and brutal social deduction game, set in the world of Imperium Maledictum and Games Workshop's Warhammer 40,000 universe.

Available to buy

WARHAMMER
40,000

DARKTIDE™

THE CARD GAME

SURVIVE THE HIVE. RESIST THE TIDE. SERVE THE EMPEROR.

Warhammer 40,000: The Darktide Card Game

Embark on an epic tabletop experience in a test of survival, loyalty, and brotherhood in the grim darkness of the far future.

Inspired by Games Workshop and Fatshark's award-winning **Warhammer 40,000: Darktide** video game, this cooperative card game delivers tense, fast-paced action every session.

Assemble your squad of up to 4 players and battle overwhelming hordes of traitors, heretics, and daemons in a desperate fight for the Hive.



COVER STORY



Warmachine: Frozen & Forgotten – Two Armies. One Box. Endless Grudges

Warmachine fans! This all-new release includes two lore-rich and incredibly detailed Command Cadres in one set. Expand your Dusk and Orgoth collections in exciting ways with *Frozen & Forgotten*!

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Elope discovery, eliminate potential rivals, and claim the throne in this compelling abstract strategy game for two players!

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BATTLETECHTM

ACES



CAT35490
\$79.99



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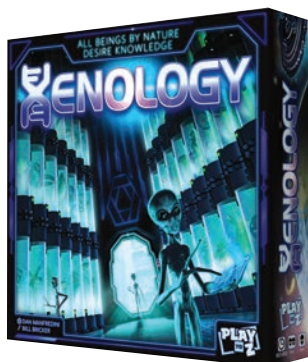
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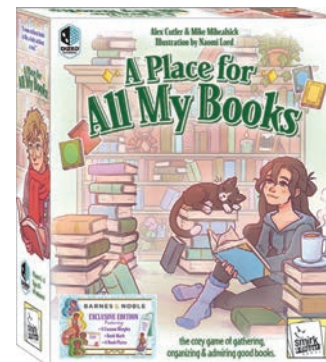


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AGES 13+

Dear Readers!

Welcome to your November 2025 edition of *Game Trade Magazine*!

Things may be slowing down a bit as temperatures dip and winter approaches, but that's certainly not true for your favorite tabletop publishers. We have so many new games and products to show you this issue that we should just jump in without further ado.

Our friends at Steamforged Games kicks things off this month with their all-new *Warmachine* two-player starter, *Frozen & Forgotten*!

If you're a *Warmachine* fan or looking to join in on the lore-rich action, then this is definitely for you. *Frozen & Forgotten* seems perfectly timed as we transition from spooky season to winter, with Orgoth Graveborn and Dusk Final Hunt making up the two Command Cadres within. Everything two players need to get started can be found in this exciting starter, and the contents can readily enhance an existing collection for either faction.

The two-player action doesn't stop there — Smirk & Dagger's newest offering, *ENTHRONE*, offers both a compelling and fun game of deduction as each player works to uncover their opponent's identity! Maneuver pieces around the board (beautifully illustrated to look like a stained-glass façade) and attempt to place your piece on the throne, or deduce which piece belongs to the other player and eliminate them!

I first saw *ENTHRONE* at Gen Con and instantly fell in love with it, and I had the opportunity to play it a few weeks later at the Alliance Open House and let me just say that this is one I will definitely be picking up this fall.

That's not the only game we have from Smirk & Dagger this month. Be sure to also check out the Designer Diary we have about *A Place for All My Books*. Recharge your social battery, go out into the larger world for more books, and find places for them all in your home in this super cozy puzzle and organization game for bibliophiles everywhere. Talk about the perfect fall activity!

Speaking of fall, another offering in this issue sure to delight is *Moon Bunny* from Hot Banana Games. Based on Asian folklore and inspired by the Mid-Autumn Moon Festival, *Moon Bunny* challenges players with a puzzle of strategic movement and resource gathering as your Bunny attempts to craft the ultimate Elixir of Life! Assemble your ingredients and enjoy the occasional mooncake and celebrate the Moon Festival as never before with this absolutely unique and enchanting game.

This only scratches the surface for this month's issue! For RPG fans, we get a closer look at the fantastic *Mausritter* from Exalted Funeral Press, as well as the fast and furious *Thunder Road: Vendetta* RPG from 9th Level Games.

And if RPGs are your thing, be sure to also check out the review by John and Dell Kaufeld for Paizo's *Starfinder 2e Player Core* book, as well as Tom Riccardi's review of the classic, re-released *Teenage Mutant Ninja Turtles and Other Strangeness* RPG from Palladium Books in this issue as well!

That's not the only Turtles action we have for you this month! Restoration Games offers a sneak peek at the gnarly and awesome action in their all-new *Unmatched: Teenage Mutant Ninja Turtles*. Cowabunga, indeed!

All this and so much more in the latest issue of *GTM*.

As we part this month, I wanted to take a moment to offer my thanks for all of the wonderful opportunities we have each issue to collaborate with some really great people and publishers. I am also grateful to all of you, our dear readers, for your support and interest. As we prepare to close out yet another year together, we are looking forward to what the holidays and beyond will bring.

Game on,
-JG



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GTM

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Call for advertising Info: 410.415.9231

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Printed in Canada.



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EVERY DOG HAS ITS DAY, AND SO SHOULD EVERY FLGS!



The local game store is the heart of the tabletop community. You can celebrate and support yours at the first annual Game Store Day on **NOVEMBER 1ST**.

WHAT'S IN IT FOR LOCAL GAMERS?



Celebrate with
your community



Organized and
free-play events



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#GAMESTOREDAY



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Origins Game Fair



Chance for 4 FREE
Origins badges

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to help promotion



GAMA advertising
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Build community
and new traditions

Head to **[GAMESTOREDAY.COM](https://gamestoreday.com)** for more information!



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 491486.....\$34.95

MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15549.....PI

PASSAGE TO AUTUMN PLAYMAT
UPI 15530.....PI

QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15527.....PI

SISTERS STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15526.....PI

WHERE THE WIND TAKES YOU PLAYMAT
UPI 15529.....PI

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 busts of characters from the popular anime franchise. Scheduled to ship in September 2020.
USO 01113449.....PI

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 0110595.....PI

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 00201010.....PI

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

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

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

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USO 91033069.....PI

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

WIZARDS OF THE COAST

FEATURED ITEM



MAGIC THE GATHERING CCG: ARENA STARTER 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 release! The Thing, the Human Torch, the Invisible Woman, and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Fearful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.
WZK 84752.....\$129.90

FEATURED ITEM



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

FEATURED ITEM



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

FEATURED ITEM



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 backgrounds 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!

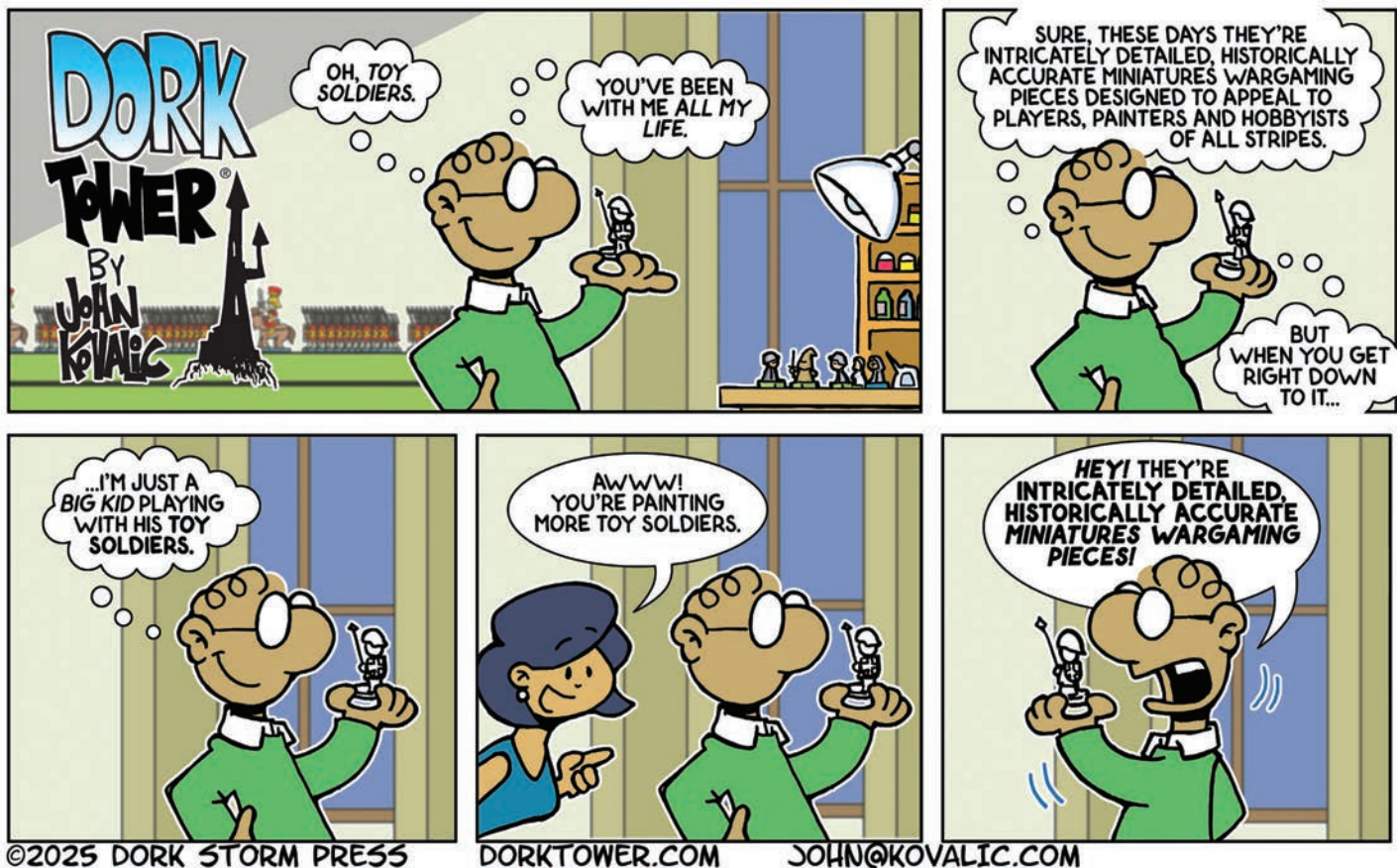
PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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



MALIFAUX

FOURTH EDITION



NOVEMBER RELEASES



Arcanists Faction Book
WYR24003 ♦ \$25.00



Bayou Faction Book
WYR24006 ♦ \$25.00



Explorer's Society Faction Book
WYR24008 ♦ \$25.00

WARMACHINE

FROZEN & FORGOTTEN

TWO ARMIES. ONE BOX. ENDLESS GRUDGES

WARMACHINE: FROZEN & FORGOTTEN TWO-PLAYER SET

SFJK-DOSS326 \$99.99 | Available November 2025!

This Two-Player Set is just the beginning. Steam, steel, spellcasting, strategy — welcome to the world of Warmachine.

Warmachine is an award-winning miniature wargame set in the fantasy world of the Iron Kingdoms. Take control of warriors, beasts, machines, and the powerful battle-mages who command them all. Each model has unique abilities to help you build the deadliest fighting force on the table, and secure victory against your opponent.



DEATH RISES, VENGEANCE HUNTS

Across the Iron Kingdoms, where powerful steam engines and arcane magics intertwine, the factions of Warmachine clash in a relentless struggle for dominance. With the world teetering on the brink of chaos, mighty warcasters and warlocks command brutal machines and savage creatures into battle, forging the fates of their unyielding nations in the fires of war.

In the blizzard-choked wilds of western Immoren, vengeance and death are on a collision course. Two vengeful forces, worlds apart in life and death, are about to collide. One fights to avenge a dying people. The other claws their way out of bleak barrows to wage war all over again. And you? You get to decide how this one ends.

With everything you need to get playing, choose to lead the enigmatic Dusk Final Hunt or command the eternal Orgoth Graveborn, give control of the other to a friend, and go head-to-head in a cinematic battle for survival. Frozen & Forgotten is an excellent way to get into Warmachine or expand your existing collection.

Frozen & Forgotten includes two lore-rich and incredibly detailed Command Cadres in one set. This set expands your Dusk and Orgoth collections in two different ways.

Like the Khador & Cygnar and Shadows & Scum two-player sets that came before it, both forces in Frozen & Forgotten will be playable in 30-point games, making them an ideal way to start your journey into the world of Warmachine. They'll also be playable as part of the existing Dusk House Kallyss and Orgoth Sea Raiders armies, making them an excellent expansion for existing players.

In Frozen & Forgotten, extinction is on both sides of the same coin. Will you be heads or tails?

DUSK FINAL HUNT

The Dusk Final Hunt strike with the ferocity of a blizzard's edge. Once feared as the Nyss hunters of the Shard Spires, the silent killers roamed the frozen peaks, sustaining their clans through skill, patience, and a survivalist's instinct.

Now, only Lanyssa Ryssyl and her band of legendary warriors and loyal warbeasts fight to preserve the dying traditions and legacy of their people. Born of the mountains and hardened by endless blizzards, they stalk their quarry with unerring precision, each kill a testament to a culture on the brink of extinction.

Shoulder to shoulder, this cadre holds the line against impossible odds, answering every blow with one of their own. When allies fall, their fury only grows. These are not just warriors — they are the living echo of Nyss's near extinction, and they will not yield while their duty remains unfulfilled.



ORGOTH GRAVEBORN

Entombed for centuries, Anathia the Imperishable Desolation leads the Orgoth Graveborn back to eternal conquest. Sealed away with their treasures and their hate, the Graveborn are the Orgoth as they once were — deathless warlords and their most trusted warriors.

Cruel, relentless, and utterly inhuman, Anathia once commanded Orgoth legions during the First Invasion. She fell and rose again more times than her enemies could count, each time clawing her way out of the Outer Abysses over the bones of the slain.

Freed from their tombs to join the Second Orgoth Invasion, they march to war encased in demonic plate and armed with fell weapons, guided by prophecy older than the nations they now threaten.

Pair this army with your Orgoth forces and unleash a tide of bone and iron that will not stop until everything is obliterated.

With *Frozen & Forgotten*, you get both of these complete command cadres in one box, ready to clash in epic, narrative-ready battles alongside House Kallyss & the Orgoth Sea Raiders. Pair them with your Dusk or Orgoth armies to unlock even more tactical tricks and see just how far you can push their vendettas.

WHAT IS A COMMAND CADRE?

A Command Cadre is a ready-to-play force of characters built around a leader, supported by unique solos, units, and warbeasts or warjacks. Each Cadre is themed with its own story and playstyle, making it a self-contained package of beautifully detailed models that get you straight into a game of Warmachine.



Unlike a Command Starter — which is an alternative 30-point army entry point, a Command Cadre is more versatile and can be played in multiple armies within its faction. It can expand your existing army, or stand alone as a playable 30-point force when played in certain armies.

FIND OUT MORE

Looking to get started in Warmachine? Head over to steamforged.com to see more about *Frozen & Forgotten* and other releases. Decide who claims victory... and who gets buried beneath the snow.

You'll also find a host of resources and articles for players new to the Iron Kingdoms, that'll help get you started with your first army.

...

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.



BREAK OUT

ARKHAM ASYLUM™

DC BREAKOUT: ARKHAM ASYLUM

WZK 87642 \$29.99 | Available Q1 2026!

"DC Breakout: Arkham Asylum," a new grab-and-go game designed by the Engelsteins (dad **Geoff** and kids **Brian** and **Sydney**) puts players in the shoes of their favorite DC villains as they try to make their escape from the titular locale.

Players are tasked with pairing two of 40 iconic villains and outwitting their opponents. The villains' gadgets, powers, and wits are their main tools for freedom, and the combinations are nearly endless. Over a thousand pairings are possible in this game made for families by a family.

"It's light, it's fun [and] it's peppy," said Brian. "It's never the same game twice."

"DC Breakout: Arkham Asylum" is quick and easy to learn, with an element of randomness to keep players guessing. Sydney noted that experienced gamers and casual players alike can get something out of the customization options the game presents.

"There's some really interesting decision moments because the key is that you're not just playing one character," Sydney said. "You're playing two villains who decide to team up and break out together."

To Sydney's point, players will be challenged to recruit a character duo is practical and balanced. Despite their status as villains, the characters must be able to build on each other's strengths and find some level of cooperation.

"You get to pick what two player powers you think [are] going to be the ultimate combo that will play off each other really strongly and let you get out," Sydney said.

Geoff, Brian and Sydney are all accomplished game designers at this point, but they first started designing together when the kids were in high school. Now that Brian and Sydney are adults and well-respected in their field, the process of working with their father has become even more collaborative.

"I adjusted to that," Geoff said of working with his kids now that they're experienced designers. "And it was just a blast of all getting to work together and come up with these ideas and different things and bounce them off each other."

Each of the Engelsteins played a critical role in bringing "DC Breakout: Arkham Asylum" to life. Geoff is very methodical in his

thinking, while Brian brings a ton of creativity and ambition to the team. Meanwhile, Sydney levels things out with her pragmatic approach to design.

Another collaborator on the game, Ryan Goldsberry, was referenced as helping to give the game its distinct look, an important element considering how recognizable the characters are to the general public.

"[Goldsberry] did a wonderful job on all of the cards. It's not like a standard template," said Geoff. "Every card is uniquely designed and laid out. It takes advantage of the colors and the villains and stuff like that. So, I was just so thrilled to death when I saw the artwork that he had done with it."

As far as the gameplay, there was an emphasis placed on fun, according to Sydney, though the balancing of the game's mechanics were also on the designers' minds. That way, no single character of pairing would prove to hold an unfair advantage for game players.

"Sometimes people perceive things to be balanced that may not be 100% mechanically balanced, and that's okay because they had a really good time while they were playing it," Sydney explained.

That attention to mechanics seemed to pay off, as Brian said that "DC Breakout: Arkham Asylum" is one of the cleanest game designs he's had the pleasure to work on.

"I think it was pretty clear to see during testing when something was either boring or complicated or just kind of not playing well and had to go back in for revision or adjustment of various kinds," said Brian.

For Geoff, the joy of "DC Breakout: Arkham Asylum" is twofold. On one hand, he's excited for the game's impending release and the joy that people will take from playing it. On the other, the process of making the game brought on a nostalgic sense of gratitude.

"Just seeing everybody have a great time with it and that look on people's faces when they're doing it," Geoff said of his favorite part of the completed game. "And, of course, having the opportunity to design a game again after 10 years with my kids was just a real treat for us to work on it together."

...



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PLAYERS
2

AGE
8+

TIME
15-25 min

 **GHOST**
GALAXY

ENTHRONE

YOU ARE THE POWER BEHIND THE POWER.

ENTHRONE

SND 1030 \$39.99 | Available Now!

ENTHRONE is a timeless game of cunning, guile and deduction for 2 players. You are the silent hand — and one of these unwitting 8 pawns will be your key to securing complete dominion. But your rival hides their own machinations to challenge you.

Can you deduce their identity and eliminate them?
Remove three key political targets?
Or simply waltz in undetected and seize the throne?



Smirk & Dagger Games introduces yet another fascinating and beautiful abstract strategy game to their roster this Fall. Like *SHOBU* and *boop* before it, *ENTHRONE* boasts incredible table appeal and game play that is both fresh and innovative, yet has an enduring, classic feel. One cannot help but be pulled in by the 8 incredibly detailed, 3-inch tall fantasy busts ringing an illustrated stained-glass puzzle board. The haunting, veiled death head of the Assassin, the roguish pose of the Archer with her upheld crossbow, the impressive King regaled in a fleur-de-lis cape... all evocative and stunning sculpts, antiqued with a sepia wash that makes the game feel like it stepped out of the past. They have heft and feel substantial as you move them across the board. The marbled look of the pieces is perfect for the game, but part of me wants to grab my brushes when I see quality sculpts like these! I imagine I won't be alone.

Yet, as beautiful as the game is on the table, it is the game play that makes *ENTHRONE* a standout. It isn't often that you hear the words "abstract strategy" and "deduction" rolled together in a game description and it is this interesting blend that got me excited. The deduction in particular. You are one of the 8 figures on the board. Your opponent is another of them. This is determined when players are dealt three cards. One is chosen as your identity and the other two become your first clue. Your opponent is not either one of them, leaving just five possibilities remaining on the board. Of course, they have similar information.

There are three ways to win the game: 1. Move YOUR pawn three steps to capture the throne at the center of the board. 2. Figure out the identity of your opponent and capture their piece, eliminating them. 3. Have the three Quarry shown on the bottom of your card eliminated by ANY player. Which sets up an interesting "cat & mouse" game of intrigue. If you see The Demon heading straight for the center of the board... is that your opponent trying to seize the throne? Or do they want you to think that so you will eliminate it for them?

This can be an important strategy in keeping your identity hidden. When you capture a piece, it reveals information. Each piece has three identities who want it eliminated to fulfill their Quarry and there is a guide card that helps illustrate that. A second capture can





narrow the field quite a bit. They can bluff, of course, and capture a piece not on their Quarry list, but if they intend to win that way, they can only offer a single red herring. This is because there is one final losing condition. The fourth piece removed from the board immediately ends the game — and either taking the piece secured your victory, or you lose instead.

And I haven't even told you the best part. The genius of this game by designer, Sawyer West, takes place on the unassuming sideboard. The board has hexagonal spaces, each filled with one of 8 hex tiles. The tiles are emblazoned with icons representing the 8 figures on the main board. Since there is no direct ownership of the figures, a player can move any figure they want — so long as its matching tile is not sitting on the bottom 3 spaces of the sideboard. These are temporarily locked and cannot be activated.

Any other tile can be picked up, placed at the bottom of the sideboard and pushed up into position, closing the gap it left behind. This enables a player to move the matching figure one space on the board.



To claim the throne, one's tile needs to be in one of the top three Laurel spaces, with their figure adjacent and ready to move into the center on the main board. But to capture, the attacker's tile must be in one of the two crossed Sword hexes at the top, allowing an adjacent piece to be eliminated.

Here's where things get more interesting. When a piece is captured, its matching tile is turned over, revealing a downward pointing arrow. This tile becomes a duplicate of the tile below it, allowing a figure on the main board to be controlled by more than one tile — and potentially allowing an action that piece would not normally be in position to do, but that it's duplicate tile can! The manipulation of this board and the tiles on it is a critical strategy to master and delightful to discover in play.

With so many ways to win (or lose), the game stays fresh from play to play. The marbled busts impart a gravitas to the game, where each move feels significant and the heft of the pieces land with importance. The experience is very approachable, with simple rules and subtleness to your artful deceptions. All of which puts you in mind of playing a "Game of Kings" that feels wholly unique and keeps you guessing with every move of your opponent. I've always heard that abstract strategy is a hard genre to succeed with, but Smirk & Dagger has done it again — and full accolades to Sawyer West on an outstanding debut that is beautiful in presentation and brilliant in execution. Even if abstract strategy games aren't your "go to" style of game, you owe it to yourself to try this one.

...

Curt Covert is the owner/founder of Smirk & Dagger Games. Since 2003, Smirk & Dagger has been creating breakthrough games that dazzle at the table and deliver memorable, immersive experiences.



HOLIDAY HIGHLIGHTS: THE PERFECT GIFTS FOR THAT GAMER IN YOUR LIFE

Whether you're shopping for history buffs, strategy fanatics, deck-building obsessives, or those who thrive on the delightfully weird, Renegade Game Studios has something for every kind of player. These new titles make fantastic gifts, spark table-flipping levels of excitement, and guarantee at least one person will yell, "Just one more round!" Wrap up one of these games and give the gift of play this season!



MINIATURES GAME: HEROSCAPE: BATTLE FOR THE WELLSPRING BATTLE BOX

2 Players, 30-60 Minutes, Ages 14+

The Battle of All Time rages on! In *Heroscape: Battle for the Wellspring*, two players face off over Valhalla's mystical Wellsprings, coveted by the Valkyrie for their immense power. This Battle Box contains 6 highly detailed miniatures – three ruthless pirates, a noble wizard, and two familiars – along with 31 interlocking hex terrain tiles, new Wellspring water terrain, and two Laur Jungle tree terrain features to elevate your maps!

Four new scenarios deliver hours of replayable adventure, and the set is fully compatible with all past and future *Heroscape* releases. Whether you're new to miniatures games or expanding your collection, the *Battle for the Wellspring Battle Box* makes the perfect holiday gift for fans of expandable miniatures games.

HEROSCAPE: BATTLE BOX — BATTLE FOR THE WELLSPRING

RGS 02694 \$45.00 | Available Now!

AXIS & ALLIES: STALINGRAD

RGS 02818 \$90.00 | Available Now!



STRATEGY GAME: AXIS & ALLIES: STALINGRAD

2 Players, 3-5 Hours, Ages 14+

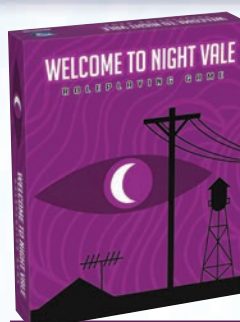
Step onto the Eastern Front in one of World War II's most decisive battles. *Axis & Allies: Stalingrad* challenges players to relive the clash that turned the tide of the war. With over 150 detailed plastic miniatures and two unique scenarios, *Race to Stalingrad* and *Operation Uranus*, this edition delivers high replayability.

Two gameboards, including a dedicated Stalingrad city map, highlight ferries, snipers, and the brutal close-quarters fighting that defined the battle. New units such as the German StuG III Assault Gun and Soviet Katyusha Rocket Launcher add fresh tactical options, while Order cards help guide play and keep the action moving. Perfect for fans of military history and strategy gaming, this is a gift that will command attention!

ROLEPLAYING GAME: WELCOME TO NIGHT VALE ROLEPLAYING GAME

For the roleplayer in your life, nothing says holiday magic like a trip to the strange desert town of Night Vale. Based on the hit podcast, the *Welcome to Night Vale Roleplaying Game* transforms the show's eerie charm into a collaborative storytelling experience.

The box set includes everything needed to play: a Citizens' Guide for players, a Host's Guide for storytellers, and a Visitor's Guide to the



world of *Night Vale*. Add in 11 pregenerated characters, 9 eerie threats, a GM screen, custom dice, and a five-part mystery adventure, and you're ready to bring the weird right to the table. Whether unwrapping conspiracies, exploring the Library, or simply avoiding the dog park, this is the perfect gift for fans of the surreal.

2+ Players, Ages 14+

WELCOME TO NIGHT VALE RPG

RGS 02817 \$65.00 | Available Now!

TWO PLAYER GAME: NAISHI

2 Players, 20 Minutes, Ages 14+

Looking for an elegant head-to-head gift? *Naishi* delivers fast, tactical duels at the heart of the Japanese Imperial Court. Players take on the roles of courtiers, using clever card play to outwit and outmaneuver their opponent in a battle for influence.

With its simple rules but rich strategy, *Naishi* is perfect for quick play sessions during holiday gatherings. Its blend of bluffing, timing, and foresight makes it an ideal stocking stuffer for fans of sharp, competitive games.



NAISHI

RGS 02834 \$25.00 | Available Now!

SOLO HERO SERIES: UNSTOPPABLE

RGS 02732 \$25.00 | Available Now!



SOLO OR COLLABORATIVE GAME: UNSTOPPABLE

1-2 Players, 30-90 Minutes, Ages 14+

For those who prefer solo or cooperative games, *Unstoppable* brings epic adventure and deck-crafting to the table from designer John D. Clair. Set across the dangerous worlds of Ceres II, Virenos, and Mithras, players rise as fate-touched heroes to fight a world-ending menace.

This solo or cooperative card-crafting game uses a unique mechanic that lets players slide upgrades into clear sleeves, building their character's abilities as threats escalate. With bosses to defeat, upgrades to unlock, and danger always on the rise, *Unstoppable* makes a thrilling gift for players who like their holidays packed with action.

...

Jordan Gaeta is the Sr. Marketing Manager at Renegade Game Studios. He leads marketing strategy, product launches, and community engagement across a diverse portfolio of tabletop games.





TEENAGE MUTANT NINJA TURTLES



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Shredder has invaded New York and Krang is spreading Dimension X!

It's up to you and your Turtle crew to work together to take them down. Splinter, April O'Neil, and more friends support you, but watch out – meddlesome minions like Bebop & Rocksteady, Leatherhead, and more are working for the villains.



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推し **Oshi Push** プッシュ

OSHI PUSH: VTUBER TCG PHASE ORIGINS - RETAIL EDITION 24-PACK BOOSTER BOX

GGD JPG672 PI | Available Now!

STEP INTO THE SPOTLIGHT WITH OSHI PUSH: VTUBER TRADING CARD GAME

Have you ever dreamed of stepping into the shoes of an anime character, commanding the spotlight, and winning over an audience of millions? For countless fans, that dream has come alive through VTubing, and now through *Oshi Push: The VTuber Trading Card Game*!

Designed by creator Justin Gary (Ascension, SolForge) and VTuber culture specialist Beko Genning, *Oshi Push* transforms the excitement of climbing the digital charts into an intense head-to-head card game experience for two to four players.

BE YOUR OSHI, BUILD YOUR AUDIENCE

In *Oshi Push*, you don't just play cards, you become a VTuber. The first set, Gen One: Phase Origins, is an official collaboration between Japanime Games and Phase Connect, a very prominent Canadian VTuber agency.

All seven original talents that launched Phase Connect are included: the infamous Pipkin Pippa, cute fox girl Tenma Maemi, cheerful virus Lia Rinkou, stealthy agent Hakushika Iori, witch-cat Shisui Michiru, young dragon Utatane Nasa, and aspiring rockstar Fujikura Uruka.

Each player chooses a Persona card representing the talent they'll embody. Every persona has unique strategies, abilities, and upgrade paths that mirror the journey from scrappy streamer to chart-topping icon. Players take turns playing Content and Action cards to clash over a shared row of Platforms in the center of the table. The objective: amass one million subscribers to secure your place as the ultimate VTuber.

With a core set of 166 cards, including serialized collector's editions and two starter decks themed around Pippa and Tenma, *Oshi Push* offers endless replayability. But the real magic happens when you bring it to the table with other fans.

INTRODUCING PUSH PLAY: ORGANIZED PLAY

Every great trading card game thrives through its community, and that's where the PUSH PLAY Organized Play program takes center stage. PUSH PLAY is designed to capture the spirit of streaming culture: casual, social, competitive when you want it to be, and always about the energy of playing together.

Retailers receive quarterly OP kits that include everything needed to run and promote weekly events — posters, window decals, demo decks, and exclusive promos.

THE PUSH PLAY LEAGUE: YOUR FIRST STEPS ON STAGE

New to *Oshi Push*? Local league play events make it easy to jump in. These casual leagues are all about fun, experimentation, and celebrating your favorite VTubers in a welcoming space.

PUSH PLAY League is the simplest form of Organized Play. Participants receive a postcard-style tracker and a sticker for each game played, win or lose. After five games, players earn a promo card. It's low-stakes, easy to join, and designed to reward play over victory.

WEEKLY TOURNAMENTS: RISE THROUGH THE RANKS

For those hungry for competition, weekly Carde.io-powered tournaments let players test their skills and earn mechanically unique promos. Using Carde.io's online tools, players can browse card galleries, track standings, build decks, and even export those decks into Tabletop Simulator for practice.

Signing up for a free Carde.io account connects players to the *Oshi Push* Play Network, where they can find events, track progress, and connect with the growing community.

CONVENTION EVENTS: THE BIG STAGE

When the digital charts call, conventions are where legends are made. *Oshi Push* will feature high-stakes tournaments at major conventions nationwide — the most competitive events on the calendar. If you want to see the best players battle it out while representing their personas, the convention stage is where to be. Keep an eye on oshipush.com for updates as we gear up for the 2026 season!

PROMOS, REWARDS, CELEBRATIONS

No matter your level, Organized Play comes with rewards. Kits include:

- Promotional cards you can't get anywhere else
- Free demo decks for teaching new players
- ★ Point-of-sale materials like posters and decals
- ★ Special kits will also roll out for set releases, VTuber milestones, and community celebrations, ensuring there's always a reason to keep playing.



KEEP ON PUSHIN'

Players can look forward to signing up for the *Oshi Push* Ambassador Program, where dedicated fans can demo the game at new stores, introduce it to friends, and help grow the fandom across the country. Look for more details about how to join the Ambassador Program later this year.

With *Phase Origins* as the first set and a full year of Organized Play ahead, Japanime Games is already looking toward an even more robust 2026 with Set Two and beyond. As the game evolves, so too will the Organized Play program, growing alongside the fans who bring it to life.

YOUR TIME TO SHINE

Whether you're just starting out in league play, grinding your way up through weekly tournaments, or aiming for glory on the big convention stage, *Oshi Push* gives you the tools to live out your VTuber dreams.

This is more than a game. It's a community, a fandom, and a stage waiting for you to step onto. Are you ready to push play?

Find a store, join a league, and learn more at www.oshipush.com.

...

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With thousands of 5-star customer reviews across an expanding catalog of RPG accessories that includes gaming travel bags, storage cases, and game enhancements, ENHANCE Tabletop Gaming is meeting demand for premium and innovative RPG gear that makes gaming more practical and enjoyable for tabletop RPG gamers, board game enthusiasts, and trading card collectors.

When ENHANCE launched the first-to-market RPG *Adventurer's D&D Bag* in 2018, we established a level of RPG accessory craftsmanship that not only delivers on rigorous durability expectations, but also appeals to tabletop players as investments that directly add value to their gaming adventures. From spacious and customizable book compartments, dedicated character inventory and accessory pockets, quest-ready premium textiles and materials, innovative gameplay enhancements, and ancient bronze metal accents that fall in theme with fantasy RPG games — all to offer DM's everything needed to bring characters to life.

Before ENHANCE introduced the *Adventurer's D&D Bag*, DM's and players in need of a bag that could "carry it all" had to make do with generic tote bags and plastic cases. This inspired us to approach the challenge with a clear mission: deliver on what their team's own RPG players wish for in the perfect RPG travel bag. By creating designs that our team loved, we became innovators in a space that demanded such innovation, and we showcased how thousands of hours spent playing RPGs are critical to the insider's perspective that makes ENHANCE a success with RPG players.

An inspiring theme shared among many gaming and hobby retailers is the eagerness to carry ENHANCE gear after seeing their own friends, players, and customers using ENHANCE products in the wild. Word-of-mouth will bring DM's and players to your stores, as they too will want to gear up with the only RPG bag to be featured in TechnoBuffalo's "Best of Dungeons and Dragons Accessories": "If you're going to play at someone else's house or you're going to a gaming convention, you'll want to keep your scrolls and potions organized...the *Adventurer's Bag* will carry all...and anything else you might need to slay any dragon..." To earn such praise, ENHANCE devoted exceptional attention to the build quality of our bags and gaming accessories.

Along with our exceptional quality, our products are designed to be customizable to each individual player. Removable foam inserts in our TCG bags allow players to adjust their deck box storage to accommodate

any size deck box. ENHANCE Dice cases come with rolling trays and removable pouches. Many of our bags come with straps for Play Mats or Battle Grid Maps, and a foam tray for miniatures wherever we can sneak one in. ENHANCE board game bags come with collapsible sides so they are easily stored when not in use. The ENHANCE Venture Series RPG Backpack makes a great everyday use backpack — and comes with its own removable dice tray so you will be ready to roll wherever you go.

ENHANCE has spent the last several years expanding its offerings: growing the Designer Series line of stylish RPG and TCG cases, launching the Venture series with its collection of premium canvas gear, and the newly re-hatched Dragon Hide Collector's Edition models in fan-favorite Dragon Hide colors, including: Black, Red, Green, Blue, and Purple. No Dragons were harmed in the making of these products.

In 2023, ENHANCE changed the game again with a new modern take on the classic lava lamp — the ground breaking, swirling, mystical Sorcerer Potion Lamps. Purple, Green, and newly released Red and Blue Potions for the die-hard traditionalists. The Sorcerer Potion Lamps add ambience and gravitas to any game, and they can equally add that extra spice to your library or dungeon. Look forward for more ENHANCE accessories with LEDs, such as our light-up Dice Tower, Crystal Light, and Health Tracker—all coming very soon! And one of the products that have been the hardest to keep in stock: our Deluxe Grid Mat, which completes your campaign with a reusable dry-erase mat that lays down smooth whenever it is unfurled for game night.

The growing family of ENHANCE Gaming products, all of which is backed by an industry-leading 3-year warranty, is yet another way that ENHANCE continues to offer an ultra-premium product that players have come to appreciate. With each new RPG accessory, ENHANCE forges their gear into this realm and enables passionate communities of players to enlighten, elevate, and — as they've now come to say — ENHANCE their game.

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RPG ADVENTURER'S TRAVEL BAG: COLLECTOR'S EDITION — RED

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ACP ENTCCP100TNEW PI | Available Now!



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ART FROM PREVIOUS ISSUE

25TH CENTURY GAMES



LA HABANA

In *Havana* you acquire victory points by constructing buildings, available as tiles displayed on the table. To take a building you must pay its requirements - some combination of money, workers and building materials. More difficult combinations yield more victory points.

25C 85000\$29.99



OPERATION BARCLAY

Operation Barclay is a two-player game of low/medium complexity about the intelligence war between the Allies and their Abwehr counterparts in the Mediterranean theater in 1942-1943. *Operation Barclay* puts players in the shoes of competing military intelligence directors who are attempting to mask or learn the truth about the Allied invasion plans for 1943. The Abwehr must attempt to learn where the Allies intend to land next.

25C 90000\$39.99

ACCESSORY POWER

BOARD GAME BACKPACK



BLACK

Make your next game night a hit with the ENHANCE Tabletop Series Tower Backpack. A collapsible gaming storage bag designed to hold your favorite board games makes it easy to store AND travel with your games. By simply folding down the 2 internal panels, the bag can collapse down to save space until the next gaming adventure!

ACP ENTTCFG100BKEW PI

BOARD GAME BACKPACK: COLLECTOR'S EDITION

The *Collector's Edition* also comes with a collectible metal charm keychain and exclusive holographic sticker to mark the authenticity of your *Collector's Edition Board Game Backpack*. Pockets for Dice and Cards: Large exterior pockets are great for holding card decks, handfuls of dice, pencils, notepads, and a variety of other game accessories.



BLACK

ACP ENTTCFG200BKEW PI



PURPLE

ACP ENTTCFG200PREW PI



BLUE

ACP ENTTCFG200BLEW PI



RED

ACP ENTTCFG200REW PI



GREEN

ACP ENTTCFG200GNEW PI



PINK

ACP ENTTCFG200PKEW PI

BOARD GAME BOX BANDS (5 PIECES)

The ENHANCE Board Game Box Bands Set includes 3pcs of Large-sized bands and 2pcs of Medium-sized bands that can be put around board game boxes to protect the games and keep the lids in place during travel. The Box Bands and the branded center connector have a low-profile that create a slim barrier between board games to guard against rubbing/scuffing while still allowing for vertical stacking and neat sideways storage.

ACP ENTTEB5100BKEW PI



DICE ROLL CASE: CANVAS - TAN

ACP ENTTCDD100TNEW PI





DICE TOWER DICE TRAY
ACP ENTDTADT100CLEW PI



**LED DICE TOWER
AND CLEAR DICE SET (7)**
ACP ENTADL100CLEW PI



**FINE POINT DRY ERASE MARKERS:
ASSORTED COLORS (4 PACK)**
ACP ENTNDM4100MCUS PI

**GAME BOX SHOULDER BAG:
BLACK**

A collapsible gaming storage bag designed to hold your favorite board games makes it easy to store AND travel with your games. The reinforced sides of the *Game Box Shoulder Bag* are made with a thick layer of padded foam lined with a polymer sheet that creates a semi-rigid shell for protecting your board games during travel.

ACP ENTTCFE100BKEW PI



METAL DICE SET (7)



ANCIENT BRONZE
ACP ENTNDM7500BKEW PI

DRAGON BLACK

ACP ENTNDM7520BKEW PI



DRAGON PURPLE

ACP ENTNDM7520PREW PI



DRAGON RED

ACP ENTNDM7520RDEW PI

ROLL ON A SCROLL: DICE CASE AND DICE SET (7)



BLACK
ACP ENTTDRS100BKEW PI



PURPLE
ACP ENTTDRS100PREW PI



BLUE
ACP ENTTDRS100BLEW PI



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GREEN
ACP ENTTDRS100GNEW PI



RPG ACRYLIC CHARACTER SHEETS

ACP ENTTACS100CLEW PI



**RPG ADVENTURER'S
TRAVEL BAG: BLACK**

The ENHANCE Tabletop carrying bag has a messenger style design and features both a rugged carrying handle and adjustable shoulder straps. The exterior is made from a rugged and durable polyester fabric reinforced with interior padding to keep the contents protected as well as adding structural support to bag.

ACP ENTTCFD100BKEW PI

RPG ADVENTURER'S TRAVEL

BAG: COLLECTOR'S EDITION

The *ENHANCE* Tabletop *RPG* Collector's Edition also comes with a collectible metal charm keychain and exclusive holographic sticker to mark the authenticity of your Collector's Edition *RPG* bag. The bag has a messenger style design and features both a rugged carrying handle and adjustable shoulder straps.



RED

ACP ENTTCFD200RDEW PI



BLACK

ACP ENTTCFD200BKEW PI



RPG AOE DAMAGE MARKER

ACP ENTADM100CLEW PI



BLUE

ACP ENTTCFD200BLEW PI

RPG BACKPACK

ENHANCE Tabletop's *RPG* Backpack stashes all of game night's adventuring loot as the ultimate TTRPG organizer and travel bag. It has built-in padded backpack straps to make it the most practical bag of holding for any DM. To master every battle, we forged a bookshelf-inspired vault suited to hold up to 8 upright *RPG* books.



BLACK

ACP ENTTCFR100BKEW PI



GREEN

ACP ENTTCFD200GNEW PI



PURPLE

ACP ENTTCFD200PREW PI



CANVAS - TAN

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WHERE PLAYERS BUILD
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PLAYERS: 2-5 | **DURATION:** 30-45 MINUTES | **AGES:** 12+

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RPG GRID MAT CAMPAIGN KIT
 The ENHANCE Grid Mat Campaign Kit is the perfect addition to any map-based RPG for reusable terrain drawing while adding a bit of thematic flair to your group's gaming session.
 ACP ENTBSS100PAEW PI



RPG GRID MAT CAMPAIGN KIT: DELUXE
 The ENHANCE Deluxe Grid Mat Campaign Kit is the perfect addition to any map-based RPG for reusable terrain drawing while adding a bit of thematic flair to your group's gaming session. The top layer consists of a dry-erase surface that makes beginning a new storyline as easy as wiping with the included eraser (use and fill the spray bottle with clean water for more thorough ink removal).
 ACP ENTBSS200PAEW PI



RPG MESSENGER BAG: CANVAS - TAN
 The messenger bag style design offers incredible versatility, comfort, and aesthetic. The interior features a thick padded divider to help organize your character's gear and includes enough space for up to 4 rulebooks, or a combination of binders, journals, folios, and more. Opposite of the divider is a special compartment with an elastic security strap designed to hold laptops and tablets in place during travel.
 ACP ENTCCP100TNEW PI



RPG MINIATURE FIGURE STORAGE CASE: BLACK
 Protect, store, and organize your collection of war game miniature figures in the ENHANCE mini figure travel case. Designed to store up to 108 infantry units (up to 28mm) and a number of larger figures, you can bring your army to your next gaming event with ease.
 ACP ENTTCFM100BKEW PI



RPG MINIATURE FIGURE STORAGE CASE: WIDE BASE MINIATURES - BLACK
 With a depth of 40mm for each slot, you will be able to store some more bulky armies. A pick & pluck foam tray at the bottom can be used to store bulkier minis. A handy book sleeve on the front can be used to store notepads, rulebooks, references, and other guides for army set up and rules. Two large zippered pockets easily store measuring tape rulers, dice, notepads, pencils and pens, explosion templates and many other accessories.
 ACP ENTTCFM110BKEW PI



RPG MINIATURES SATCHEL: BLACK
 Keep your favorite party of heroes, villains, and monsters ready for action in this compact miniature figure carrying bag. It features 3 foam trays to securely store and protect your miniatures: two 16-slot trays for standard-sized figures (20 to 25mm), and a 60mm thick customizable pick & pluck tray for larger or irregular models.
 ACP ENTTCFW100BKEW PI



RPG MINIATURES SATCHEL: WIDE BASE MINIATURES - BLACK
 Keep your favorite party of heroes, villains, and monsters ready for action in this compact miniature figure carrying bag. It features 3 foam trays to securely store and protect your miniatures: one 12-slot tray for wide base minis, another 13 slot tray for wide base minis with different slot sizes, and a 60mm thick customizable pick & pluck tray for larger or irregular models/tanks.
 ACP ENTTCFW110BKEW PI



RPG ORGANIZER CASE: BLACK
 An all-in-one storage case for RPG players - Features a unique binder design with custom compartments for dice, miniatures, class ability cards, and more. Features two sides, each with various compartments - The left side has a large dice rolling tray, a removable pencil/accessory pouch, and a spare document compartment below the dice tray area.
 ACP ENTTCCE100BKEW PI

RPG ORGANIZER CASE: COLLECTOR'S EDITION
 An all-in-one storage case for RPG players - Features a unique binder design with custom compartments for dice, miniatures, class ability cards, and more. Now upgraded with the power of Dragon Hide, forged from the spoils of war using techniques from an age long forgotten. The *Collector's Edition* also comes with a collectible metal charm keychain and exclusive holographic sticker to mark the authenticity of your *Collector's Edition* DnD Binder.



BLACK
 ACP ENTTCCE200BKEW PI



BLUE
 ACP ENTTCCE200BLEW PI



GREEN
 ACP ENTTCCE200GNEW PI



PURPLE
 ACP ENTTCCE200PREW PI



RED
 ACP ENTTCCE200RDEW PI



RPG PLAYER'S ESSENTIALS BAG: BLACK
 ENHANCE Your Game Every adventurer needs 3 things: Courage, a weapon, and a trusty loot bag. In addition to our Dungeon Master's Adventurer's Bag, we've developed the RPG Player's Essentials Bag, streamlined to store and organize everything you'll need for your next game night. The messenger bag style design offers incredible versatility and comfort.
 ACP ENTTCFP100BKEW PI

RPG PLAYER'S ESSENTIALS BAG: COLLECTOR'S EDITION
 The *Collector's Edition* also comes with a collectible metal charm keychain and exclusive holographic sticker to mark the authenticity of your *Collector's Edition* RPG bag. Show off your reward with the detachable metal charm that can be taken anywhere. The messenger bag style design offers incredible versatility and comfort.



BLACK
 ACP ENTTCFP200BKEW PI



BLUE
 ACP ENTTCFP200BLEW PI



GREEN
ACP ENTTCFP200GNEW PI



RED
ACP ENTTCFP200RDEW PI



PURPLE
ACP ENTTCFP200PREW PI



SILVER
ACP ENTTCFP200SVEW PI

SORCERER'S POTION TABLE LIGHT

Select your elixir of choice and ENHANCE Your Game. The Sorcerer's Potion Light is more than just a light, it is a piece of adventuring equipment that adds atmosphere and immersion to your RPG quests. Imagine using it as a prop for your characters or a reward for your players.



BLUE
ACP ENTTL1100BLEW PI



PURPLE
ACP ENTTL1100PREW PI



GREEN
ACP ENTTL1100GNEW PI



RED
ACP ENTTL1100RDEW PI

TABLETOP DICE CASE: COLLECTOR'S EDITION

A hard shell reinforced case protects your dice from wear and tear, while the soft lined interior keeps all your dice free from blemishes and unsightly scratches. Your metal dice and unique dice sets will find a permanent and protective home within the ENHANCE Dice Storage Vault.



BLACK
ACP ENTTCED200BKEW PI



PURPLE
ACP ENTTCED200PREW PI



BLUE
ACP ENTTCED200BLEW PI



RED
ACP ENTTCED200RDEW PI



GREEN
ACP ENTTCED200GNEW PI

TABLETOP RPG DICE CASE: BLACK

The ENHANCE Community Dice Storage Case is actually three products in one: safely store up to 500+ dice using both dice tray and included organizer, organize and sort up to 150+ dice in the 8 small pockets and large zippered pocket of the detachable Dice Repository, and play in the center of a table with the large tray designed to be accessible for everyone playing the game.

ACP ENTTCET100BKEW PI



TABLETOP DICE CASE: BLACK

The ENHANCE Dice Storage Case is actually two products in one, with one half safely storing upwards of 150 dice and the other functioning as a large dice tray that can be passed around the gaming table or held onto for personal use.

ACP ENTTCED100BKEW PI



TABLETOP TREASURE TOKEN SET WITH POUCH (80 PIECES)

ACP ENTGT1100MCEW PI

ALLEY CAT GAMES



LOST! IN THE WOODS

Lost! in the Woods is a family game which includes a large map, on which one player is lost. The rest of the players have to find that player by listening to their description of the area of the map they're lost in. The lost player determines their location on the map by drawing a location card, and describing what they see on it. However, the players are limited by a communication card, which creates a silly restriction! If the search party can find the lost player before the time runs out, they win the round.

ACG LITW01\$19.99

ARCANE TINMEN

DRAGON SHIELDS PERFECT FIT: (100) THICK INNER SLEEVES - STANDARD SIZE (DISPLAY 10)



BLACK
ATM 13005\$7.99



CLEAR
ATM 13004\$7.99

ARCANE WONDERS



CAT AND THE TOWER

Work together with other players to help Toto the Cat on his way up a perilous tower to reach the stars, where he believes his mother is waiting for him. Can you and your friends get Toto to the 10th floor of the tower - and beyond?

AWG 27CAT\$24.99

IF THEN

If Then is a game of co-operative pattern solving. One player is the knower, who reads the custom rule for the round, and tells the other players whether their guesses are right or wrong. Everyone else is a guesser; they take turns choosing a card from a display and placing it in the line as a guess. The guessers win if they successfully shed all of the cards from their hand before running out of cards in the draw pile. Custom rules may be based on the size, value, and/or color of the number and background. Higher level cards offer more complex challenges.

AWG 26IT\$17.99



ARCHWOOD GAMES

OFFERED AGAIN



O/A PANTHEUM: DEMIGODS OF OLYMPIA

Panthem takes place just after the Greek gods have defeated the Titans, leaving the world in ruin. Zeus has tasked some of the gods (that's you) with reshaping the land by creating Forests, Mountains and Rivers according to your Divine Plan. But beware, your divine siblings have a different vision for how the world should be reformed. On your turn, you'll influence the world by adding and shifting elements that can transform into permanent landscapes. You'll recruit powerful Demigods, each bringing new abilities inspired by their myths to craft your unique strategy.

Once the world is reformed, the god who best

matches their vision and assembles the strongest team of Demigods will emerge victorious!
ARW G001\$50.00

O/A PANTHEUM: MONSTERS & MANDATES EXPANSION

Monsters Mandates is a 2-in-1 expansion. *Monsters* introduces new Demigod cards and unique monsters cards that have invaded your Landscapes. Drive them off or defeat them for a powerful boon! In *Mandates*, Hades is jealous of Zeus' control over you and demands you meet his mandate. Push your luck to complete his request for a reward, or suffer his wrath if you fall short.

ARW 002\$35.00



ARES GAMES



RYOZEN: ESSENTIAL EDITION - EN

Ryozen is a strategic worker placement game for 2 to 4 players, set in a vibrant fantasy realm where mystical animal clans compete to earn the favor of the Phoenix Queen. As the final nights before her awakening unfold, each clan sends forth its most talented Kin - double-sided workers with asymmetric abilities - to perform tasks across six Sectors and the central Palace.

AGS TBGB0801RE\$53.00



RYOZEN: KS EDITION - EN

Ryozen Deluxe Kickstarter Edition is a strategic worker placement game for 2 to 4 players, set in a vibrant fantasy realm where mystical animal clans compete to earn the favor of the Phoenix Queen. This version has been created for Kickstarter, released as a limited edition of the popular crowdfunding platform. The game is the same as the *Essential Edition*, but it features enhancements that make it even more engaging and visually appealing.

AGS TBGB0803PE\$95.00

RYOZEN: SOLO MODE EXPANSION - EN

Enter once more the mystical realm of *Ryozen*, where animal clans serve their Phoenix Queen with loyalty and dedication. If you've already explored its rotating board, asymmetrical workers, and strategic depth, the *Solo Mode Expansion* now lets you experience the same rich gameplay - on your own. The *Solo Mode Expansion* for *Ryozen* invites you to face a new challenge - one where your only ally is your own skill and strategy.

AGS TBGB0804E\$13.00



SPOTLIGHT ON



DRAGON BALL SUPER CARD GAME Fusion World

SET 09 BOOSTER DISPLAY (24) (FB09)

Introduces 2 new major game mechanics: upgraded Evolve system from Set 7 that replicates iconic transformations and signature moves from the anime and innovative new use of energy markers for a more Dragon Ball-like experience 2nd Anniversary special lineup! *Debut of the first-ever Leader★★ card, featuring premium foil treatments that surpass standard Leader cards. *Includes 3 types of SCRs, all enhanced with ★★ finish for maximum collectability. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2825706..... PI

STARTER DECK DISPLAY (4) (FS11)

Two powerful Son Goku Leaders! Each deck features a Son Goku Leader incorporating the new mechanic from FB09! Strong enough to play right out of the box. All cards are silver foil! As an EX Starter Deck, every card comes with a luxurious foil finish, matches the premium feel of FS09 and FS10. Enhanced rarity lineup. Each deck includes 4 types of Super Rare cards, double the number of a standard Starter Deck, which is perfect for both new players and collectors. Exclusive bonus pack included! Each set comes with 1 bonus pack containing gorgeous foil-stamped cards. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2834220..... PI

STARTER DECK DISPLAY (4) (FS12)

Two powerful Son Goku Leaders! Each deck features a Son Goku Leader incorporating the new mechanic from FB09! Strong enough to play right out of the box. All cards are silver foil! As an EX Starter Deck, every card comes with a luxurious foil finish, matches the premium feel of FS09 and FS10. Enhanced rarity lineup. Each deck includes 4 types of Super Rare cards, double the number of a standard Starter Deck, which is perfect for both new players and collectors. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2834221..... PI

SPOTLIGHT ON



DRAGON BALL SUPER TOY MASTERS TCG

DRAGON BALL SUPER MASTERS TCG: NEW SERIES - SET 03 ULTRA BOUT #3 BOOSTER DISPLAY (24) (B30)

Set 3s theme is 3 Magnificent Warriors! New DAIMA characters and new Leaders join the battles. Includes 6 Concept Rare cards, each featuring a unified team of 3 characters. Son Goku SS4 (Adult) from Dragon Ball DAIMA makes his first appearance in MASTERS! To celebrate the 30th set, 3 SCRs receive GOD Rare versions: Father-Son Kamehameha, Son Goku SS4 (Adult), and Bulma. Box Topper Energy Markers feature nostalgic key visuals from past sets (2129), with possible premium rare parallel versions. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2825305..... PI

OLD SCHOOL NEW FUN!

**HARDCOVER:** GMG5070 | \$49.99**SOFTCOVER:** GMG5070T | \$29.99

AVAILABLE NOW!

DUNGEON CRAWL CLASSICS

SPOTLIGHT ON

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

SOLO LEVELING BOOSTER DISPLAY (16) (UE17BT)

The hugely popular series *Solo Leveling*, which has won numerous awards including the Crunchyroll Anime Awards 2025, is joining *Union Arena*! For the first time, the English version will be released ahead of the Japanese version! *Solo Leveling* features newly drawn illustrations of many of the series' captivating characters. A luxurious set of cards is available, using 17 exclusive new illustrations. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2819509.....PI

TOKYO GHOUL BOOSTER DISPLAY (16) (UE18BT)

Tokyo Ghoul is joining *Union Arena*! Iconic characters like Kaneki, Touka, Arima, Juzo, and other powerful Ghouls and Investigators are part of this dark and thrilling lineup! All of *Tokyo Ghoul*, *Tokyo Ghoul A*, and *Tokyo Ghoul:re* are all included. The special card types were including at low pull-rate are a silver foil SR★★★ Ken Kaneki and Haise Sasaki cards that have a serial number printed on them! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2825302.....PI

TOKYO GHOUL STARTER DIS (6) (UE18ST)

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

BAN 2825304.....PI

BANDAI NAMCO TOYS & COLLECTIBLES AMERICA

NANOBLOCK



POKÉMON ALL STAR SERIES ASSORTMENT (8)

This 'All-Star' Assortment features the most popular characters from the *Pokémon* franchise: Pikachu, Snorlax, Gengar, and Charizard, now in widely requested box packaging! All 4 characters can now be purchased together in a convenient box set of 8 (2 of each character) rather than individually if desired. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BNT 13970.....PI

TWEEZERS (12)

Build your favorite *Nanoblock* kits with ease with the *Nanoblock Tweezers* Simplified Version Accessory. Measures about 4 7/10-inches long.

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

BNT NAN22151.....PI

TAMASHII NATIONS



ONE PIECE LUFFY'S ARCHIVE OF ADVENTURES [VOL.2] DISPLAY (10)

You'll have to open it to find out what design is inside! The second volume of the closed box set "LUFFY's Archive of Adventures" is now available! The lineup includes designs based on the original comics, animation, and costumes, as well as the *Archive of Adventures* related to *ONE PIECE*! This second release also includes a NETFLIX series live-action collab design! The size is 1/20 of Luffy's height, with a total height of approximately 8.6cm. A memory of *One Piece* is now in your hands.

BNT BAS68814.....PI

S.H.FIGUARTS - ONE PIECE SUMMIT WAR OF MARINEFORD MONKEY D LUFFY

From the TV animation *One Piece*, Monkey D. Luffy in his outfit from the Marineford Summit Battle joins the S.H.Figuarts series! In addition to advanced articulation to realize several action scenes during the Marineford Summit Battle, dynamic poses can be recreated with soft plastic material parts! [Set Contents] Main body, 2 pairs of interchangeable hands, 3 interchangeable expression parts, Straw hat (with string).

BNT BAS69297.....PI



BIG POTATO LIMITED



DON'T FALL FOR IT

Don't the fall for the fake answers to avoid the drop! Players form into two teams and take turns guessing which 5 of 11 items on a list are actual examples of a category on the card (e.g., Bears, Best Picture Oscar Winners, McDonalds Menu Items). They pull a tab that keeps the answers hidden. If they guess right, the other team takes a turn.

BPO DFFI01.....\$24.99



MINE TURTLE

Mine Turtle is a truth or dare game meets *Pass The Bomb*. The goal is simple, don't be the person to make *Mine Turtle* explode. Tell truths, do dares, and complete challenges to avoid having to press *Mine Turtle*. But wimp out and you have to push the button, praying *Mine Turtle* doesn't blow!

BPO MINE01.....\$20.93

CAPSTONE GAMES



ANGEL'S SHARE

Angel's Share is an economic game where shrewd investors vie to profit from the aged whiskey market. Players must strategically manage their resources and predict price fluctuations to succeed. This game of speculation and payout rewards those with the sharpest investment instincts, where the goal is to buy low and sell high for maximum returns. Renowned, world famous distilleries are your playground. Each year, players age their whiskey barrels, and must navigate events and upkeep costs to best maintain their stock.

CSG SWA01.....\$69.95

SPOTLIGHT ON

AQUARIA

In *Aquaria*, you and your friends compete to have the most expertise in maintaining a thriving aquarium. Build your aquarium from scratch to see who can maintain the best aquascape and fauna. One to four aquarists will see who can best accomplish their marine goals. Throughout the game players will buy new fish, feed them, and keep their aquarium in tip-top condition. Players will also show how they have progressed in their aquarist studies by how far they have moved on the encyclopedia tracks.

CSG DGAQ01.....\$74.95





GALILEO GALILEI: LUNA EXPANSION

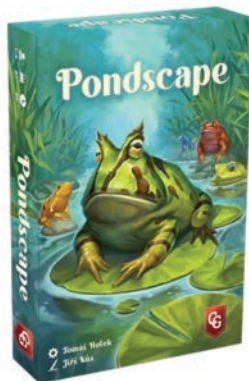
The *Luna* expansion for *Galileo Galilei* introduces the Moon as a key area for discovery, with new scoring objectives focused on lunar exploration and astronomical breakthroughs. The expansion adds a new Inquisition area with Grand Inquisitors, creating both risks and rewards. Players must navigate these challenges to make significant progress in the game. It also introduces four historical figures, like Maria Cunitz and Isaac Newton, each bringing unique abilities and strategic advantages.

CSG PTGG-02\$34.95

PONDSCAPE

Pondscape is a card game where 1 to 4 players engage in the serene activity of building their own vibrant aquatic ecosystems. The core objective is to strategically populate their pond with diverse frog species and their preferred environments. Success hinges on forming specific groups of frogs that meet predefined conditions, which then yield valuable scoring points.

CSG PTP01\$19.95



CATALYST GAME LABS

BATTLETECH

BATTLETECH

MECHCOMMANDER'S HANDBOOK

MechCommander's Handbook is intended to be one part small-scale campaign book (rooted in Chaos Campaign), one part overview of warfare and tactics (i.e. both in-universe and pure gameplay), and one part a guide to the product line and world of force building.

CAT 35011\$39.99

SPOTLIGHT ON



MINIATURE FORCEPACK - BATTLEFIELD SUPPORT EM- PLACEMENTS

Any long-term campaign requires a secure base of operations. Emplacements are the perfect way to secure that perimeter, providing fire support to *BattleMech* and vehicle units. Includes 5 high-quality, multi-part (unpainted) miniatures. Comes with nineteen *Battlefield Support* and *Alpha Strike* cards. Perfect for *BattleTech* and *Alpha Strike* action!

CAT 35796\$49.99

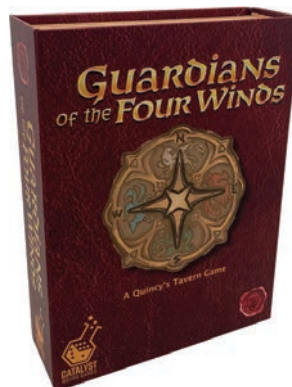
SPOTLIGHT ON



TECHNICAL READOUT - 3025 COMMEMORATIVE EDITION

This updated version features an appendix with new insights on the classic war machines that filled the original *Technical Readout*. This also cleans up some of the clear biases that were present in the earlier editions and recounts the true history for each unit as is available. This includes a few variants that were not originally featured in 3025.

CAT 358603\$39.99



GUARDIANS OF THE FOUR WINDS

Set in the world of Quincy's Tavern, this is a strategy card game where you place cards from your hand to complete patterns as you compete to place all player tokens first.

CAT 55090\$29.99

LEVIATHANS



LEVIATHANS: THE GREAT WAR - RULEBOOK

The *Leviathans Great War* rulebook is the complete rules experience for *Leviathans*. Anything and everything a player may need to learn to play can be found here. Also includes a large lore section to intro the world of *Leviathans* and its factions.

CAT 32001\$39.99

DICE PACK

CAT 32002\$9.99

MAP PACK

CAT 32020\$29.99

FAUCON SHIP PACK

CAT 32105\$21.99

NEOPRENE MAT - HIGHLANDS 1 / HIGHLANDS 2

CAT 32022\$29.99

FRENCH FLEET BOX

CAT 32100\$59.99

NEOPRENE MAT - MOUNTAINS 1 / MOUNTAINS 2

CAT 32025\$29.99

GERMAN FLEET BOX

CAT 32200\$59.99

GLORIA SHIP PACK

CAT 32505\$21.99

PLANE TOKEN PACK

CAT 32003\$14.99

GREIF SHIP PACK

CAT 32204\$21.99

RENE FONCK SHIP PACK

CAT 32108\$21.99



RUNEFIRE

Enter the world of Golarion in a new way with *Pathfinder: Runefire*. Build your party of adventurers, choose your adventure, and begin your deckbuilding journey deep into the region of Varisia. Featuring artwork and mechanics from Paizo's *Pathfinder* with a fast-paced, and deadly, dungeon-crawling system, you can experience everything you love about tabletop roleplaying games condensed into an afternoon of card game mayhem.

CAT 56000PI



6TH EDITION - RISKS & REWARDS

The Sixth World is full of great cities to stage a campaign, and *Risks & Rewards* brings players to Cairo for corporate espionage-heavy campaigns. They'll discover trade secrets, help shift the balance of power in the area, and try to keep one step ahead of their adversaries. With details about the city and a compelling plotline, this book provides a campaign structure for any Shadowrun group.

CAT 28454.....\$49.99

DEUS EX ARCANIA

Deus Ex Arcana is the core advanced magic rulebook for Shadowrun, Sixth World. Magic has always been a key component of the game's setting and lore. And as the game and universe advance and change, magic has always kept pace. This book provides new details and mechanics on how to expand the magician's role as part of a team as well as how to navigate the changing aspects of magic.

CAT 28012.....\$49.99



MEAN STREETS

Mean Streets is a runner resource rulebook for Shadowrun, Sixth World that covers street-level life in the Sixth World. While previous resource books such as *Scotophobia* and *Lethal Harvest* covered world-spanning, end-of-the-world events, this book gets back to basics and revisits the heart of Shadowrun: the streets. Additionally, it provides the following for both players and gamemasters.

CAT 28517.....\$49.99

VOLTRON LEGENDARY DEFENDER

The universe's greatest defender, the warrior known as Voltron, comes to two roleplaying games — one for the classic *Defender* of the Universe series, the other for the newer *Legendary Defender* series. Both give players the chance to either play characters from either series or make their own and leap into a galaxy full of adventure. With new planets to explore and a range of enemies, from emperors bent on conquest to ferocious robeasts, the stories and adventures players can have are endless.

CAT 55030.....\$39.99



ART NOT FINAL

CHESSEX MANUFACTURING

SPOTLIGHT ON



2025 CHESSEX HOLIDAY CALENDAR

The *Chessex Holiday Dice Calendar* is back! The *2025 Holiday Dice Calendar* includes even more dice than last year! We all know there's no such thing as too many dice, so we decided this holiday season we'd really lean in to the spirit of giving! Each Calendar Includes: 4 Standard Size 7-Die Sets, 2 mini-hedral 7-Die Sets, 1 Heavy Mega-Hedral Die, 1 CountUpDown Die, 3 Specialty 16mm d6 dice, and Crystal Display Cases!

CHX 19002\$59.98



HIDDEN WONDERS: POLYHEDRAL 7-DIE SET

Chessex has joined the blind box game! *Hidden Wonders* features 5 mimic boxes that are full of personality! Each box contains a full polyhedral set in 1 of 32 brand new color options. 3 color rarities: Common, Uncommon, and Rare. Custom box art created by the incredible fantasy artist, Matheus Graef!

CHX 38000\$9.98

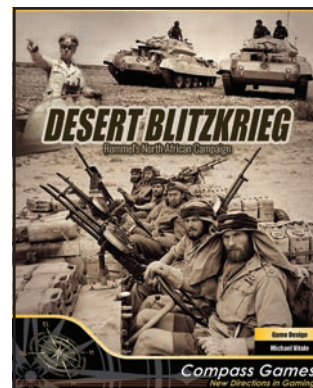
COMPASS GAMES



BRITISH TANK ACE

British Tank Ace: 1940-45 is a solitaire, tactical-level game by Gregory M. Smith that places you in command of a British tank during World War II in North Africa, Italy, and the European Theaters of Operation. You will make the tactical decisions a tank commander faces and control the actions of your crew while trying to survive.

CPS 1204.....\$95.00



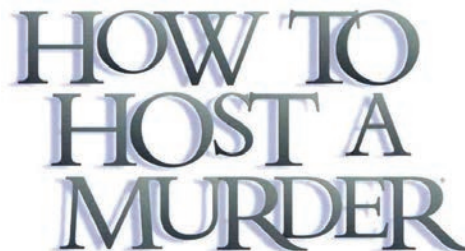
DESERT BLITZKRIEG

Desert Blitzkrieg is a two-player game covering the North African desert from April 1941 to December 1942. Units are regimental level and Divisional Integrity is key to maximizing the density of your forces on the map covering eastern Libya and western Egypt from Agheila to El Alamein. The game is of low-moderate complexity and features a Point-to-Point system while introducing a number of unique features.

CPS 1180.....\$69.00

CRYPTOZOIC ENTERTAINMENT

HOW TO HOST A MURDER



CHICAGO CAPER

You find yourself in the Chicago private club of S.P. Keasy, near the headquarters of notorious gangster Hal Coppone. Take up the part of one of these eight shady characters. Enjoy hours of suspense and intrigue as you imagine your home is a speakeasy in 1920s Chicago.

CZE 82669\$39.99

WATERSDOWN AFFAIR

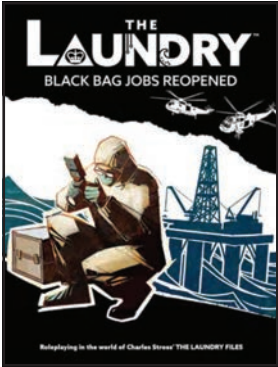
You have received an invitation to the English Countryside to weekend at Watersdown Mansion, the elegant home of Sir Roger Watersdown. You and your dinner guests will assume the roles of eight worldly characters visiting there when tragedy strikes the 1930s country estate.

CZE 82645.....\$39.99

CLASS OF '54

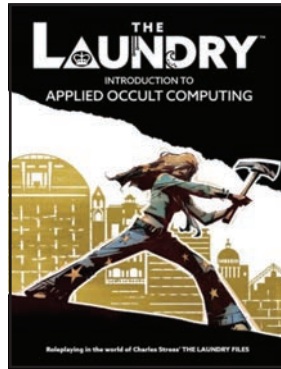
You are headed to a special private party as the guest of Rock N. Roley, famous rock star and former fellow classmate from Roley High, Class of '54. Step into the shoes of these eight rockin' characters. Imagine your home is a 1950s malt shop in Roley City U.S.A., as you and your dinner guests enjoy hours of suspense and intrigue.

CZE 82652.....\$39.99

THE LAUNDRY RPG: SECOND EDITION (HARDCOVER)**BLACK BAG JOBS REOPENED**

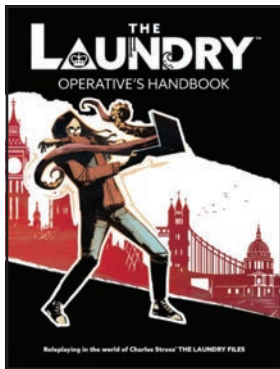
Seven exciting adventures, updating the classic Black Bag Jobs collection, with two brand-new missions. Investigate the strange happenings at a decaying motorway service station that has slipped into a hellscape. Discover the underwater terrors that have cut off communications with the storm-battered Witch Bravo rig in the middle of the North Sea.

CB7 0804\$39.99

**INTRODUCTION TO APPLIED OCCULT COMPUTING**

A brand new, multipart adventure that introduces the fresh operatives to the basics of Applied Occult Computing, where something is bound to go horribly wrong! Dramatic chases on Segways, gremlins, dryads, zombies, and hell-sheep! A new setting for your Laundry operatives to be based, the glamorous and mysterious city of Milton Keynes. A host of new locations and secrets to be investigated. Adventure hooks to inspire further adventures to continue the story.

CB7 0803\$34.99

**OPERATIVE'S HANDBOOK**

The Laundry Second Edition Operatives Handbook contains everything you need to play in the secret world of occult espionage of Charles Stross Laundry Files novels. Full character creation guide with 27 varied assignments within the shadowy organization of the Laundry, allowing characters to develop with a wide variety of skills and talents. An introduction to the setting of Charles Stross' award-winning Laundry Files novels. An exciting magic system allows characters to cast spells through dangerous rituals or safer, but limited, phone apps. The Collector's Edition is cloth-bound with striking silver foil accents.

REGULAR EDITION CB7 0801\$49.99

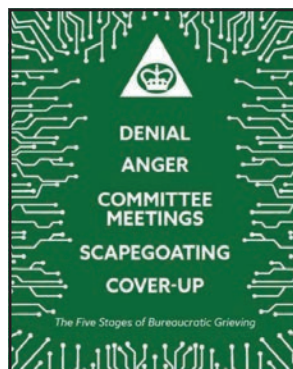
COLLECTOR'S EDITION CB7 1213\$104.99

**SUPERVISOR'S GUIDE**

The Laundry Second Edition Supervisor's Guide provides Gamemasters with all of the secret information they need to GM an exciting and terrifying game. A host of creatures, to challenge and frighten the team. Detailed history of the British Governments Special Operations Executive Q-Division, also known as the Laundry, featuring an in-depth look at the various departments and assignments. A downtime system, allowing operatives to tend to their personal lives, and undertake necessary training courses to develop their story between dangerous missions.

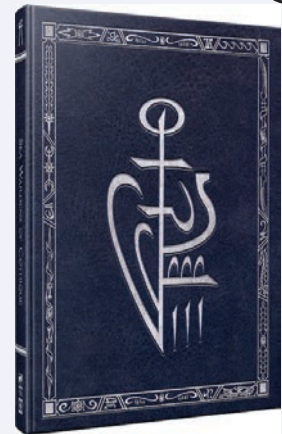
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**DAY OF ASCENSION - THE CARD GAME**

A quick social deduction board game for 5-12 players, ages 14+. Deduce who among you are the Traitors. Eliminate them from the game before they have the chance to infect more Loyalists with the Genestealer's Kiss. Use the effect of Fate Cards and Special Role cards to bend the rules of the game and gain additional information about the other players. Add more Roles to the game to change things up! Add an Astropath to manipulate the Fate deck, or a Magos Biologis to peek at another players cards.

CB7 2725\$19.99

SPOTLIGHT ON**WARHAMMER FANTASY RPG: SEA WARDENS OF COTHIQUE (HARDCOVER)**

A 96-page sourcebook primarily aimed at Warhammer Fantasy Roleplay Game Masters looking for in-depth details of the High Elf Kingdom of Cothique. A guide to the land of Cothique and an in-depth look at the port city of Tor Korvali. Several important High Elf NPCs, including Prince Dalloran and his children, Princess Litharys of House Starshard, and Ciron Fleetcrest the Master of the Palace Grounds. Several threats to Cothique in general, and Ulthuan more broadly, such as the Norse infiltrator Revna Tharvig, monstrous creatures such as the dreaded Kraken, and the Spite Ceyluii. Creatures of Ulthuan, including the White Lion, Flamespyre Phoenix, and Swiftfeather Roc.

REGULAR EDITION CB7 2490\$34.99

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DAN VERSEN GAMES**VIKINGS!: CORE GAME**

The Vikings, Become the Legend core game is a competitive solo to two player wealth building game. Each game turn clans competing to settle, develop their settlements and earn resources.

DV1 072\$59.99



Dan Versen Games

VIKINGS!: EXPANSION

#1 - OSLO DV1 072A\$29.99

#2 - KOPENHAMN DV1 072B\$29.99

#3 - FRYKAT DV1 072C\$29.99

#4 - LODOSE DV1 072D\$29.99

DREAM EGG GAMES



COMPUTER JUNKYARD

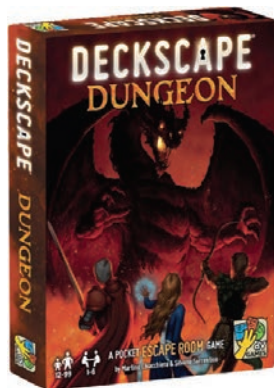
You found a box of old software games at a yard sale and can't wait to play them with your friends. To your dismay, modern computers won't run them. So, you all race to build vintage computers out of spare parts. Welcome to the Computer Junkyard, the perfect place to find all the components you will need! Scavenge for parts with just the cash in your pockets. Sabotage, steal, and trade with your opponents. Be the first to build a computer good enough to run your game!
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DYCE GAMES



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This all-new family-friendly edition of *First To Worst* brings the joy of the holidays to your yuletide celebrations! Jam-packed with fun and engaging Christmas and other holiday topics.

DYE 1317\$19.99



FIRST TO WORST: HOLIDAY - TUCKBOX

In this engaging collaborative game, players try to get into each others' heads by guessing how fellow players rank a wide variety of Holiday topics. Black Friday Shopping? Santa Claus? Family Time? Christmas Shopping? Gingerbread Houses? How would YOU rank?

DYE 1318\$9.99

EVIL GENIUS GAMING



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This complete *Everyday Heroes Core Rulebook* for both Gamemasters and Players brings the ease of the 5th edition of the world's most popular roleplaying game into the modern era. This single rulebook is required to understand and play the contents of all of our officially licensed movie franchise games.

EVL KS005\$69.99

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DRAGON PLUSH DICE BAG

These adorable dragons are made of high quality plush material and can eat your dice and store them. The dragons come with a zipper in the back for easy access to your dice. Whether you are looking for a baby dragon at your table or on your nightstand, these little guys are perfect.

BLUE MET 9112\$24.99

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BOARD GAME INSERT: DOG PARK

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In the *SPORKS Out* expansion, 5 new chefs, championed by 5 new restaurants have joined the ascension for culinary stardom. Each of the new chefs comes equipped with a physical 3D SPORK that fully integrates with their chef power. If you can properly wield the SPORKS, kitchen domination will not be far behind. *SPORKS Out* also adds a new phase to the day, the Action Auction.

GCS 113\$29.00

GHOST GALAXY

SPOTLIGHT ON



THE LORD OF THE RINGS: THE CONFRONTATION

The Lord of the Rings: The Confrontation is a game that pits the *Fellowship of the Ring* against the forces of the evil Sauron. This new edition marks the triumphant return of Reiners Knizia's classic design, hailed as one of the best two-player games ever made. In *The Lord of the Rings: The Confrontation*, each player controls many of the famous characters of J.R.R. Tolkien's famous trilogy in an intense 30-minute game that combines bluffing and strategy.
GHO LOTR01\$54.99



SPOTLIGHT ON



**THE LORD OF THE RINGS:
THE CONFRONTATION -
PREMIUM CARD SLEEVES**
GHO LOTR013 \$14.99

GRAND GAMERS GUILD



THE BELGIAN BEERS RACE DICE

Embark on a wild, unforgettable race across Belgium, where breweries are your checkpoints and beer is your fuel! For three exhilarating days, you'll crisscross the country, visiting as many breweries as you can. The goal? Savor their finest brews, collect bottles, and chart your way to victory, all while keeping your wits about you. But beware! Every beer you enjoy brings you closer to a dreaded hangover, and obstacles will spring up along your journey. Can you stay balanced as the competition heats up?

GGL 816762 \$29.99



BOUBA/KIKI

Bouba/Kiki is a cooperative communication game based on the psychological Bouba/Kiki Effect, which is the finding that people tend to make the same associations between sounds and shapes, irrespective of their language or culture. For example, people will tend to associate the nonsense word bouba with a rounded shape and kiki with a spiky shape. The cards in *Bouba/Kiki* display a nonsense word on one side, and a simple illustration on the other.

GGL BK01 \$24.99



INFERNO

In the *Divine Comedy*, the poet Dante Alighieri enters Hell in search of his beloved Beatrice. Guided by Virgil, he descends through the nine circles, witnessing how each sinner is eternally punished in a manner as horrifying as the sin they committed in life. *Inferno* is a soul management game where each player must guide sinners to their respective circles in Hell.

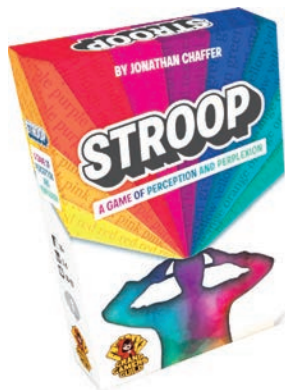
GGL 101790 \$79.99



PILLARS OF HERACLES

In *Pillars of Heracles*, you will embark on a quest to build and shape your own city-state, compete against formidable adversaries, and navigate the intricacies of ancient Greek society. As you explore the game's intricately designed world, you will encounter iconic figures from Greek history and mythology, engage in trade and diplomacy, and face the challenges and rewards of city-building. Every decision you make will shape the fate of your city-state and determine your path to victory.

GGL 199968 \$60.00



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Stroop is a real-time observation game based on the psychological Stroop Effect, which is a phenomenon caused by different functions of the brain interfering with one another.

GGL ST04 \$15.99

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GAMES

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GTM

NOV 2025

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GOTHIC SECTOR - ELDAR

ELДАР

FULLY PRE-PAINTED TERRAIN AVAILABLE NOW



BB719

\$40



BB720

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BB721

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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 all
28-32mm miniatures

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UNMATCHED DETAIL.**

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CLASH OF STEEL: GLOBAL UPRISING

AMERICAN v.s. SOVIET



Includes 21 Miniatures

TWO BRAND NEW COMPLETE STARTER SETS NOW AVAILABLE

Clash of Steel, from the team at GF9 and Battlefront, features **Dynamic Mission Based Game Play** to ensure that every battle is unique and cinematic. Based on an **Alternative History** where the war in Europe finishes in 1944 with the surrender of Germany, but restarts just four years later in the face of Soviet aggression. Players take to the tabletop with one of four initial nations in **Epic Tank-On-Tank Combat** using **Highly Detailed Multi-part Plastic Miniatures**, battling over objectives in an attempt to control the battlefield and defeat their enemies.

The *Clash of Steel* Starter Sets contain everything a player needs to get started, including rules, miniatures, dice, tokens and much more...

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\$80

GERMAN v.s. BRITISH



Includes 18 Miniatures

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From its plush greenery to the rooted spirit it embodies, Animar stands as a guardian of growth and harmony. Now brought to life as a functional and collectible ARTY Box.

GAT MTGFBAT25ANM.....PI

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EARTH

GAT MTGABDMR25EARTH.....PI



WATER

GAT MTGABDMR25WATER.....PI

DUNGEONS & DRAGONS: 1:4 SCALE STATUE



DRIZZT DO'URDEN

Gatherers' Tavern is excited to present a *Dungeons & Dragons* (D&D) premium collectible statue, Drizzt Do'Urden! To celebrate the 35th Anniversary of this legendary hero, this exquisite statue pays tribute to one of the most beloved characters from the legendary R.A. Salvatore's "Forgotten Realms" series. Drizzt's faithful companion, Guenhwyvar, also stands at his side as a testament to her unwavering loyalty and formidable strength.

GAT D0123A01.....PI

JACE BELEREN

Bringing to life the telepathic powers of Jace Beleren, this premium 1:4 scale statue depicts the master illusionist in his most iconic pose - Jace, the Mind Sculptor.

GAT M0123A01.....PI



SPOTLIGHT ON



DUNGEONS & DRAGONS: ODDY FIGURE - DRIZZT DO'URDEN (WITH GUENHWYVAR)

A legendary drow ranger stands with dual scimitars at the ready, his loyal black panther poised to pounce from his side. Let Drizzt and Guenhwyvar venture forth amongst your belongings and join your tabletop sessions.

GAT DNDGOD24DDG.....PI



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Enliven your everyday environments with the fantasy worlds of *Slab Standees*, bringing gorgeous artworks from your favorite media to life.



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LOOT, THE PATHFINDER

GAT MTGACSL25LPFS.....PI



DOUBLING SEASON

GAT MTGACSL25DSS.....PI



RHYSTIC STUDY

GAT MTGACSL25RSS.....PI



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TWINFLAME TYRANT
GAT MTGACSL25TFTS.....PI



UGIN, EYE OF THE STORMS
GAT MTGACSL25US.....PI



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BREEDING POOL
GAT MTGACSL25BPS.....PI



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GAT MTGACSL25EWS.....PI



STARFIELD VOCALIST
GAT MTGACSL25SVS.....PI



GODLESS SHRINE
GAT MTGACSL25GSS.....PI



STOMPING GROUND
GAT MTGACSL25SGS.....PI



KAVARON, MEMORIAL WORLD
GAT MTGACSL25KMWS.....PI



SUSUR SECUNDI, VOID ALTAR
GAT MTGACSL25SSVAS.....PI



SACRED FOUNDRY
GAT MTGACSL25SFS.....PI



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TEZZERET, CRUEL CAPTAIN
GAT MTGACSL25TCCS PI



UTHROS, TITANIC GODCORE
GAT MTGACSL25UTGS PI



WATERY GRAVE
GAT MTGACSL25WGS PI

HEAVY PLAY

CURV SLEEVES STANDARD (100)



MONK ORANGE
HPL CUR-STA-015001 PI



PALADIN YELLOW
HPL CUR-STA-017001 PI



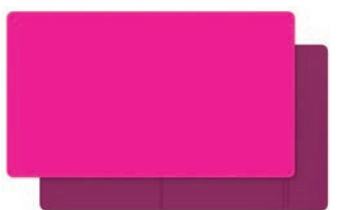
MYSTIC TEAL
HPL CUR-STA-019001 PI



SORCERER PINK
HPL CUR-STA-013001 PI



ETB PLAYMAT TUBE: SORCERER PINK
HPL ETB-TUB-014002 PI



ETB PLAYMAT: SORCERER PINK/SCOUT PINK
HPL ETB-MAT-014013 PI

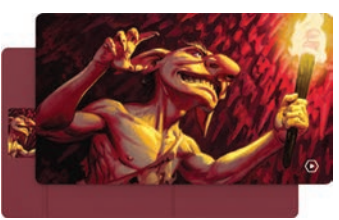
ETB PLAYMAT: ART MASTER SERIES - ERIC DESCHAMPS



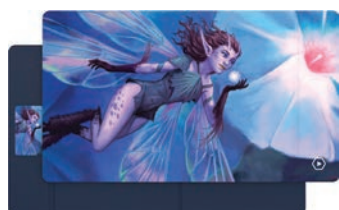
BIRD
HPL ETB-ART-EDBIRD PI



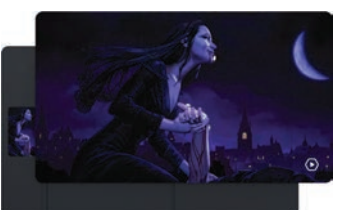
DINOSAUR
HPL ETB-ART-EDDINO PI



GOBLIN
HPL ETB-ART-EDGOBL PI



FAERIE
HPL ETB-ART-EDFAER PI



VAMPIRE
HPL ETB-ART-EDVAMP PI

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A LITTLE DIFFERENT THIS YEAR...**



VALHALLA HAS FROZEN OVER!



WHAT IS HEROSCAPE?



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www.RENEGADEGAMES.com

Heroscape is a highly replayable, easy to learn, expandable miniature wargame. This line offers stunningly detailed miniatures with unique and engaging abilities. Using modular terrain tiles, you build sprawling battlefields on which to play out conflicts between powerful heroes and villains.

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BATTLE FOR THE WELLSPRING BATTLE BOX



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- Ready-to-play armies right out of the box, no extra purchases required!
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TERRAINSYSTEM

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TERRAINSYSTEM

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RFG DECKBOX MAX



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HPL RFG-MX1-014013..... PI



133 DS: SORCERER PINK
HPL RFG-MX3-014013..... PI

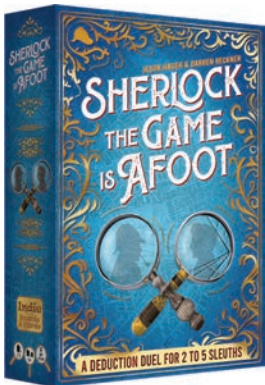


**RFG DICEBOX MAX:
SORCERER PINK**
HPL RNG-MAX-014013..... PI



RNG DICEBOX: SORCERER PINK
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INDIE BOARD & CARDS



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Sherlock: The Game is Afoot is a quick-paced game of competitive deduction for 2 to 5 players. Step into the role of one of many beloved characters from the Sherlock Holmes novels as you race across London, questioning your opponents and exploring leads that crop up around the city. Keep careful track of the clues you gain in your notepad, because only the quickest detective to suss out the missing culprit card will win. Can you earn the mantle of the greatest detective?

IBC SGA1..... \$29.99

KIM FOR THE WIN

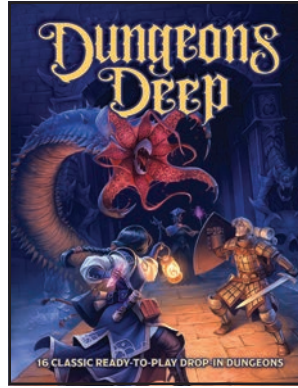
BRILLIANT OR BS: BIG BLUFF BOX

Brilliant or BS? is the hilarious bluffing party game that tests your trivia skills AND your ability to fool your friends. BE BRILLIANT - Impress family and friends with all the random facts you know. OR BRING THE B.S. - Bluff, brag, and bend the truth. Get creative to convince the other players that you know the right answer... even if you're clueless!

KTW 006..... \$24.99



KOBOLD PRESS



DUNGEONS DEEP (TOV AND 5E)

In a world of high fantasy adventure, every crumbling ziggurat, abandoned mine, or unassuming hole in the ground is a potential dungeon. *Dungeons Deep* delivers 16 drop-in dungeons designed to fit neatly into your DD campaign or to quickly expand an existing dungeon of your own design. Unleash your crack team of dungeoneers and enjoy the story! KOB 6203..... \$39.99

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Book of Blades offers a host of expanded player options for melee-focused martial classes. In addition to new subclasses, *BoB* offers new backgrounds, downtime activities and exciting new variables to shake up the battlefield!

KOB 6081..... \$39.99



KONAMI DIGITAL ENTERTAINMENT

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YU-GI-OH! TCG: BURST PROTOCOL BOOSTER DISPLAY (24)

The Protocol is clear: A new year means new dragons! Add a little New Year's fireworks show to your Deck with Burst Protocol! Use the many powerful Borrel Link Monsters from Yu-Gi-Oh! VRAINS to fire off brand-new Rokket monsters inspired by Varis' strategy from the anime! You can also add a second Link-5 Borrel Monster to your Extra Deck to go alongside the mighty Borrelend Dragon! Play your cards right and you may even be able to Summon both together! **NOTE:** This

item is sold to retailers in full displays. Please contact your retailer for availability. KON 87052..... PI



LOKE

BIG BOOK OF BATTLE MAT: BASTIONS & STRONGHOLDS

This beautiful map book features dozens of richly detailed, full-colour maps, all designed with usability and practicality in mind. The maps are detailed and reusable in multiple scenarios & encounters. Whether your party is storming the gates, sneaking into enemy strongholds, or defending their own base of operations, this book gives you the immersive backdrops to bring your story to life.

LBM 069..... \$29.99





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MAGPIE GAMES



URBAN SHADOWS 2ND EDITION DICE TRAY
MPG 501247 \$19.99

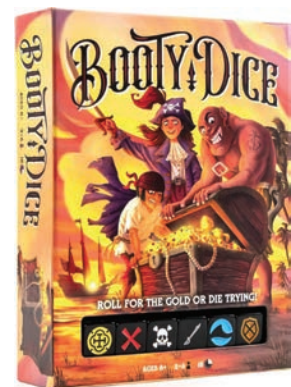
MESSY TABLE GAMES



A LOTTA AXOLOTLs: 2ND EDITION
In this adorable and casual set collection game, players match axolotl cards in their hand with axolotl cards on collection cards in the middle of the table. When a player matches the last remaining axolotl on a collection card, they gain that collection card. The collection cards are worth points equal to the number of axolotls in the collection. Whoever collects the most axolotls wins.
MYT 590836 \$19.99



FRENCH GOATS IN TRENCH COATS
In this exciting trick taking game, players bid against each other to win Le Food cards. The player with the most Le Food points at the end of the game wins! Each round, players decide what to bid. The highest bid wins Le Food. But, if there is a tie, the next highest bid wins! Each bidding card can only be played once per round. There are also special Le Bonus cards that can turn defeat into triumphant victory! The best strategy is not always bidding high every. What will the other players bid? What should you bid?
MYT 590812 \$19.99



BOOTY DICE
All Hands on Deck! In this fast-paced pirate free-for-all, ye will attack and steal from yer sworn enemies while defending yerself and looting the buried treasure! To win, ye must amass 25 gold doubloons or be the last remaining pirate. But beware! Mutiny and shipwrecks abound on the high seas. Will ye walk the plank and feed the fishes? Will ye plunder another pirate or call down Blackbeard's Curse? Only time will tell. So hoist the Jolly Roger, weigh anchor and set sail for adventure! Your fate lies in the roll of the Booty Dice!
MYT 590805 \$19.99

MONTE COOK GAMES

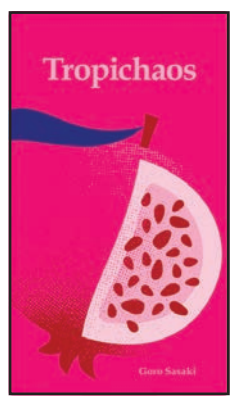


CYPHER SYSTEM RPG: DIG YOUR OWN GRAVE
Who are you? Where did you come from? Who can you rely on and who relies on you? Old Gods of Appalachia characters are rich and complex, and their ties to their world and each other are every bit as important as their skills and stats. Dig Your Own Grave helps you easily build and advance characters you will love and never forget. A unique (and really fun!) choose your own adventure background system helps you forge backstory and motivations that will tie your character deeply to the setting.
MKG 413 \$49.99

OINK GAMES



PETIQUETTE
Humans are curious creatures. Even when cards are randomly lined up, we can't help but find patterns...and ideally we're thinking along the same lines. Each round in Petiquette, players look at a line-up of five random cards, with cards showing one of three animals that is wearing one of three hats, with a number from 1-5 at top, and try to find some logic or pattern within them. Each player secretly chooses the card they think would most properly fit into that pattern.
ONK PETI \$23.00



TROPICHAOS
Chaotic Seasons, Clever Trading: Subtropical Japan is a fast-paced trading game where players hustle to buy and sell fruits like kiwi, mango, and pomegranate against the backdrop of wildly fluctuating seasons. Master the market by timing your transactions perfectly to capitalize on high-demand seasons before they change. Strategic Simplicity: On each turn, choose to either snag fruits from the market or sell from your hand to maximize profits. With seasons advancing unpredictably through the draw of cards, each decision impacts your strategy and potential to score big.
ONK TROP \$23.00



PIK N PACKERS
A Festive Balancing Act: Santa has upgraded his delivery system, and this year, gifts are flying in via drone! Ho-Ho Hover is a thrilling balancing game where players test their dexterity and steadiness. It's not just about placing the gifts; it's about delivering them without a hitch. Deliver Under Pressure: The challenge is to load up the drone without causing it to topple. With every gift added, the stakes get higher, and the slightest mistake could send everything tumbling.
ONK PIKN \$23.00



WRIGGLE ROULETTE
In Wriggle Roulette, players take turns reaching into a bag filled with eel- and snake-shaped wooden pieces, trying to pull out as many eels as possible, but if the number of snakes grabbed by all players exceeds the limit, a snake outbreak occurs, and the player who grabbed the most pieces loses all of their eels. You want to grab more than everyone else to score big, yet a snake outbreak would be devastating. Will you grab a bunch? Just a few? Or back out entirely?
ONK WRIG \$23.00

OSPREY GAMES



AYAR CHILDREN OF THE SUN
In Ayar: Children of the Sun, players take control of one of the first clans, journeying with the Ayar across the Andes. Follow their teaching and improve your skills at farming, pottery, weaving, and reed bundling. As well as advancing your own clan, you must influence the progress of the Ayar, ensuring the survival of those who reward your most developed skills. Seek the approval of Mama Quilla through long-term strategy, and please Inti with tactical play.
OSP GAM066 \$95.00

PAPER FORT GAMES



FATHOM: RETAIL EDITION

Fathom is a tile-laying, pattern-building game of deep-sea exploration in which you take on the role of marine biology teams competing to uncover the secrets of an uncharted, underwater ecosystem around a fictional island. The depths are vast and time is limited, so savvy decision-making under pressure is crucial to a successful expedition. Choose wisely which creatures to investigate as those you don't pursue may be discovered by your opponents.

PFG FTM-RET-EN.....\$39.99

TERRARIA: THE BOARD GAME



TERRARIA: THE BOARD GAME - RETAIL EDITION

Terraria: The Board Game is a cooperative adventure game for 1-4 players. Whether you're a novice Terrarian or a long-time fan, you can now experience Re-Logic's magnum opus on your tabletop, solo or with friends. With simple deckbuilding at its heart and a flexible action point system, choose your own playstyle and create memorable moments as you dig, fight, explore and build in a thrilling sandbox world!

PFG TER-RT1-EN.....\$69.99



BOSS MINIATURES PACK

PFG TER-BOS.....\$29.99



DELUXE PLAYER MAT PACK

PFG TER-MAT\$24.99



WOODEN CHARACTER PACK

PFG TER-CHA.....\$24.99

PINK TIGER GAMES



PET NAMES: A GAME OF ENDEARMENTS

In Pet Names: A Game of Endearments, you'll be competing to create the best nicknames in each round- first to three wins the game! There are 400 mini cards snuggled inside a plush fox bag called Charlie that you will use to create endless combinations of playful, charming, or hilarious nicknames. Bonus: Charlie the fox plush also doubles as a cute mini bag- just attach your favorite strap to carry your hands free crossbody bag. In each round, every player makes one pet name for the person holding Charlie using 2 to 4 cards from their hand. Make it funny, sweet, or silly, whatever you think fits them best!

PKT PETNAMES\$29.95

PLAID HAT GAMES



ASHES: ASCENDANCY - CORE SET

Ashes: Ascendancy is the next era of the expandable card game Ashes; a new entry point for the series and a continuation of Ashes Reborn. Fully compatible with all of Ashes Reborn, Ashes Ascendancy marks the introduction of two new magic types for Phoenixborn to wield, the same competitive card play you know and love, plus a new type of foe for players to take down in solo or co-op battles.

PHG 4200.....\$49.95

UNSTOPPABLE

A GAME BY JOHN D CLAIR

**A ROGUELIKE
MOMENTUM
DECKBUILDER**

**SOLO OR TWO
PLAYER GAME**

**AN ALL-NEW CARD
CRAFTING GAME!**

AVAILABLE NOW!
MSRP \$60 RGS02732

AGES 14+ 1-2 PLAYERS 30-90 MIN

A GAME BY JOHN D CLAIR
SOLO HERO SERIES

RENEGADE
GAME STUDIOS

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GAMES

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GTM

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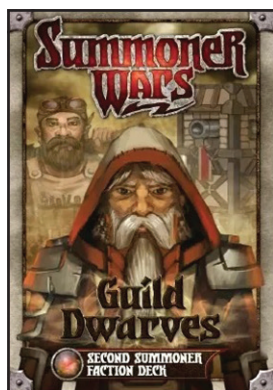
ASHES: ASCENDANCY - PLAY MAT
PHG 4200M.....\$19.95



SUMMONER WARS: BLACKSUN REBELLION

Born in the shadows of a solar eclipse, the warlike dragon-riders of the Blacksun Rebellion toppled the barbarians who held them in bondage. Now, emboldened by their draconic allies, they roam Itharia, toppling those governments they see as exploitative. Though some suspect the Rebellion have started seeing enemies in every shadow.

PHG 3623.....\$14.95



SUMMONER WARS: GUILD DWARVES FACTION DECK EXPANSION

No one can match the grumbling Guild Dwarves when it comes to feats of battlefield engineering. These dour builders can deploy and redeploy combat structures with ease. Their warriors are trained to interact with these constructions in battle, using them to bolster their attacks, enhance their maneuverability, and confound the plans of their enemies.

PHG 3622.....\$14.95

PLAY TO Z



THE BRAIN

Will you manage to clear all the cards with logic, deduction, counting, and a little bit of luck? Try it on every level until you succeed! On your turn, you must place a card from your hand in the middle of the table, perform the corresponding action, then draw a card from the deck. If all cards in your hand have been played and the draw pile is empty, you win, but as soon as there is a predetermined number of cards on the table at the end of a turn, you all lose. If this happens, you can discuss how to do better next time, then try again!

PTZ 73414.....\$15.00



SOOTHSAYERS

You are a powerful mystic in a tense race against rivals to control the fate of the universe. Capture the Empress, the Moon, even Death itself, and harness the arcane powers of the tarot to bend destiny to your will. On your turn, choose an action: earn coins, draft cards, ascend to higher levels, or capture a tarot card. Rival soothsayers may choose to follow your action, but if you have a higher level, they must pay you for the privilege. Each tarot card you capture grants you a new game-changing ability.

PTZ 73415.....\$30.00



XENOLOGY

An alien mothership has arrived at an uncharted planet brimming with mystery and discovery. As a member of this extraterrestrial crew, you must deploy precise away teams to gather knowledge, collect vital specimens, and erase all traces of your presence. Every decision shapes your quest for enlightenment, driving you closer to earning a place among the revered Elders. Will you unlock the secrets of this enigmatic planet?

PTZ 73413.....\$60.00

SPOTLIGHT ON



POKÉMON TCG: COLLECTOR CHEST (FALL 2025)

A Treasure Chest Packed with Pokémon! This sturdy metal case contains more than a dozen special Pokémon goodies, including some not found anywhere else. The *Pokémon Trading Card Game: Collector Chest* includes: 6 Pokémon TCG booster packs, 3 foil cards featuring Ralts, Kirlia, and Riolu, 1 Pokémon coin featuring Mega Lucario, 4 colorful sticker sheets, and a mini portfolio to store your favorite cards.

PUI 10-10123-108.....PI



POKÉMON TCG: MEGA CHARIZARD X EX ULTRA-PREMIUM COLLECTION

The immense power of Mega Evolution has brought forth the flickering blue flames of Mega Charizard X ex! This ferocious *Mega Evolution Pokémon* ex burns up Fire Energy to fuel its Inferno X attack, doing more damage for each card you discard. You'll find Mega Charizard X ex here as a foil promo card, along with another foil promo card featuring Oricorio ex to help get more Fire Energy into play. Even more Pokémon await inside a stack of booster packs, and gameplay accessories like a playmat, deck box, and card sleeves let you show off amazing art of Mega Charizard X in action.

PUI 10-10065-109.....PI

SPOTLIGHT ON



POKÉMON TCG: MEGA EVOLUTION - PHANTASMAL FLAMES BOOSTER BUNDLE (6)

Searing blue flames rip across a dark battlefield as Mega Charizard X ex soars up and looks down upon its opponents! With a deep chill to rival the heat, the shadowy figure of Mega Gengar ex slowly rises into view, and both Pokémon prepare to attack. Determined to prove their mettle, Mega Heracross ex, Mega Lopunny ex, and even more Pokémon line up to give it their all in the *Pokémon TCG: Mega Evolution - Phantasmal Flames* expansion! Expand your collection with this Booster Bundle containing six booster packs from *Pokémon TCG: Mega Evolution Phantasmal Flames*! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 10-10191-109.....PI



FEATURED ITEM



POKÉMON TCG: MEGA EVOLUTION - PHANTASMAL FLAMES BOOSTER DISPLAY (36)

Searing blue flames rip across a dark battlefield as Mega Charizard X ex soars up and looks down upon its opponents! With a deep chill to rival the heat, the shadowy figure of Mega Gengar ex slowly rises into view, and both Pokémon prepare to attack. Determined to prove their mettle, Mega Heracross ex, Mega Lopunny ex, and even more Pokémon line up to give it their all in the *Pokémon TCG: Mega Evolution - Phantasmal Flames* expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 10-10190-119PI



FEATURED ITEM



POKÉMON TCG: MEGA EVOLUTION - PHANTASMAL FLAMES ELITE TRAINER BOX

Searing blue flames rip across a dark battlefield as Mega Charizard X ex soars up and looks down upon its opponents! With a deep chill to rival the heat, the shadowy figure of Mega Gengar ex slowly rises into view, and both Pokémon prepare to attack. Determined to prove their mettle, Mega Heracross ex, Mega Lopunny ex, and even more Pokémon line up to give it their all in the *Pokémon TCG: Mega Evolution - Phantasmal Flames* expansion!

PUI 10-10186-101PI

SPOTLIGHT ON



POKÉMON TCG: MEGA EVOLUTION - PHANTASMAL FLAMES BUILD & BATTLE BOX DISPLAY (10)

Inside you will find: a 40-card ready-to-play deck including 1 of 4 unique foil promo cards, 4 *Pokémon TCG: Phantasmal Flames* booster packs, and a code card for *Pokémon TCG Live*. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 10-10185-101PI

SPOTLIGHT ON



POKÉMON TCG: MEGA EVOLUTION - PHANTASMAL FLAMES THREE-BOOSTER BLISTER

Searing blue flames rip across a dark battlefield as Mega Charizard X ex soars up and looks down upon its opponents! With a deep chill to rival the heat, the shadowy figure of Mega Gengar ex slowly rises into view, and both Pokémon prepare to attack. Determined to prove their mettle, Mega Heracross ex, Mega Lopunny ex, and even more Pokémon line up to give it their all in the *Pokémon TCG: Mega Evolution - Phantasmal Flames* expansion!

PUI 10-10187-122PI

SPOTLIGHT ON

POKÉMON TCG: MEGA EVOLUTION - PHANTASMAL FLAMES SLEEVED BOOSTER CASE (144)

Searing blue flames rip across a dark battlefield as Mega Charizard X ex soars up and looks down upon its opponents! With a deep chill to rival the heat, the shadowy figure of Mega Gengar ex slowly rises into view, and both Pokémon prepare to attack. Determined to prove their mettle, Mega Heracross ex, Mega Lopunny ex, and even more Pokémon line up to give it their all in the *Pokémon TCG: Mega Evolution - Phantasmal Flames* expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 10-10193-102PI



POKÉMON TCG: MEGA KANGASKHAN EX BOX

Mega Evolution makes Kangaskhans child a force to be reckoned with and both of them combine their powers as Mega Kangaskhan ex! Draw extra cards with Run Errand, then use Rapid-Fire Combo and flip coins to seek bigger damage. Team up with Mega Kangaskhan ex as a playable foil promo card and an oversize lenticular version for display, then open four booster packs to find even more cool cards!

PUI 10-10064-108PI



POKÉMON TCG: MEGA LUCARIO EX FIGURE COLLECTION

Showing no mercy, Mega Lucario ex pummels opponents while sharing discarded Energy with your Benched Pokémon! Bring this massive power to your own collection as a playable foil promo card paired with an oversize Energy promo card and a detailed figure showing off Mega Lucario in action. You'll find even more awesome *Pokémon* inside the stack of included booster packs.

PUI 10-10066-108PI



GAMES

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**POKÉMON TCG:
MEGA VENUSAUR EX
PREMIUM COLLECTION BOX**

Keep your Pokémon at full power with help from Mega Venusaur ex! Its Solar Transfer Ability lets you move Grass Energy among your Pokémon as you please, ensuring you're always ready to attack. In this collection, you get a playable foil promo card and an oversized lenticular promo card featuring Mega Venusaur ex, along with a tech sticker for decorating devices, binders, and notebooks. You'll find even more Pokémon inside a stack of Pokémon TCG booster packs.

PUI 10-10121-108PI

SPOTLIGHT ON



POKÉMON TCG: POKEBALL TIN DISPLAY (6) (Q4 2025)

What's Inside a Poke Ball? The answer is Pokémon cards, of course! The Pokémon TCG: Poke Ball Tin contains: 3 Pokémon TCG booster packs and 2 sticker sheets. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 10-10113-142PI

**POKÉMON TCG: TEAM
ROCKET'S MEWTWO EX
LEAGUE BATTLE DECK**

Team Rocket's Mewtwo ex Commands an Army of Powerful Pokémon! In this box, you'll find: 1 ready-to-play 60-card deck, 6 damage-counter dice, 1 coin-flip die, 2 coin condition markers, 1 deck box, 1 strategy sheet, and 1 code card to play this deck online.

PUI 10-10122-101PI



PORTAL GAMES



AGE OF GALAXY

Age of Galaxy is a strategic 4X game that places you in control of an interstellar alliance consisting of three factions with unique powers. You can explore systems, colonize planets, research technologies, build galactic cruisers, and much more. You have many potential paths to victory based on how your factions work together and the main ideology of your alliance.

PLG 25002\$39.99



BOHEMIANS

Bohemians is a game by debut designer Jasper de Lange. Players take on the roles of artists wandering the streets of Paris at the turn of the 19th and 20th centuries, striving to create masterpieces while facing the challenges of daily life. Bohemians is a card game that uses deckbuilding mechanics, where players collect cards to find inspiration, seek muses, and manage everyday necessary tasks. In each round players must plan their day and decide if they go for a date, take part in a social event, meet their muse, create new art, or go to work.

PLG 25003\$39.95



NEUROSHIMA HEX: BATTLE

Neuroshima Hex: Battle is a fast-paced and dynamic version of Neuroshima Hex designed for two players to enter this rich world. The box features the armies of Steel Police and Beasts. The Steel Police brings law and order fanatics clad in experimental power armor with a unique reflection ability that turns enemy attacks back on them. The Beasts represent feral survivors of Moloch's attack, introducing friendly fire mechanisms and a primal, unpredictable style of play.

PLG 25001\$29.95

THE PURPLE OWL GAMES

TALEORMEM

TaleOrMem is a hilarious game of storytelling and memory challenges. You win by telling unforgettable imaginary stories and remembering specific details from other players' stories. Create engaging stories in 60 seconds! Players use random word cards to build memorable tales. All other players try to recall the words from the cards to win points. A unique game that is very easy to explain. It's a great game for family night and friends gathering.

PPO TALEORMEM\$25.99



Q-WORKSHOP

COW DICE SET (7)



MOOLISSA

QWS SCOW03\$21.00

MOOZILLA

QWS SCOW01\$21.00



RAMOONA

QWS SCOW02\$21.00



**DICE BAG: GAME OF THRONES -
THE THRONE**

QWS GOTPOU\$16.00

LEATHER DICE CUP: CATS

QWS CCAT101PI



NOV 2025

FULL ART DICE SETI (7)



GRAFFITI

QWS SWSPGRAF.....\$35.00



NEBULA

QWS SWSPGALA.....\$35.00



PORCELAIN

QWS SWSPPORC.....\$35.00



SUNFLOWER

QWS SWSPSUNF.....\$35.00

R & R GAMES

STEAM POWER

In *Steam Power*, players race to build the best rail network to meet their contractual obligations and make the most money. On your turn, you can perform two actions from a selection of choices, letting you lay tracks, build factories, fulfill contracts, earn money, or collect more contracts. Building a factory brings resources to the board that all players have access to...at a price. The game ends when a certain number of contracts are fulfilled, which varies by player count. The player with the most points (and money, which converts to points) wins.

RRG STEAM.....\$45.00



RANDOM HOUSE

SPOTLIGHT ON



MARVEL MULTIVERSE RPG: AVENGERS EXPANSION

Earth's mightiest super heroes - the Avengers - finally get the big-book treatment that fans have been waiting for! Avengers Expansion features many of Marvel's most popular super heroes - like Black Widow, Captain America, Hawkeye, Iron Man, Hulk andd Thore - plus countless other Avengers and their most villainous foes. It also includes rules for how to draft iconic weapons (like Cap's shield or Thor's hammer), build your own headquarters (like Avengers Tower), and handle battles between large groups of foes. Get your players together. It's time for your Avengers to assemble!

RHP 136.....\$49.95

RAVENSBURGER

SPOTLIGHT ON



HORRIED: DUNGEONS & DRAGONS

Horried: Dungeons & Dragons features gameplay elements familiar to players of other games in the series: Players work together to face monsters and puzzle-like obstacles to gather item tokens, protect citizens, and avoid attacks. Unique and thematic challenges for each monster further immerse players into the detailed setting and story. Additionally, each player chooses to play as one of five heroes inspired by character classes from *D&D*: wizard, rogue, fighter, cleric, or bard — each with a unique set of abilities that can aid their party as they move around the board to defeat the monsters dwelling in the dungeon below Waterdeep.

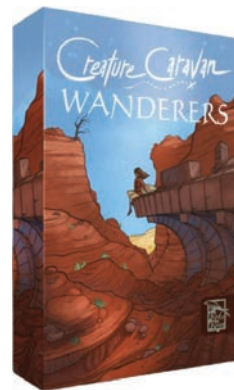
RVN 24754.....PI

RED RAVEN GAMES

CREATURE CARAVAN

DELUXE COMPONENTS

RVM 033D.....\$30.00



WANDERERS EXPANSION

Includes components for a 5th and 6th player, extra dice, and 45 creature cards. The expansion includes a new type of card: items. Items can be equipped to creature cards, as long as the creature has the required type. Many of the item abilities activate when a die is placed on the creature that they're equipped to.

RVM 037.....\$25.00

SIX SOJOURNS

Six Sojourns is a reimagining of *Eight-Minute Empire*. It's a short area control game full of tough choices, creative strategy and tactics, and high player interaction. Your goal in *Six Sojourns* is to grow your family and broaden their influence. Players take turns selecting a card from five on display. Each card has actions that let players build houses, gain ships, move, and gain new family members. The cards also have special abilities and sets of icons that represent your family's expertise in various trades: cooking, carpentry, sewing, shoemaking, art, blacksmithing, and jewelry.

RVM 038.....\$50.00



ROLE PLAYING


NEW RELEASE!

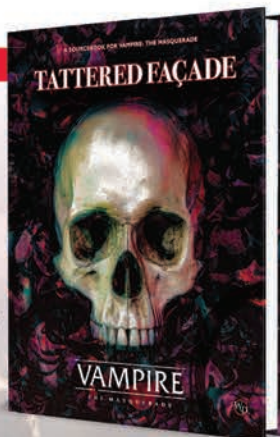
VAMPIRE: THE MASQUERADE TATTERED FAÇADE SOURCEBOOK

- 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 Loreshoots.
- Intensify the terror in your game using existing rules for Touchstones, Stains, Humanity, Convictions, along with Ambitions & Desires and Compulsions.

RGS 01173 \$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!

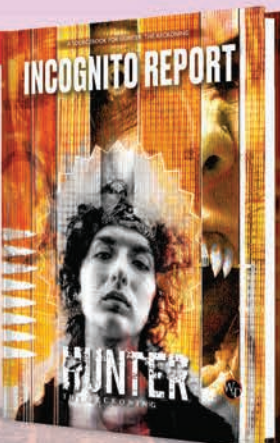
HUNTER: THE RECKONING INCOGNITO REPORT SOURCEBOOK

- 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!

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+




NEW RELEASE!

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

AVAILABLE NOW!

 Ages 14+




NEW RELEASE!

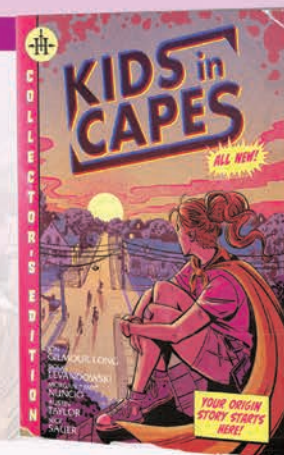
KIDS IN CAPES

- 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

AVAILABLE NOW!

 Ages 13+





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 GELRYE VANGUARDS ARMY EXPANSION

- Rise with the tide and strike without warning with the Gelrye 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+





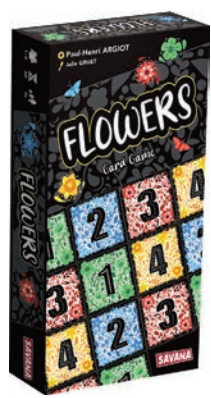
SAVANA



ERUNE ADVENTURE: ULTIMATE EDITION

Erune Adventure Ultimate Edition is the revised and improved version of the famous Erune game. This box contains everything you need for total immersion in an interactive fantasy universe.

SAV 020\$99.99



FLOWERS

Strategic tile-placement card game. Create color groups and score points by building clever sequences with numbered cards.

SAV 014\$19.99



SALAMI

Salami is a fast-paced hybrid party game that plunges players into the lively atmosphere of a bustling tavern. Players take on the roles of sneaky adventurers trying to snatch as many salami slices as possible without getting caught by the watchful tavern keeper. With easy-to-learn mechanics, real-time action, and quick, hilarious rounds, Salami brings light-hearted fun and a unique blend of physical and digital gameplay to the table.

STANDARD EDITION SAV 016\$29.99

DELUXE EDITION SAV 017\$49.99



SPARK RIDERS 3000: COMMANDER EDITION

Epic cooperative space adventure. Team up to protect your ship from enemy waves while managing energy, shields, and critical decisions. Deluxe Commander Edition content. Features 49 detailed miniatures, marbled dice, 14 double-layered tiles, and 13 dynamic missions. Award-winning production quality. Seal of Excellence, Best Thematic Game Best Production 2024 by Dice Tower; praised for Every piece matters. Strategic yet accessible.

SAV 019\$89.99

SCS DIRECT



MONSTER DELUXE PLAYMAT TUBE
SDI MON-TBE-DLX\$29.99

SIRIUS DICE

STRANGER THINGS: ADVENTURE DICE



DUSTIN
SDZ 9002-03\$19.99



ELEVEN
SDZ 9002-04\$19.99



LUCAS
SDZ 9002-02\$19.99



ERICA
SDZ 9002-06\$19.99



MIKE
SDZ 9002-01\$19.99

WILL

SDZ 9002-05\$19.99



SPOTLIGHT ON



STRANGER THINGS: MINI DICE CUPS (12)

Bring the Upside Down to your gaming table with *Stranger Things Mini Dice Cups*—a must-have for RPG fans and *Stranger Things* collectors alike. Made from glass and featuring detailed sculpts of iconic creatures and themes from the hit Netflix series, these mini dice cups combine style, function, and fandom. Each cup comes paired with a complete 8-piece mini polyhedral dice set, perfect for your favorite tabletop RPG. Choose from four collectible designs — Vecna, Demogorgon, Demodog (plus Dart), and the Hellfire Club logo—or collect them all to complete your Hawkins-themed set. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

SDZ 9003-07\$239.88

SPOTLIGHT ON



STRANGER THINGS: TREASURE BLIND BOX DISPLAY (25)

Gear up for adventure with *Stranger Things Treasure Blind Packs*—a must-have for fans and tabletop adventurers alike! Each blind pack delivers three premium collectibles inspired by Hawkins' bravest heroes: Oversized d20 Die – Dramatic, high-quality, and perfect for your next big roll. Metal Ability Coin – Solid and collectible, with *Stranger Things* flair. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

SDZ 9001-01\$324.75



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FEATURED ITEM



DUNGEONS & DRAGONS: UNDERMOUNTAIN TREASURE BLIND BOX DISPLAY (25)

Descend into the legendary halls of Undermountain with the newest wave of D&D *Treasure Packs*! Each pack is a mystery, containing a complete dice set, collectible coin, and embroidered

dice bag - featuring over 60 never-before-released dice sets, 27 coin designs, and 11 all-new bags inspired by the Mad Mage's domain. Rare, Legendary, and Artifact tiers await, including the powerful Secrets of the Undermountain and Power of the Mad Mage sets. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
SDZ 2005-04 \$499.75

STEVE JACKSON GAMES



DAHLIA'S DIVERSIONS FOR PECULIAR PARTIES

Dahlia's Diversions for Peculiar Parties includes eight storytelling, roleplaying, and imagination games tried and tested by our hostess over a lifetime of dinner parties and parlor gatherings. You could ... Save the day with a crack team of sweet old grannies Research magic at the Omnifold Library Conspire amongst trench-coated raccoons Pen a secret poem in a rat race to win your beloved Ride the metro into an entirely different dimension And more! Whatever you fancy, theres an adventure for everyone, and everyone is welcome at Dahlia's table. Roleplay with zero preparation!

SJG 1754 \$29.95



FIGHTING FANTASY: BOOKS 1-5 WITH SLIPCASE

Fighting Fantasy Returns! Part story, part game and you are the hero! In 1982, Games Workshop co-founders Ian Livingstone and Steve Jackson co-created *Fighting Fantasy*, a series of solo adventure books that would revolutionize the genre. Combining gripping narratives with dice rolls and other tabletop RPG mechanics, *Fighting Fantasy* captivated readers, becoming a worldwide hit. Now this multi-million-selling book series returns to print in the United States for the first time in over 2 decades.

SJG 3771 \$80.00

SPOTLIGHT ON

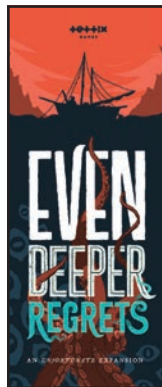


MUNCHKIN WARHAMMER 40K - GRUDGES AND GORE EXPANSION

Munchkin Warhammer 40,000 is expanding! Again! This 112-card set features three more Armies: the towering golden champions of the Adeptus Custodes, the resourceful Leagues of Votann, and the traitorous legion of the World Eaters. Will you defend the Imperium, destroy the false Emperor, or hold a grudge against any who wrong you? Whichever path you choose, your games of *Munchkin Warhammer 40,000* will be bigger (and gorier) than ever!

SJG 4493 \$23.95

TETRIX GAMES



DEEP REGRETS: EVEN DEEPER REGRETS EXPANSION

Gameplay in *Even Deeper Regrets* is the same as in the base game with one major exception: you can now choose to start each day Inland in addition to Sea and Port! Inland, you can fish from three River shoals or one Loch shoal, both of which have a higher risk/reward ratio than the Sea. 74 new fish and 25 dinks await inland! You can also fish an entirely new sea of fish, with 117 brand-spanking new fish to discover. Mix them together with the base game fish or play with just the expansion fish, it's up to you!

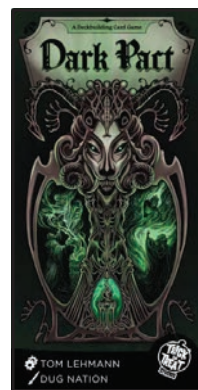
TTX DR004 \$35.00

TRICK OR TREAT STUDIOS

DARK PACT DBG

Play as occult researchers vying to fulfill pacts with otherworldly patrons, leverage card synergies, and multipliers to be the first to complete your sinister mission. Have the most points when the deck runs out OR play and satisfy one of 13 unique dark pact objectives to win! Designed by Tom Lehmann, designer of *Race for the Galaxy* and *Res Arcana*.

TOT DPB01 \$39.95



LA-1

In the story-driven, co-operative adventure game *LA-1*, you take on the role of detectives working for Mace Doyle Investigations who are helping one another to resolve cases in the post-apocalyptic city that was once Los Angeles. Each case can be played individually or as part of a campaign. Because of the multiple cards that can send investigations in different directions, it's possible to play each case more than one time, having different situations and outcomes each time. But cases must be solved before the Darkness closes in on all the investigators.

TOT LAB01 \$79.95

LA-1: WHEN LAWS FAIL EXPANSION

The elite of the City of Angels rely on their android servants for everything: running errands, menial labor, and organizing their lives. But what happens when the programming that holds their peaceful servants bound goes awry? Requires base game to play.

TOT LAWX1 \$14.95



LA-1: MINIATURES SET

TOT LA1M1 \$24.95

GAMES

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**ULTRA PRO
INTERNATIONAL**

PATCHCRAFT



ALCOVE FLIP DECK BOX BLACK
UPI 16640..... PI



ALCOVE FLIP DECK BOX GRAY
UPI 16641..... PI



CARD POCKET BLACK
UPI 16644..... PI



CARD POCKET GRAY
UPI 16645..... PI



**ZIPPERED 9-POCKET
PRO-BINDER BLACK**
UPI 16642..... PI



**ZIPPERED 9-POCKET
PRO-BINDER GRAY**
UPI 16643..... PI

**UPPER DECK
ENTERTAINMENT**

NEOPETS BATTLEDOME TCG



JERAN DECK BOX
UDC 05984..... PI



KACHEEK CARD SLEEVES (65)
UDC 05978..... PI



KOUGRA CARD SLEEVES (65)
UDC 05980..... PI



LORD KASS DECK BOX
UDC 05982..... PI



PLAYMAT
UDC 05986..... PI



SHOYRU CARD SLEEVES (65)
UDC 05976..... PI

RUSH OF IKORR TCG

SPOTLIGHT ON



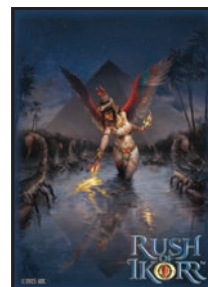
**ACT 1 PART 2 MERCILESS
BATTELGROUNDS -
BOOSTER DISPLAY (24)**

This next set for *Rush of Ikorr* broadens the card pool on the existing four mythos of the ancient Greek, Egyptian, Japanese, and Maya cultures. More champion, spell, and location cards combined with new infusions give players new combinations to utilize during their games. Fierce battles and epic sagas await players in *Merciless Battlegrounds*! 9 Card Pack Build: 3 Common cards, 2 Uncommon cards, 1 Rare or Higher Rarity card, 1 Foil Variant card, 1 Infusion card, and 1 Influence card. This set includes 129 unique cards for players to collect. Multiplayer option that allows for 3v3 team battles conducive for community building with like-minded gamers.

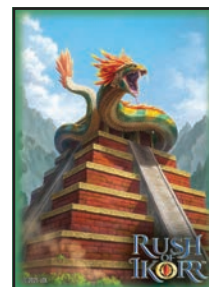
UDC 42795..... PI



**IKORR LOGO
TEXTURED CARD
SLEEVES (65)**
UDC 09676..... PI



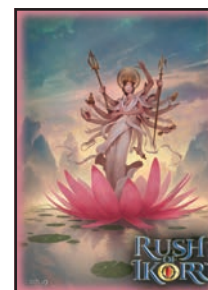
**ISIS TEXTURED
CARD SLEEVES (65)**
UDC 09679..... PI



**KULKULKAN
TEXTURED CARD
SLEEVES (65)**
UDC 09678..... PI



**ORACULAR VISIONS TEXTURED
CARD SLEEVES (65)**
UDC 09680..... PI



**THOUSAND ARMED KANNON
TEXTURED CARD SLEEVES (65)**
UDC 09677..... PI

VAN RYDER GAMES

SPOTLIGHT ON



**ENEMIES & LOVERS:
THE CROWN OF ELFAME**

Enemies & Lovers is a lightweight, fast-paced card game of strategy, deception, and betrayal, based on Holly Black's bestselling *Folk of the Air* series. If you enjoy scheming great schemes, toasting to the incompetence of your enemies, gorgeous art, and a lot of shiny foil, this is the game for you!

VRG 015.....\$29.99

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SPOTLIGHT ON

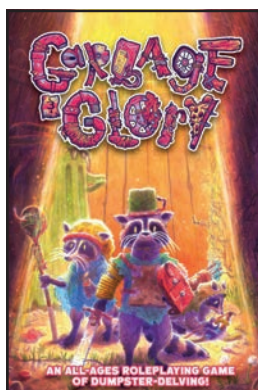


FINAL GIRL: A ROTTEN HARVEST FEATURE FILM EXPANSION

Grimlash is hunting the Final Girl in the cornfields Shady Acres. Be careful of the children in the fields who want to sacrifice you! The Final Girl must use her ever degrading sanity to give her an advantage, but if she goes too far, it's all over! Requires the *Final Girl: Core Box* to play.

VRG FG017 \$24.99

WET INK GAMES



GARBAGE & GLORY RPG

Grab your tin can armor or your rubber band bow, to explore the overlooked corners of the Land for forgotten trash and lost wonders. To recover the Garbage you need and earn the Glory you desire, you'll have to negotiate with other creatures, and search dark and lonely places. Always looming is the threat of discovery by the huge Ogres, who jealously guard all the best junk. Will your story be one of surprising setbacks or great triumphs?

WIG 320 \$35.00



GARBAGE & GLORY RPG: CARD DECKS

2 full decks of playing cards packed with *Garbage Glory*! Can be used with the *Garbage Glory RPG*, or used as standard playing cards. Includes 2 +One system reference cards.

WIG 322 \$25.00



GARBAGE & GLORY RPG: DICE SET (10)

WIG 321 \$15.00



HERD: THE DINOSAUR SURVIVAL CARD GAME

HERD: The Dinosaur Survival Card Game is an intense tabletop experience for 1 to 5 players, each controlling a Herd of dinosaurs trying to survive an onslaught of prehistoric predators bent on driving them to extinction! Strategize with your fellow Herds, play Prey cards to distract Predators and defend against the likes of Tyrannosaurus Rex, Allosaurus, Dilophosaurus and more. Will yours be the last Herd standing, or will all five Herds stand together and survive as a group?

WIG 610 \$40.00



HERD: EPOCH ENVIRONMENTS EXPANSION

HERD: Epoch Environments adds a new level of strategy and decision-making to your *HERD* experience. This expansion features new Herds, Prey, and Predators to up the challenge level, as well as an entirely new gameplay element: Environments and Environmental Hazards!

WIG 611 \$20.00

HOME

In *HOME*, you'll be taking on the role of someone exploring a house. On your turn, you'll draw a card, answer a question on the card without revealing the card to your fellow players, and shape the story of your night in the house. As you go, you'll work to meet your needs, but you'll also sustain wounds. At the end of the night, you'll find out if you make it out of the house alive. Explore carefully, as if you can control that.

WIG 410 \$40.00



WIZARDS OF THE COAST



FEATURED ITEM



DUNGEONS & DRAGONS RPG: FORGOTTEN REALMS - ADVENTURES IN FAERUN

The most expansive take on the *Forgotten Realms* in *Dungeons & Dragons* history, *Forgotten Realms: Adventures in Faerun* has everything Dungeon Masters need to tackle this timeless fantasy setting, complete with new stories, lore, locations, and encounters – all in one place.

HARDCOVER WOC D47140000 \$59.99

ALTERNATE HARDCOVER WOC D47150000 \$59.99



FEATURED ITEM



DUNGEONS & DRAGONS RPG: FORGOTTEN REALMS - HEROES OF FAERUN

Go from ordinary hero to world-shaking legend in the fantastical *Forgotten Realms: Heroes of Faerun*. This compendium of player options awakens new possibilities for your hero that will transform your campaign into the next great *Forgotten Realms* epic.

HARDCOVER WOC D47120000 \$49.99

ALTERNATE HARDCOVER WOC D47130000 \$49.99



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FEATURED ITEM



MAGIC THE GATHERING

MAGIC THE GATHERING CCG: LORWYN ECLIPSED

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

BUNDLE WOC D50760000	PI
COLLECTOR BOOSTER DISPLAY (12) WOC D50720000.....	PI
COMMANDER DECK CARTON (4) WOC D50750000	PI
DRAFT NIGHT WOC D50800000	PI
PLAY BOOSTER DISPLAY (30) WOC D50710000	PI
THEME DECK DISPLAY (8) WOC D50790000	PI

WIZKIDS/NECA



DC BREAKOUT: ARKHAM ASYLUM
Breakout: Arkham Asylum is a thrilling race to freedom designed by Brian, Sydney, and Geoff Engelstein. Each player will choose two villains to form a dastardly duo. With 40 Villains to choose from, there are hundreds of possible duos to play! Use your villainous powers and gadgets to gain the upper hand over your opponents. There's no honor among these thieves! Recruit, outwit, and escape in *Breakout: Arkham Asylum!*
WZK 87642\$29.99

DUNGEONS & DRAGONS



X BEN COOPER - 6" CLOTHED FIGURE ASSORTMENT

The next series in the *Ben Cooper Costume Kids Collection* is here with a fresh lineup of trick-or-treaters paying tribute to the legendary role-playing game *Dungeons & Dragons*! These fully poseable 6-inch figures are based on the licensed kids' costumes from one of the largest Halloween costume manufacturers from the 1950s-'80s. By ordering this item, you will receive one case containing five units of each of the three figures: Warduke, Zarak, and Strongheart.
WZK 52288PI



BOOKENDS - BLUE DRAGON

Guard your *Dungeons & Dragons* tomes with our new line of *D&D Bookends*! Show off iconic creatures while keeping your gaming shelf nice and tidy. This 7-inch-tall resin bookend features the Blue Dragon from the latest *Monster Manual* in its preferred habitat, a desert cave. Each *D&D Bookend* is sold in single-unit packaging, letting you mix and match your favorite monsters.
WZK 89218\$59.99

SPOTLIGHT ON



ICONS OF THE REALMS - ADULT AMETHYST DRAGON BOXED MINIATURE

Amethyst dragons, the mightiest of the gem dragons, study and psionically manipulate the fundamental principles of the multiverse, from the force of gravity to the emanations of the Outer Planes. Their innate psionics give them a measure of control over how physical laws affect them. They defy gravity with flight that doesn't rely solely upon their great wings, and gravitational force empowers both their devastating breath weapon and the exploding amethyst crystals they spit at their foes.
WZK 96319\$99.99

SPOTLIGHT ON



NOLZUR'S MARVELOUS UNPAINTED MINIATURES - ADULT AMETHYST DRAGON

Amethyst dragons, the mightiest of the gem dragons, study and psionically manipulate the fundamental principles of the multiverse, from the force of gravity to the emanations of the Outer Planes. Their innate psionics give them a measure of control over how physical laws affect them. They defy gravity with flight that doesn't rely solely upon their great wings, and gravitational force empowers both their devastating breath weapon and the exploding amethyst crystals they spit at their foes.
WZK 90864\$79.99



ONSLAUGHT - TOMB OF HORRORS MAPS & MONSTERS EXPANSION

In a desperate attempt to survive the infamous Tomb of Horrors and its many perils, you must join forces! In this solo or co-op expansion for *Dungeons & Dragons Onslaught*, players guide their adventuring parties in a treacherous gambit to make it through the dungeon. The map layout and its dangers are randomly generated each time to make each delve unique. You'll be on the edge of your seat with a variety of lethal monsters and traps you'll need to outlast before conquering the evil demilich!
WZK 89745\$59.99



ONSLAUGHT - EXPANSION CUSTOM CHARACTER KIT

Unlock endless possibilities using a vast array of powers from all 13 iconic *Dungeons & Dragons* classes! This *Dungeons & Dragons Onslaught: Custom Character Kit* allows players to forge a fully customized party of legendary heroes. Conquer the Forgotten Realm, one custom-built character at a time!
WZK 89737\$39.99

SPOTLIGHT ON



REPLICAS OF THE REALMS - RED DRAGON 12" TROPHY PLAQUE

Decorate your game store, game room or living room with this stunning recreation of the Dungeons & Dragons Ancient Red Dragon! The most coveted of the true dragons, red dragons tirelessly seek to increase their treasure hoards. They are exceptionally vain, even for dragons, and their conceit is reflected in their proud bearing and their disdain for other creatures. The odor of sulfur and pumice surrounds a red dragon, whose swept-back horns and spinal frill define its silhouette. Its beaked snout vents smoke at all times, and its eyes dance with flame when it is angry.



PI

WZK 68522.....

SPOTLIGHT ON



REPLICAS OF THE REALMS - RED DRAGON EGG

Is that a real dragon egg?! This replica is made from a high quality resin material, adding unbelievable detail to both the look and feel of the product. It has substantial weight in hand as well as the "if I drop this it could break" feeling of an egg.

WZK 68523.....\$39.99



MARVEL HEROCLIX



FEATURED ITEM



VENOM BOOSTER BRICK (12)

Marvel HeroClix: Venom lets you dive deeper into Venom's adventures than before - by having more chase figures, and surprises in 12 boosters! Venom fights against local menaces like Scorpion or Carnage as well as greater threats like Knull, and Gorr the God-Butcher! It's up to you whether you combo him with Spider-Man or some of the heroes from the Venomverse!

WZK 85090.....\$203.88



VENOM HORSE

The Venom Horse was an incredible Venomized surprise - add it to your HeroClix collection!

WZK 85097.....\$24.99



VENOM T-REX

The Venom T-Rex has been seen again and again in comics - add it to your HeroClix collection!

WZK 85096.....\$39.99

VENOM MAP AND TERRAIN KIT

Interesting map and terrain choices are part of what make HeroClix awesome - adding exciting terrain and maps to your collection has never been easier than with the Map and Terrain Kit! Spider-Man was one of the first people the Venom symbiote bonded with. Carnage is its evil spawn. It's only fitting that they face off against one another! With a clear window to show off the character inside, players know exactly what figures they are getting in this Play at Home Kit!

WZK 85093.....\$24.99



WYRD MINIATURES

MALIFAUX 4E



ANCIENTS - SANDEEP DESAI, FONT OF MAGIC

WYR 24304.....\$72.50



OUTCASTS - CAPTAIN ZIPP, DREAD PIRATE

WYR 24602.....\$62.50



EXPLORER'S SOCIETY - NEXUS, HEART OF THE HIVE

WYR 24807.....\$57.50



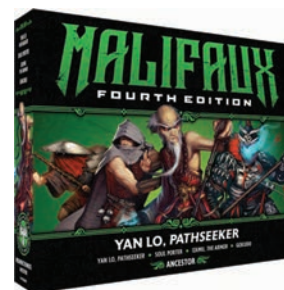
OUTCASTS - TARA, TIMELESS

WYR 24504.....\$60.00



EXPLORER'S SOCIETY FACTION BOOK

WYR 24008.....\$25.00



RESURRECTIONISTS - YAN LO, PATH SEEKER

WYR 24207.....\$57.50



NEVERBORN - TITANIA, AUTUMN QUEEN

WYR 24406.....\$62.50



TEN THUNDERS FACTION BOOK

WYR 24007.....\$25.00



MOON BUNNY

HBN 2101..... \$44.99 | Available Now!

Inspired by Asian folklore from the Mid-Autumn Moon Festival, *Moon Bunny* invites players to embark on a hopping journey as bunny alchemists across the lunar landscape, collecting rare Asian herbs to craft the ultimate elixir of life. The bunny who brews the most powerful elixir, spreading health and happiness across the world, will earn the title of Master Bunny Alchemist of the Moon!



The game challenges players with a puzzle that requires both strategic movement on the dual-layer lunar grid and efficient pattern placement in their Workshop to complete recipes and score the most points to win. With over 108 Herb and Recipe tiles, no two games are alike, offering endless variety, strategy, and re-playability.

Designed with love by Pauline and Marie, the game draws from their personal experiences celebrating the Moon Festival every year with friends and family. It's filled with cultural Easter eggs, from the Moon Bunnies tied to festival folklore, to mooncakes, various Asian herbs, and more. All of these elements are explained in the rulebook for those curious to explore these traditions. Join us and countless others in celebrating the Moon Festival through gameplay!

HOW TO PLAY

On their turn, players may:

1. Move a Bunny – Choose either your *Hopping Bunny* or *Dashing Bunny*. Only one bunny can be on the Moon at a time.

- **Hopping Bunny:** Moves exactly three spaces orthogonally. It cannot return to the space it just left, nor can it end its movement adjacent to its starting space.
- **Dashing Bunny:** Moves in a straight orthogonal line, any number of spaces.

Bunnies may not pass through or land on other bunnies. Since the Moon is round, moving off one edge places you on the opposite side.

2. Collect a Tile – Take the **Herb** or **Recipe** tile from the space you land on and place it in your **Workshop** or **Storage**, face up.

3. Optional Actions – Anytime during your turn, before or after you move a bunny, you may:

- Spend one Mooncake to swap your active bunny with your other bunny or purchase a **Scroll** (to use immediately or save for later).
- Move tiles from Storage into your Workshop.

There are some special rules to be aware of as well! Some herb tiles display a mooncake symbol. When you place one, take a mooncake token from the supply and place it on that tile.

If placing a tile causes a recipe in your Workshop to be completely surrounded by herbs, you immediately take another turn!

Crater Tiles block herb growth. Bunnies may pass through these tiles but cannot end their movement on them. As the game progresses, herbs become increasingly scarce, requiring careful and strategic planning.

Finally, recipe placement tiles create new spaces for recipes on the moon.



RECIPES & SCORING

Points are earned by completing Recipes in your Workshop or the shared Lounge Board. Private Recipes (in your Workshop) can only be completed with your own herbs (there are six types of herbs in six colors), while Public Recipes (in the Lounge) can be completed by any player.

The game ends when either the herb bag or recipe stack is empty. Finish the current round, then play one final round. Players will score points for completed private and public recipes and uneaten mooncakes. Each recipe card has two scoring areas:

- **Top Left Points:** Score once when conditions are met.
- **Middle Points:** Score multiple times for repeated conditions, up to the maximum listed.



The bunny with the most points wins and earns the prestigious title of **Master Bunny Alchemist**, gifting the world the most powerful Elixir of Life!

With simple-to-grasp rules and meaningful strategic depth, Moon Bunny appeals to a wide audience. It's perfect for bringing families and friends together, designed for all ages, from kids to grandparents. The game also resonates with players interested in Asian culture, a theme growing in popularity across board games. Plus, its adorable bunny theme is irresistible to animal lovers and bunny fans alike. Average gameplay runs 30-60 minutes and accommodates 1-4 players.



Last, and certainly not least, the moon board, workshops, herb/recipe tiles, bunny figures, mooncakes, and lounge board are all meticulously illustrated by Serene Illustrations, creating a gorgeous table presence wherever Moon Bunny is played.

ABOUT HOT BANANA GAMES

Recognizing the limited number of authentic Asian-themed games created by Asian designers, Pauline and Marie founded Hot Banana Games to bridge cultural gaps and foster understanding through board games. Our mission is to craft culturally rich games that evoke nostalgia or spark curiosity about Asian culture, delivering more meaningful and engaging experiences to every table. Following the success of our previous title, *Steam Up*, we are excited to introduce our latest game, *Moon Bunny*.



When we're not gaming, you'll often find us enjoying meals at restaurants and exploring local hiking trails in and around Vancouver, BC, Canada.

...

Pauline Kong is a Canadian-born Hong Kong girl. She grew up playing Atari and Nintendo games such as Super Mario and Zelda on gameboy to playing Mahjong, Gomoku, and Novuss. Her day job is an ICU and ADC nurse. She is also a retired magician/producer as her focus has been shifted over to board gaming with her interest towards worker placement games like *Lords of Waterdeep* & polygmino games like *Planet Unknown*.



Marie Wong was born in Hong Kong and raised in Canada. Her day job is a UI/UX designer with skills that can easily transition to use in board game design. She grew up playing Final Fantasy, Chrono Trigger, and many other JRPGs on PlayStation. Her addictions to board games started after Pauline introduced Carcassonne to her. Her favorite type of games is tile placement and occasionally like to play Euro games such as the classic Castles of Burgundy!



UNMATCHED ADVENTURES: TEENAGE MUTANT NINJA TURTLES
REO 9319 \$79.95 | Available Q4 2025!

HEROES IN A HALF-SHELL UNITE IN THE NEWEST UNMATCHED ADVENTURES

In 2023, Restoration Games expanded the successful *Unmatched* line of battling games with a whole new way to play: *Unmatched Adventures*! This new cooperative twist proved to be wildly popular, offering fans a way to play with their friends and family against devious villains in custom scenarios.



Unmatched has always had a tantalizing mix of fighters from both the public domain and the most exciting licensed properties around. So it seemed a natural next step to give a fan favorite the Adventures treatment. But who?

LEO: THE PLAN

Look, I'm not going to pretend like it was a tough decision. For a great Adventures set, we needed a property with four awesome heroes, some captivating villains, and a host of other colorful characters. Check, check, check. Few properties possess the cultural cachet of the Teenage Mutant Ninja Turtles. From the pages of their comic origin to mainstream fame through cartoons, films, toys, video games, and more, the Turtles stand as one of the most enduring franchises in pop culture. We knew our existing fans would be psyched to have the Turtles in the game; we were excited at the prospect of introducing long-time Turtles fans to the world of *Unmatched*.

I was able to snag a meeting with Paramount at the Licensing Expo in 2023. I was prepared to give them the hard sell. I had my pitch deck, touting the great success of the line, but, from my prior experience, the best way to sell a licensor on *Unmatched* is to just show them a copy. Fortunately, Paramount was as excited about the project as we were. (Though they did try to pitch me on Garfield too.) The deal was done in short order. Now it was time to get to work.

DONNIE: GEARING UP

Once we had the license, we had the massive but unbelievably fun task of designing the game. The guys from Durdle Games designed

the core Adventures system and just so happened to be massive Turtles fans. They were eager to take a crack at the initial design. They did not disappoint.

One of the hardest parts about designing an Adventures set is scoping out where all the characters are going to fit. Who are the sidekicks? Who are the minions? Which characters would have good scenarios as a villain? What locations would make the best battlefields?

We quickly discovered that there were so many great characters in that world, we'd never be able to get them all in without something new. And so the idea of henchmen and allies was born. This clever design gives some quick "cameos" to a bunch of other characters. In a set where we've got the Turtles, Shredder, Krang, Bebop and Rocksteady, and more, we still managed to get in some beloved lesser known characters like Mondo Gecko, Genghis Frog, and the Pizza Aliens.

RAPH: MAKING A BIG ENTRANCE

Given the international appeal of the Turtles and the huge scope of the project, we knew a crowdfunding campaign was the right way to go. As always, a Kickstarter is its own massive project. One of the things we wanted to pay homage to was the comic legacy with so many great artists, each bringing their own perspective. We managed to get some of the best artists in the business to contribute to the project. There were *Unmatched* veterans, like the legendary Oliver Barrett, and comic book artists, like Khary Randolph. We came up with an alternate art deck of cards and had "neverending" stretch goals to add more and more cards. We ended up with more than 40, raising over a million dollars!

The success of the campaign was proof positive we had the right property. We couldn't be more excited for Turtles fans to finally get their hands on the game, and we know the retail release is going to be equally massive.

MIKEY: COWABUNGA, DUDE!

Unmatched Adventures: Teenage Mutant Ninja Turtles embodies all the best parts of the *Unmatched* franchise — accessible rules, gorgeous components, and inventive gameplay — while propelling the system into brand-new territory. Its cooperative design, paired with the timeless TMNT license, promises an action-packed experience that appeals to both longtime fans and newcomers. In the end, it really comes down to one thing: fun!

So grab some pizza and a few friends and get ready for a totally radical game night. Ding dong! *Unmatched Adventures: Teenage Mutant Ninja Turtles* is finally here!



Justin D. Jacobson co-founded Restoration Games in 2016 with Rob Daviau, following a 20-year career as an attorney. He lives in South Florida with his wife, two daughters, fancypants cat Laurel, and himbo mutt Duke.

PARACHUTE PANDA CAT84619A



CAT55010 FANDOOBLE AND THE DRAGON'S EYE



BUILDING WORLDS, BUILDING GAMES: THE STORY BEHIND KINFIRE COUNCIL



KINFIRE COUNCIL

IDS AYA12020001..... \$74.00 | Available Now!

When *Kinfire Council* launched this summer, something remarkable happened: it sold out even before its official street date. Preorders from retailers and a packed Gen Con booth emptied stock faster than anyone expected, leaving fans clamoring for copies. The good news? A full restock is arriving this November! Just in time for holiday gatherings, gift-giving, and game nights.

But *Kinfire Council* isn't just another title flying off the shelves. It represents years of creativity, iteration, and bold choices. From its striking Art Nouveau visuals to its innovative built-in storage, this game is as much a story of craft as it is of strategy.

FROM A SPARK TO A COUNCIL CHAMBER

The spark for *Kinfire Council* began while the team was still developing the *Kinfire Delve* series. Game designer Kevin Wilson pitched an idea: a worker-placement strategy game set in Din'Lux, the radiant city that anchors the *Kinfire* universe. As the first competitive game in the franchise, it already stood apart—but this is a story behind the unique elements that have made this game truly shine.

For example, from the very first playtest, Kevin gave all the workers an identity. Usually in euro-style games, workers are faceless meeples or cubes. Kevin gave them names. It felt fresh and we decided to lean in. The team spent weeks brainstorming stories and portraits for 30 workers. We wanted to ensure that each of the six worker sheets reflected the diverse peoples of Din'Lux and the personalities of the Seekers. What began as a simple idea grew into a subtle narrative thread, deepening players' connection to the world.

A CITY WITH ITS OWN IDENTITY

Art Director Katarzyna Bekus guided the project visually. From the start, they saw *Kinfire Council* as a chance to give Din'Lux its own voice. Whereas *Kinfire Chronicles* embraced Art Deco, Katarzyna pushed for Art Nouveau with *Kinfire Council*. This was a surprising push because Art Nouveau, with its graceful lines and intricate organic motifs, contrasts heavily with the pristine and gilded lines of Art Deco. However, Katarzyna's vision was to give Din'Lux a sense of history and identity that stood apart from the events of *Kinfire Chronicles*. After all, Din'Lux stood for millennia before the Starless Nights returned. Additionally, it connected back to the flourishes printed on the city



pamphlets inside *Kinfire Chronicles: Night's Fall*.

The result is a board that feels alive with culture and history. Every detail, from the council members' portraits to the setting's architecture, invites players to sink into a living, breathing world.

INNOVATION INSIDE THE BOX

For all its artistry, the game also demanded practical problem-solving. Kevin's original vision included a tiered board: three rising platforms where placement costs escalate as players move upward. Visually dramatic? Absolutely! But it also left empty space in the box — a shipping and storage nightmare.

Rather than accept wasted room, the team experimented with turning those tiers into functional storage trays. The design challenge was immense: trays had to support the board's weight during play, while also neatly organizing hundreds of tokens, cards, and tiles. Early prototypes were handmade from chipboard before moving into production in China.

The result is both elegant and practical. Components fit neatly into their trays. Set-up and teardown are streamlined. It's the kind of thoughtful detail that we strive for at Incredible Dream.

A GROWING UNIVERSE

Kinfire Council is the newest branch of the Kinfire franchise, which now spans three unique series and five standalone games. For newcomers, the universe is easy to enter at any point:

Kinfire Chronicles: *Night's Fall* is a sweeping 25+ hour co-op campaign for 1–4 players, where Seekers battle to protect the city of Din'Lux.

Kinfire Delve is a dungeon-delving, puzzly adventure designed for solo or duo play (expandable up to 4 players). Each box is a self-contained challenge with 2 unique player characters and a distinct boss, offering replayable depth.

Kinfire Council is our first competitive strategy game where 2–6 players maneuver, persuade, and outwit one another at the council table.

Together they form a flexible ecosystem. Whether you crave a sprawling epic, a tactical challenge, or a battle of wits with friends, there's a *Kinfire* game for you.



READY FOR THE HOLIDAYS

November's restock of *Kinfire Council* (MSRP \$74.99) arrives at the perfect moment. The holiday season is a time for gathering, gifting, and trying new games around the table.

Looking for more gift ideas? *Kinfire Delve* (MSRP \$24.99 each) is an excellent pick for solo gamers or couples, with optional accessories like the *Kinfire Delve* playmat (MSRP \$24.99) or the *Kinfire Delve Upgrade Kit* (MSRP \$39.99)—featuring four hand laid and engraved epoxy-resin dice, a custom metal countdown D10, and a set of 6 holographic foil lantern cards.

And for something truly universal, *A Gentle Rain* (MSRP \$19.99) offers a meditative experience in under 15 minutes. With its calming play and beautiful presentation, it fits into nearly any occasion: stocking stuffers, Secret Santa, white-elephant exchanges, or even housewarming gifts.

WHY KINFIRE COUNCIL STANDS OUT

At its heart, *Kinfire Council* is a strategy game with presence. The three-tiered board, lush illustrations, and named workers combine into a package that feels both familiar and fresh. It builds on traditions of euro-style worker placement while layering in the storytelling richness of a fantasy world.

That combination—smart mechanics and immersive world-building—is why the game disappeared so quickly from shelves in August. And it's why fans are already marking calendars for November's restock.

So, whether you're a long-time follower of the Kinfire universe or just discovering it for the first time, this season brings the perfect opportunity to step into the council chambers of Din'Lux.

Your seat at the table awaits!

...

At Incredible Dream, we believe great entertainment sparks imagination, builds connections, and leaves a lasting impact. We craft imaginative experiences that foster creativity, bring people together, and redefine what games can be. From tabletop to transmedia, we're shaping the future of entertainment — one daring idea at a time.

XENOLOGY

XENOLOGY

PTZ 73413 \$60.00 | Available Q4 2025!

"I've discovered a large horned creature grazing in this meadow. I hope it'll fit aboard my ship!"

Xenology flips the alien encounter narrative on its head. Instead of being visited by aliens, you are the visitor. How would you plan a mission to a strange planet to learn as much as possible? Every plant, every animal, and every geological feature is available for research. It's up to you to decide what gets catalogued into the Galactic Database.

Knowledge is the most valuable resource in the galaxy, and you are one of the explorers sent to collect it. To succeed, you'll rely on every academic discipline from Archaeology to Zoology, all while competing with rival expeditions who seek the same discoveries.

PREPARE FOR DISCOVERY

Planning your mission takes place aboard the Mothership, where each section offers a powerful action via worker movement:

Elder Council – Present projects (research cards) to Elders within their fields of expertise. Progressing along their tracks grants cubes, devices, and special bonuses.

Specimen Storage – Manage lockers and deposit collected specimens for scoring and bonuses.

Landing Craft – Scan the planet from above to gain new research cards before descending down.

Bridge – Launch the occupied landing craft, sending aliens down to the planet.

Mission Control – Direct your aliens to explore new terrain or extract information.

Database – Contribute new tiles and completed research cubes to the galactic archive for points.

THE PLANET AWAITS

The planet below is divided into continents and biomes: forests, mountains, plains, and water. At the start, only a few tiles are revealed with the rest to be explored later. Where you decide to land depends on the research you've proposed. Can you find everything you need in one spot, or will you have to make multiple trips? Your planet-side aliens can scout new regions or complete your research. Scouting allows you to uncover new planet tiles and relocate to new areas. If the symbols on your planet tile match the symbols on your research card, then you may want to perform an extraction. This action allows you to move cubes onto your research cards bringing them closer to completion. It also fills specimen containers with plants,

animals, minerals, or artifacts. Extraction, however, doesn't go unnoticed by the inhabitants of the planet. "Evidence" cubes left behind mark your presence and can cost you if left unchecked. Worse still, other players may gain rewards for cleaning up after you!

TENSION AND TIMING

What makes *Xenology* shine is its web of consequences. Each choice influences the others. Visiting the Elders provides resources but also commits you to finish the projects you present. Boarding a landing craft gives you new cards, but also ensures that your alien will soon be planet-side, possibly before you are ready. Timing your actions is everything. Scoring itself is a puzzle. Each cube stored in the database is worth points, with adjacency bonuses rewarding clever placement. Completed research cards increase the value of your specimens, so specializing, say, in Botany, makes each plant you collect more valuable. The endgame is triggered when a player's cube supply runs out, setting off final turns.

Suddenly, your time is limited. Do you rush to finish research, expand the database, or grab one last specimen before the mission ends?

SOLO AGAINST DISASTER

For solo players, *Xenology* introduces disaster cards that unleash planetary impacts, database corruption, and other hazards. Instead of racing rivals, you're racing against the destruction of the planet itself. To achieve the rank of Elder Supreme, you'll need efficient play, smart use of devices, and a touch of luck.

A MISSION LIKE NO OTHER

Xenology is a 1-4 player strategy game that rewards planning, adaptability, and problem-solving. With a playtime of 90-120 minutes, it fits comfortably among heavyweight euros, yet its familiar worker placement system welcomes newcomers. Whether cultivating specimens, racing to impress the Elders, or navigating solo hazards, every session feels like a new expedition. Prepare your Mothership, rally your away teams, and write your discoveries into the database. The Elders are watching and only the most insightful explorers will rise to join their ranks.

...

Dan Manfredini is a game designer based in Texas. Fascinated by puzzles and fantastic stories since childhood, he gravitated toward tabletop design as a way to combine those passions. His games weave thematic settings with intricate systems, inviting players to balance narrative choices with tactical depth. Xenology is his latest design, blending euro mechanics, sci-fi themes, and a love of discovery-driven play





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THUNDER ROAD VENDETTA RPG

THUNDER ROAD VENDETTA RPG

9LG 1990..... \$39.99 | Available Now!

IN A PERILOUS WASTELAND THE ONLY THING YOU CAN TRUST IS... YOUR CAR!

Do you have what it takes to hit the endless highways and go tire to tire with gangs, irradiated monsters, and heavy metal death machines? Like the Historacles say, "When the world ended, that was just the beginning."

Jump in the driver's seat and become your car in this Apocalyptic Vehicular Roleplaying Game. Create a wasteland survivor and outfit your vehicle with insane upgrades to do battle against other drivers and the fearsome mutants and madmen that populate the stinking radiation-soaked highways of tomorrow.

Explore the Wasteland after a Great Disaster of your own devising. Rule the Racetrack and Ransack the Ruins. *Thunder Road Vendetta RPG* brings together the over-the-top action of the hit board game with the freedom of a polymorph™ Funshot RPG. The *Thunder Road Vendetta RPG* explodes onto retail shelves this fall bringing the chaos and fun of demolition derby into the world of roleplaying.

Uniquely, you play a DRIVER but you are also the CAR — changing the dynamics of traditional roleplaying — where the combat and action set pieces take place behind the wheel of the car! Create a character (fully randomly if you desire) and decide which role you want to play. Your ROLE determines which die you ROLL and the size of your CAR'S ENGINE. Your character is represented by your dice size — the d4, d6, d8, or d10. Then, when you are behind the wheel, you become the v4, v6, v8, or v10! Each player is defined by a single polyhedral die that represents their personality and their type of vehicle. Are you the:

d4, THE MURDERBIKE. Fast and agile, with tricky tricks and special powers.

d6, THE DOOMBUGGY. Rely on speed and agility, jumps and ramps are a specialty!

d8, THE AVENGER. Weapons and explosions, double down on that ammo.

d10, THE ELIMINATOR. Push through with strength and power to get over the finish line.

Players have various resources including FUEL and SCRAP to influence their actions, repair damage to themselves and their vehicles, and manage and maintain their settlements in the wicked days of the Thunder Road.

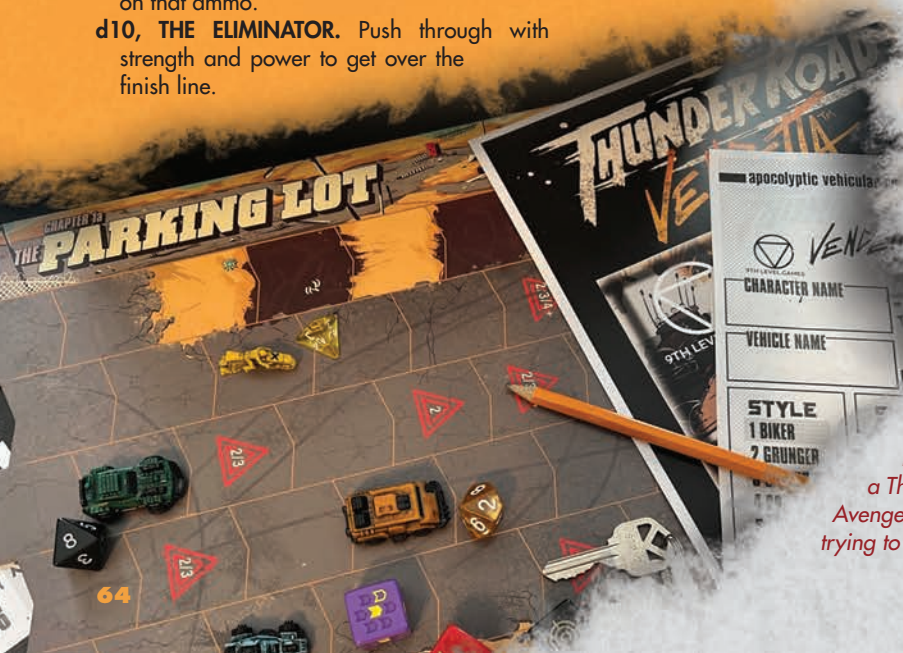
Taking RISKY and CRAZY actions will give you bonuses as you keep your PEDAL TO THE METAL — and you are rewarded for keeping the momentum going with rules for duels, chases, and races. When you roll a "1" on your action if you are doing something AWESOME — going faster, jumping ramps, exploding grenades, et cetera — you succeed by spending a fuel and HITTING THE GAS. If you're trying to slow down or do something safe, it fails — HITTING THE BRAKE. Players will be screaming and laughing as their souped-up hoverbikes, dune buggies, and monster trucks blow up in screaming balls of gas and shrapnel — the driver rocketing overhead strapped into a bucket seat.

The setting is over the top, fun, and fills a hole on current RPG shelves! The RPG isn't only based on the hit board game from Restoration Games; it's designed by the same team as the board game. The RPG extends the lore of the board game and players can use the components of that game as part of their roleplaying experience. No one can resist smashing tiny plastic cars into each other!

The game includes full writeups and stats for some super enemies that you can use to fill out your world — including Vince Vamp, the Nitromancer; Machine Gun Joe, Esquire — the Bullet King; and of course, Proud Mary and Turbo Tiny from the Slaytona 500! Points of interest in the waste are also detailed including Cargo City, the Good View Oasis, Moletown, and Doctor Dust's Circus — all places hinted at in the art of the board game — fleshed out and ready to involve players in a night of off-the-charts hijinks and higher!

Beautifully presented in a full-color, high-quality 6x9 hardcover with a unique "tactile" cover that makes it feel like an old car manual, everyone will enjoy picking it up and flipping through. 9th Level Games has additional support material coming out soon that includes special dice, a high-quality game screen, actual keys, and a line of digital adventures so that players can skip right to the mayhem without any prep.

As a stand-alone RPG, the game comes with everything that you need to make cars, create adventures, develop wasteland settlements, fight monsters and other drivers, and most of all RULE THE HIGHWAY!



apocalyptic vehicular

VENDETTA

CHARACTER NAME

VEHICLE NAME

STYLE

1 BIKER

2 GRUNGER

DRIVE IT LIKE YOU STOLE IT!

Chris O'Neill is the creator of the polymorph™ system and is known for MAZES Fantasy Roleplaying and Kobolds Ate My Baby! He's as excited as you are to get his hands dirty with a *Thunder Road* campaign where he plans to play a giant yellow V8 Avenger called Pakku Pakku Man, endlessly travelling across the waste trying to slay the multicolored ghosts that only he can see.



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GUILD

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RAILROAD TILES

A TILE PLACEMENT
GAME THAT IS
ALL ABOUT
CONNECTIONS

HG230 | MSRP \$40



THE LAST SPELL - THE BOARD GAME

DEFEND THE LAST BASTION OF HUMANITY



Designed by Nestore Mangone and Alessandro Veracchi and published by Tabula Games, *The Last Spell – The Board Game*, distributed in the US by Ares Games, puts its strong IP to good use, bringing to the table intense cooperative challenge and a striking presence thanks to its high-quality components.



THE LAST SPELL: THE BOARD GAME

AGS TBGB1001 89.90 | Available December 2025!

It happened. The Schools of Magic of the known world – insane, powerful, competitive and driven by a desire for supremacy – finally pushed the big red button. The effects were felt everywhere, instantly. Plain and definitive annihilation of 95% of all living things, gone in a blink, in a joyful purple explosion of pure magic.

Cities, now mostly deserted, started crumbling, littered with oozing corpses. The air became saturated with a dense mist, the only thing that was left from the string of explosions caused by the madness of the mages. This lethal mist transformed into bloodthirsty monstrosities the curious and the fool who ventured and lived in mist-infested areas, at least those who made it out. Most of the surviving beings succumbed to a cozy insanity, blaming and killing each other. But others decided to fight until the very end, gathering in places where the mist was less thick, trying to keep some cities afloat.

These survivors understood quite rapidly the infernal cycle which was now their daily routine. Days were quiet and peaceful. They could take time to organize themselves, heal their wounds and search the surroundings for anything useful. But the nights... The mist thickened and from its bowels unleashed hordes of mutated monsters, craving for blood and magic.

So now these remnants of humanity must repel the creatures, until dawn. Stand strong, at all costs. And above all, keep the monsters from destroying the walls, last relics of their glorious past. Oh, and also protect those freaking mages.

The Last Spell – The Board Game is a grim and gripping tactical tower defense game where 1–4 heroes protect mages and towns across a brutal campaign in a doomed fantasy world, faithfully adapted from the acclaimed video game by *Ishtar Games*. In it, players immerse themselves in a fantastical cooperative gaming experience, where they take on the roles of hardened warriors, sworn to defend the last remaining mages as they attempt to cast the final, world-altering spell that could rid the land of magic once and for all.

The Last spell - The Board Game introduces a new concept of tower defense, recreating the same feeling of the video game with a gameplay that blends heart-pumping skirmish battles and fulfilling resource management. Over the course of a branching campaign or stand-alone missions, players must protect three desperate cities from the relentless assault of monstrous hordes. Each of the cities is theatre of a separate scenario, presenting a unique battleground, and players can save their progress between sessions. The three cities featured in the game are Gildenberg, Lakeburg, and Glenwald. Each scenario consists of three Day and Night cycles, with unique terrain boards and special rules. Materials allow to build defenses like barricades and walls, and with gold, players can construct buildings like gold mines and scavenger camps that allow them to gather additional resources.

During the daytime, players use the precious hours of light to bolster the game economy, fortify defenses against nocturnal invaders, and upgrade the equipment of each of the heroes they play as to unlock more power. The different heroes are all unique, with their own weapons and special abilities.

As the night descends, the valiant players muster their heroic figures. Once the heroes are in place the second phase begins. They must be ready to stand guard and shield the town and its walls from the ruthless onslaught of the enemy horde, then launch daring and resolute attacks, displaying unmatched bravery in the face of dreadful challenges. When heroes finish their attacks, the enemy's turn begins. Hordes of foes steadily appear, and players must slay them, preventing them from overrunning the Town. If even one hero dies, the game is lost for all players.

After completing any Day/Night cycle, players can collect and store the game materials gathered by their heroes, including traits, perks, and equipment items. To save the game, they must also record their current Tower configuration on the notepad, writing down defenses, walls, and buildings.

With simultaneous play phases and an escalating difficulty curve, *The Last Spell – The Board Game* delivers a rich, re-playable experience that mixes thrilling combat with deep strategic planning.

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A Place for All My Books



A PLACE FOR ALL MY BOOKS

SND 1025 \$44.99 | Available Now!

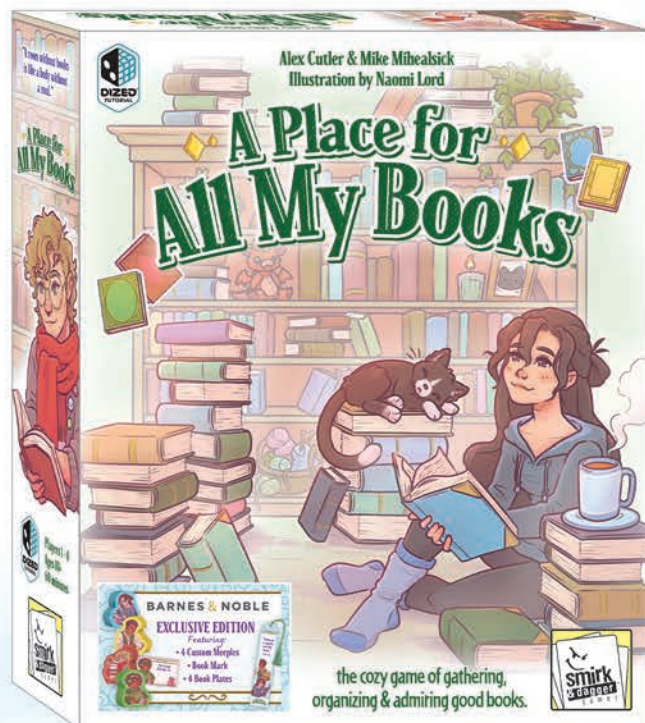
A Place for All My Books, from designers Michael Mihealsick and Alex Cutler, is a puzzley, book gathering, sorting, and organizing game where players arrange stacks of books in different rooms of

their apartment as personal projects. When done, they can admire their accomplishments and gain their rewards - not least of which is renewed energy, and they can then spend that social battery to brave heading out into the village... to pick up more books!

INSPIRATIONS:

Alex: A Place for All My Books started out as a very different game. All the way back in the Mesozoic era, circa 2016, I came across the word "Tsundoku" which is a Japanese term meaning "the act of acquiring books and letting them pile up without reading them". I thought the phrase was incredibly charming, and a great jumping off point to build a board game around.

My original draft of "Tsundoku" was more of a puzzle than a traditional board game. Players all had identical apartment cards and a set of book tiles. Players would then race to solve a common puzzle pattern card. Some of the puzzles were real-time races, others were about solving it in the fewest individual moves. There were some interesting puzzles and interactions, but none really stood out as uniquely fun and eventually the game went to the back of my design shelf, presumably never to be seen again.



FLINT MEETS TINDER

Michael: Game design is one of those vocations where you end up with a lot of ideas— some complete, some partial— that you shelve for one reason or another. “Laundry Day” is when designers look back on some of those designs hoping a bit of fresh perspective could transform one of them from a dead end into something great.

Alex pulled out a huge sack full of hand-painted Scrabble “book” tiles, a printed page with a 5x5 grid, and a few index cards. The prototype wasn’t playable – but it had a great hook. Meanwhile,

I had a core play loop in search of a good hook.

“Hey,” I said. “I think I can see a solve on this one. Give me a day and I’ll send you something.”

Alex hadn’t worked with me before and I imagine he was a little surprised when I emailed him a full rules treatment the next day.



SORT AND GATHER

One of the biggest hurdles in making a game is that leap from the concept in your head to the first playable prototype. I love the sensation of simultaneously inventing and discovering a new game design as its pieces come together in real time. Here’s what we had. Book tiles and a sorting puzzle on a grid as our initial inspiration, and then a single worker action selection system fell into place... but I still needed a way to actually interact with the puzzle in a compelling and interesting way.

The first thing that came to mind were the Gather and Sort actions shown above (image from my original prototype). At the time, I remember thinking that these were just placeholders. But the Gather and Sort actions ended up being the cornerstone of our puzzle system, and you’ll find these exact actions in our final version. The Gather and Sort actions allow two different ways to rearrange books, either forming a new stack or moving the books from one stack to anywhere in your apartment. None of the individual puzzles are hard to do, but the challenge and the emotional reward comes from getting a number of them done all at once on your board. Figuring out efficient combos is where the fun lies.

ENTER SMIRK & DAGGER

In November of 2023, things had really come along nicely. Alex took *A Place For All My Books* to Metatopia, a yearly tabletop design event. We still weren’t quite ready to pitch the game at that point, but Alex ended up roping Curt Covert into a playtest.

Curt heads Smirk & Dagger Games, and he’s been an industry figure for over 20 years. I’ve always admired that he gives such great feedback after a pitch (even if the pitch flops). So, we weren’t surprised that Curt had some excellent notes for us on gameplay. We were surprised by how interested he was in the game, and that he

wanted to see it again once we felt like it was ready to pitch. A month later, we showed our progress at PAX Unplugged - and by January of 2024 we had a contract in place before we’d even pitched to anybody else!

TURNING A GAME INTO A PRODUCT

When we pitched the game at PAXU, what Alex and I saw in our design was a cool, puzzley book game with a neat objective system and a nice tactile experience. But what Curt got excited about was the narrative underpinning. He saw a game where organizing your collection restored your energy, allowing you to venture from your house, down to the village - to get more books. It was Social Battery being used as a resource for the first time in a game. We’d built the resource system, but we’d been calling it “resolve.” He saw something that would tap into the gestalt of a huge audience that had never been celebrated like this. It was a vision that he and developer Gaeton Dragone nurtured so the tone resonated throughout the game and into the experience it delivered to players.

Like “social battery,” so much of what they did was reframe our mechanics in warmer, cozier language and theme. Where we had players posting pics of their achievements as social posts, it simply became a quiet moment to Admire all your hard work and be re-energized by it. Our original Japanese setting fell away and the items on our “memorabilia” cards shifted from Gundam figures and Manga to a curated list of cozy items, now framed as “Other Neat Stuff.” Our Goal cards became “Little Projects”. The shift in focus and nomenclature changed the feel of the game wholesale.



“This is hands down
the best game for, and about, book lovers
that exists in the world today!”

• Jaysen Headley, @Ezeekat



It has been a great collaboration. Our clever puzzle game and Smirk & Dagger’s vision for how to make it something more has created a wonderfully warm experience on the table. We’ve seen firsthand how *A Place for All My Books* connects with people on personal level, in a way that we haven’t ever seen before. “OMG, this is my life!” being a common refrain. We couldn’t be happier with the layer of love and soul that Curt and Gaeton contributed—including the game’s name itself! And we couldn’t be more thrilled to be able to share it with everyone as it arrives on shelves.

Michael Mihealsick and Alex Cutler are the designers of *A Place for All My Books* and many other great games, including *Tidal Blades: Banner Festival*, *Forsaken*, and *Flotilla & Expancity*, *Critter Kitchen*, and *Solar Gardens*.



Mausritter

EXALTED FUNERAL

MAUSRITTER: BOXED SET

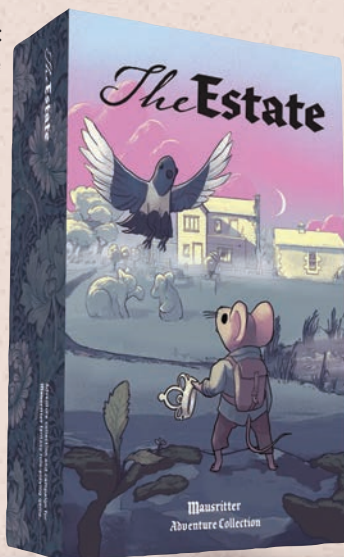
EFP GO001 \$55.00 | Available Now!

When Isaac first put *Mausritter* online as a 24-page zine, it was never meant to be more than a personal love letter to RPGs. A few pages of stripped-down rules, a clever inventory system, and some tables to get a game moving. A tool for his own table, shared freely with others. But the thing about good games is they have a way of escaping into the world. Players began picking it up, making their own adventures and items, expanding on the little mouse world that had taken shape almost by accident.

That's when our paths crossed. At Games Omnivorous, I had been looking for works that captured something essential and strange, games that were small but complete, playful yet serious in their craft. When I found *Mausritter*, I knew it belonged in that tradition. I reached out to Isaac with the idea of publishing it properly, as part of our line of beautifully produced editions. At first he wasn't convinced — why would anyone want a hardcover of a tiny zine? But then something clicked. Reading a children's storybook to his niece, he saw the potential: *Mausritter* as a small, sturdy, perfect book, like a Little Golden Book of RPGs. That vision turned the corner.

We worked together to expand it, keeping the rules slim and approachable, while deepening the bestiary and adding touches of classic fantasy flavor—magic swords, stranger creatures, new spells. The result was the *Mausritter Box Set*: a compact hardcover, complete with item cards, tokens, and everything a group of players needs to start a game. We wanted it to feel inviting, tactile, and ready to play right out of the box. It wasn't about creating something bigger, but about making something complete.

The response surprised us both. The first print run sold out quickly, then the second. What began as a home game had become something players



MAUSRITTER: ESTATE COLLECTION

EFP GO002 \$55.00 | Available Now!

around the world were adopting, hacking, and celebrating. And with that came the chance to dream bigger. For the second major release, *The Estate*, we gathered a team of brilliant indie writers and illustrators to create a boxed collection of 11 fold-out adventures. Each one could stand alone, be dropped into an ongoing campaign, or combine into a full-scale saga of mouse-sized peril. It pushed the world of *Mausritter* outward, while keeping the focus on accessibility and the joy of exploration.

Now, we're preparing for the next step. As part of *Mausritter Month*, we're releasing *Junk City*. This is a brand-new expansion built on the same foundations as *Mausritter* but exploring a new, stranger corner of the mouse world. Alongside *Junk City*, independent voices from the community will be launching their own supplements, settings, and adventures, showing just how far the game has grown beyond its humble beginnings. *Mausritter Month* is not just a celebration of one game, but of the collaborative, inventive spirit that has carried it this far.

Looking back, what makes *Mausritter* special is the community that has formed around it. Nearly 600 fan-made resources have been collected in the *Mausritter Library*: new settings, spells, adventures, hacks, and more. Isaac provided the scaffolding, but players and GMs worldwide have filled it with their imagination. That creative energy is what keeps the game alive and moving forward.

From zine to hardcover, from a home game to an international release, *Mausritter* has always been about small things with big impact. With *Junk City* and *Mausritter Month*, we're thrilled to take another step, bringing mice-sized adventure to more tables than ever before.

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THE ART OF...

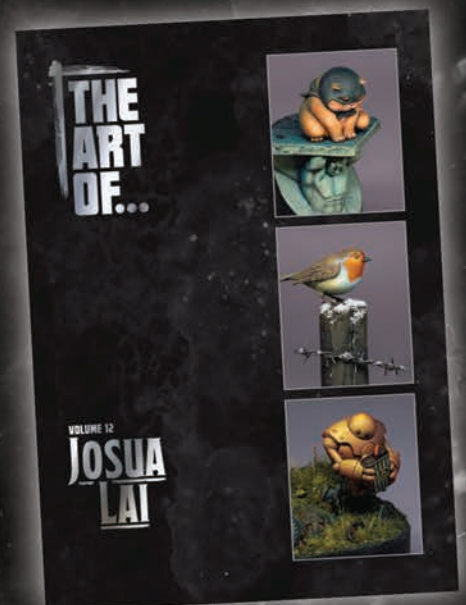


BUILDING A LIBRARY OF GREAT ART BOOKS!

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.



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PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR

EPISODE #87: BATTLETECH ALPHA STRIKE

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.

A NEW GAMING JOURNEY

In my early years of wargaming, *Battletech* wasn't particularly popular in my local stores, so I never played it. When I moved to the US, I heard many stories of glorious battles from my new wargaming friends, but the rules sounded impenetrable to me at the time.

Fast forward to this year and I decided to finally take a look at this venerable gaming universe (40+ years and counting). It has been fun to start exploring this new-to-me world, and start to make decisions about how I'll navigate it all.

Thankfully, my co-host for *Build Paint Play* – Jake Krajeski – is a *Battletech* veteran and has made some great suggestions along my short journey. We've also had Randall Bills, the face of *Battletech* and Creative Director at Catalyst Game Labs, on the show to talk about it all.

So, I am now working my way towards a *Battletech Alpha Strike* showdown with Randall at PAX Unplugged this November, and I expect I'll be bringing these mechs that I've started painting up in a House Steiner scheme. It has been a while since I chose blue as a core color for one of my paint schemes, and these are a bit brighter than my typical blue approach.

Trying something new can be a bit intimidating, but it's certainly much easier with supportive (and knowledgeable) friends to guide you along the way.

The miniatures used as examples on these pages are from the *Battletech Alpha Strike* boxed set from Catalyst Game Labs.





The Battlemech was primed first with The Army Painter Deep Blue Spray Primer.



The panels that would remain blue we're highlighted with a 1:1 mix of The Army Painter Deep Blue and The Army Painter Crystal Blue.



The blue armor was highlighted with The Army Painter Crystal Blue.



The white panels were basecoated with The Army Painter Ash Grey and highlighted with The Army Painter Matt White.



The rocket and sensor pods were basecoated with The Army Painter Sunburst Ochre and highlighted with The Army Painter Fiendish Yellow.



Everything else was painted with The Army Painter Matt Black, and the metallic areas were painted with The Army Painter Heavy Metal and highlighted with The Army Painter Mithril.

FORCING FOCUS

While the use of fairly bright and saturated colors towards the top of the battlemech would already draw focus to the heads and weapon arms etc. I wanted to make sure that's where it stayed.

I achieved this by slapping a messy "wash" of a thinned mix of The Army Painter Banshee Brown and The Darkness around the feet and lower legs. To give the models a heavy, active feel I painted on some scratches and dots of Mithril around the edges of the armor plates



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



GALAXY TRUCKER: DO WHAT?! (CGE 00132)

From Czech Games Editions, reviewed by Eric Steiger



8 & Up



2 - 4 Players



30 - 60 Minutes



\$29.99

Success at Czech Games Edition's *Galaxy Trucker* requires two very important skills: the ability to assemble a functional ship out of the tiles in the center of the board faster than your opponents, and the ability to not get bent out of shape when the ship you carefully and lovingly crafted gets blown to smithereens due to the unstable winds of fortune. The interplay between these two skills has been at the center of the game ever since it debuted nearly 20 years ago, and they have been the focus of the refined second edition released in 2021. Now, *Galaxy Trucker: Do What?*, the second expansion for the second edition (note: this expansion is **not** compatible with the first edition of the game) adds even more options for customizing your ship and then watching it get blown apart.

The first major addition to the game is VIP crew members. At the beginning of each game, you shuffle three different colored decks (red, yellow, and blue) of VIP cards to determine which three VIPs are available this flight. Each of the three is available to each player. VIPs are crew members, and go in crew modules, but they each have different requirements for the ships they go in. For example, the Environmental Activist's compartment must be adjacent to at least two battery modules. But, if you meet the requirement, you get a benefit - in this case, each time one of the adjacent batteries powers a component connected directly to it, you gain 2 points. The Sculptor, by contrast, requires a cabin with a view (i.e., the side with no connectors must be adjacent to an empty space) and a connected cargo hold, but each different color of cargo in the connected hold is worth extra points at the end of the game.

To facilitate the addition of VIP crew, each player begins with a free cabin tile that they can add at any time to their ship. This way, you'll always have one available once you meet a VIP crew member's requirements.



The next new element is Missions. Missions are a carryover from the *Galaxy Trucker* mobile app game, and were later added into the first edition as an expansion. Missions are exactly what they sound like: a customized setup, with potentially unique building requirements and tiles, potential new rules for encounters in-flight, and new rewards at the end. Missions can be highly variable, with specific rules for number of players, extra threats, and some very

strange ships being produced. Thankfully, the game also provides you with a free "Contracts" app that can suggest a mission based on complexity and lethality, so you know just how dangerous a mission is before you start it. Missions also add

new types of cargo, such as explosives, fragile cargo, heavy cargo, and radioactive cargo. Each of these types requires special handling, and can increase the complexity, or the danger, of your mission. Missions also add "Supercards," encounters that are more complicated, and usually more dangerous, than the usual ones that make up the encounter deck.

Finally, the last addition to *Do What?* is turn-based ship building. Many players like *Galaxy Trucker*, but don't like the real-time building process. The turn-based option replaced it with each player having a series of "action points" to spend during their turn. You can spend action points to reveal a tile, reserve one, place one, or look at the reviewable adventure cards for the flight - all things that you would otherwise be doing in real time in the regular rules. This allows you to build at your own pace, but still requires a level of planning and time limitation, as any player can initiate the end of shipbuilding once they have completed at least half their ship board.



Galaxy Trucker: Do What? adds a new variety of options to each phase of the game, whether adding VIPs to your shipbuilding phase, or planning for the specific requirements of a mission. If I had one

complaint (I don't, really) about the expansion, it's the lack of an overall coherent theme, but that's to be expected in a game known for its chaos elements. All in all, I think that if you like *Galaxy Trucker*, and especially if

you like the app and want to bring some of your favorite parts of it to the tabletop, you'll be very happy including the new expansion in with your sessions.

...

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



**STARFINDER RPG: STARFINDER PLAYER CORE HARDCOVER (S2)
(PZO 22001-HC)**

From Paizo Publishing, reviewed by John and Dell Kaufeld

 16 & Up	 2 & Up
 120+ Minutes	 \$69.99

On Thursday morning of Gen Con in 2017, Paizo released the *Starfinder Roleplaying Game*. In that moment, they performed a magic trick for the ages as they replaced Golarion, the main world of the *Pathfinder* universe, with Absalom Station, a technological wonder mysteriously created and populated with many of the same species as Golarion was before it.

Eight years later, the Pact Worlds of *Starfinder* faces an array of strange and mysterious dangers, as old gods die, new gods are born, and a powerful, long-vanished race of space explorers returns. Luckily, the heroes of Paizo's *Starfinder Second Edition Player Core* are ready to tackle these challenges and much more.

Strap on your zero pistol and grab your medkit, because it's a dangerous universe out there. Let's explore the top five things you need to know about *Starfinder Second Edition Player Core*.

COMPATIBLE WITH PATHFINDER 2E

Let's start with foundational news: *Starfinder Second Edition* (*Starfinder 2e*) is mechanically compatible with *Pathfinder Second Edition* and the *Pathfinder Second Edition Remaster*. Both games use the same character creation system (more about that in a moment), the same three-action economy, and similarly balanced statistics.

Mix the systems for some truly wondrous home game adventures. And in the organized play system, you can bring some of your favorite *Pathfinder* heritage characters forward into *Starfinder*. (Ask me about my super-cute gnome witchwarper sometime!)

PLAYING IN THE 3-ACTION ECONOMY

During battles in original *Starfinder*, characters had two actions each round: a move action to shift around the battlefield and a standard action for fighting, healing, or even moving again. They could also use a full action (which took their entire turn) or, sometimes, a swift action that took almost no time at all.

Starfinder 2e introduces the same 3-action economy that *Pathfinder* uses. Different activities and abilities might take one action, two actions, or three actions, depending on complexity. Some abilities also grant characters a reaction which lets them interrupt whatever's happening in a fight. (Unlike original *Starfinder*, characters don't automatically get reactions against movement or some other activities.)

PICKING A HERITAGE

We talked a lot so far about what characters can do in the game, but we haven't talked about making them in the new *Starfinder 2e* system. Let's fix that!

Three key choices define the broad outlines of your character in the new *Starfinder*: ancestry and heritage, background, and class. Ancestry gives your character its foundation (what *Starfinder 1e* called "race"). The *Player Core* includes 10 basic heritages ranging from classic androids and humans to more exotic barathus and pahtras. The new season of Paizo's organized play program adds two more heritages for free.

Within each ancestry, you select a heritage to further define your character. Maybe they were blessed by a god so they have amazing luck. Each ancestry includes its own unique set of heritages, so you can't mix and match.

FINDING THE BACKGROUND

Your character did something before they became a *Starfinder*. That's where backgrounds come into the picture. The *Player Core* gives you 39 possible background, plus a bunch more outlined in the player's guide for organized play. (And if you took part in the playtest, that unlocks even more background options.)

Backgrounds add to your character's story and also grant your character stat boosts and new abilities. Backgrounds work closely with character heritages, which explains why Paizo recommends starting with a heritage and a background before deciding on a class.

SIX CLASSES (FOR NOW)

The *Player Core* gives players six classes that *Starfinder 1e* players will recognize, but don't be fooled. These new classes deliver a lot of changes and new approaches to what they can do and how they do it.

For example, soldiers can still charge into the heat of battle, but they might also unleash waves of automatic fire on their enemies, limiting enemy options and forcing them to change tactics. Likewise, the envoy class, which typically supported from behind the lines in *Starfinder 1e*, now offers various leadership styles that range from encouragement and organization to leading the charge straight into battle.

VERDICT

We're big fans of *Starfinder 2e* itself and the new *Player Core*. The book gives you everything you need to begin playing the new incarnation of the *Starfinder* system. Just add dice and imagination!

Character building will take some practice (we miscalculated the skill modifiers for our first several characters), but the awesome options available make the learning curve worthwhile. The three-action economy opens more flexibility during combat and enhances the natural action-adventure nature of the game.

Experienced *Starfinder 1e* players will notice two things missing from the *Player Core*: the technomancer and mechanic character classes. Those classes were in the final months of the playtest and, according to the Paizo website, will be released in a technology-focused book during 2026. But until that book comes out, you can still run these classes in both organized play and home games using the Tech Class Playtest rules.

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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?



PANTHEUM (ARW 0001) & PANTHEUM: MONSTERS & MANDATES EXPANSION (ARW 002)

From Archwood Games, reviewed by Brian Herman

 12 & Up	 1 - 4 Players
 45 - 60 Minutes	 \$50.00 / \$35.00

The Greek Gods have defeated the Titans, but the world lies in ruins. To restore order from chaos, Zeus commands the lesser gods to reshape the land by forming forests, mountains, and rivers. However, each deity envisions a different world than their brethren. This divine discord is the premise of *Pantheum*, a strategic board game from Archwood Games for 1-4 players, where each player becomes a god with a unique plan for how the world should take shape.

To begin, players build the world by arranging City tiles in a 4x4 grid, with the top-right tile flipped face-down to represent the Pit of Tartarus; a key reference point throughout the game. Next, set up the market by choosing one of the two available Red, Green, and Blue Epic Demigods, placing the unchosen ones underneath. Then, draw 4 Demigods from the deck to form the initial market lineup.

Depending on the player count, place 12 (2 players), 11 (3), or 10 (4) favor tokens in the supply. These double-sided tokens display deity symbols and will be used for scoring. Lastly, create a shared supply of element tokens and landscape tiles within reach of all players.

Each player receives:

- An action board
- A quick reference card
- A deity standee
- A secret Divine Plan card, which determines end-game scoring objectives.

Once a starting player is chosen randomly, the game begins, proceeding clockwise around the table. Each turn consists of four phases:

1. Roll the Element Die — Gain the two element tokens shown and add them to your personal supply, or “satchel.” These tokens serve as currency for actions and Demigod recruitment.
2. Move Your God — On the first turn, your god enters the board. After that, your god must move to a new tile each turn. Gods can move freely to any tile, as long as no two occupy the same space.
3. Take an Action (Place, Shift, or Lock) — Based on your god’s current position:

- Place: Spend an element token to place it on an adjacent or occupied tile (unless another god is present).
- Shift: Pay one token to move an element from one tile to another within range.
- Lock: Pay two tokens to convert a tile containing three matching elements into a permanent landscape tile. Place your deity’s favor token on the tile—important for scoring.
- 4. Recruit a Demigod — Spend resources to recruit a Demigod from the market, placing them in the color-matched slot on your board.

Each action - Place, Shift, or Lock - can optionally trigger effects from matching-colored Demigods already recruited. These powers range from simple bonuses to game-changing abilities, giving each player’s strategy a distinct flavor. The interplay between actions and Demigods adds a compelling tactical layer.





One of *Pantheum*'s strongest features is its steady pace: players always gain resources from the element die and always have viable actions. The game avoids downtime, keeping players engaged each turn. In addition, each action only has a range of the God's tile or adjacent tiles, but no Deity can affect the tile another Deity is currently occupying.

Finally, when all favor tokens have been placed, the game ends. Players then score points in several categories:

- Tiles that match their Divine Plan
- Tiles with their deity's favor token
- The strongest Demigod in each color column
- Bonuses granted by specific Demigods

The mix of hidden objectives and area control creates a tense, satisfying scoring phase that rewards long-term planning and timely adaptation.

EXPANDING THE PANTHEON: MONSTERS & MANDATES:

The *Monsters & Mandates* expansion elevates *Pantheum* further, packing three mini-expansions into a compact box. Each can be used independently or combined for a deeper, more varied experience.



1. Monsters Expansion

This module introduces mythological creatures that roam the board, disrupting plans and offering new challenges. Players must work with Demigods and Hoplite soldiers to battle them. Monsters not only block key tiles but also provide new scoring opportunities — both positive and negative. This expansion adds tension and unpredictability without overwhelming the core mechanics.

2. Mandates Expansion

Mandates introduce shared objectives issued by Zeus himself. Instead of performing a standard action, a player may visit the Pit of Tartarus to complete one of 12 Mandates that was randomly drawn at the beginning of the game, placing their token on it. This offers rewards and avoids penalties at game's end. Mandates encourage players to occasionally divert from their Divine Plan to compete for valuable bonuses, creating a fresh layer of strategic consideration.

3. Influence of the Immortals

This module adds asymmetry by giving each deity a unique Immortal Power card with two abilities. Each player may use:

- One-time effect and discard the card, or
- Ongoing effect that remains for the rest of the game



These god powers enhance re-playability and strategic diversity. Whether offering resource efficiency, board control, or recruitment bonuses, they add a satisfying wrinkle to each player's toolkit.

Pantheum is a standout title that balances accessibility with rich strategic depth. The core mechanics are easy to learn, but the interplay of elemental actions, Demigods, and hidden goals keep every session engaging. The expansions smartly build on this foundation without overwhelming new players.



Whether you're a fan of strategic games, mythology, or both, *Pantheum* is well worth exploring. With variable setups, asymmetric powers, and modular expansions, each game feels like a new divine struggle for control over the world.

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*.



WHIRLING WITCHCRAFT (AEG 7097)

From Alderac Entertainment Group, reviewed by Whitney Grace



10 & Up



2 - 5 Players



15 - 30 Minutes



\$39.99

Every autumn, witches festoon houses with decorations and kids run around in hats and brooms casting spells. Witches might get a bad reputation, but they're really fun and so is pretending to be one. Get out your broom and cauldron, and unbox the game that allows you to brew potions and cast incantations like a pro.

Whirling Witchcraft is a crash course in what it takes to be a witch. Traditional witchery (e.g. think along the lines of healers and women sages) involves having the right ingredients to make the right recipes. These ingredients are magical and give every witch their power. Be careful as you practice and gain more power, because if you're not careful everything you've worked for could backfire. Remember that with great power must come great responsibility...that, or explosions. Use this knowledge to your advantage as you face rivals who want the same power as you.

As a witch, it's your job to produce ingredients for your recipe cards. You place your ingredients in your cauldron but remember that a witch's workbench can only hold so many ingredients. Any excess ingredients are placed in a player's Witch's Circle and whoever has five or more ingredients is the nastiest, bestest, most powerful witch in all the land.

Whirling Witchcraft has a slew of lovely components to begin practicing your magic. There are 15 arcana tokens, 210 ingredient cubes, 17 personality cards, 60 recipe cards, five arcana cards, five reference cards, five cauldrons, five player boards, and one rules manual.

To begin, gather your coven aka witch friends around the community workbench aka the play area, then give everyone a reference cards, arcana tracker, cauldron, and player board. New witches are

dealt an intimate personality card while experienced witches receive two random personality cards. These cards are placed face up beneath the player board. Next shuffle the recipe cards, deal each witch four cards face down, then each player can look at them but keep them secret. Place the remaining recipe cards in a stack in the community workbench's center along with the ingredient cubes. The five ingredients are: hearts of shadow, mandrakes, mushrooms, spiders, and frogs. Witches are given ingredients according to their personality card and adjust their arcana tracker accordingly as well.

Whirling Witchcraft has two phases. The study phase has three steps, the first being to play recipes in which each witch (play on words!) selects a recipe card, then they reveal in the follow step. The third step in the study phase is resolving arcana, meaning players adjust their arcana counter based on the recipe card. The arcana powers are activated after the counter reaches six. Witches can choose whether or not to use the magical arcana, but they can't save it for the next turn.

During the brewing phase, players must complete four steps. The first is producing ingredients for their recipe cards. Ingredients are gathered from other cards or the player's workbench in the input spaces while the output spaces are retrieved from the general supply. When a witch has placed all the ingredients they want, the

output ingredients are moved to the cauldron. The cauldrons are then passed to the witch on the right and they add the ingredients to their workbench. Once the workbench is full and there are remaining ingredients, they are added to the witch's circle of the previous player (the witch who passed the cauldron).

Witches next check for winners: whoever has five ingredients in their witch's circle. Whether or not there's a winner, recipe cards are passed, and a new round begins.

As a resource gathering and matching game, *Whirling Witches* is a quick, diverting play. As with any new spells... er... games, it takes a moment to learn the rules before you're casting spells and brewing potions like an expert. Another way to play the game would be to try and fill the entire witch's circle with ingredients. If you want to get crafty, you could even make your own ingredients or recipes to expand witchcraft (i.e. gameplay).

Be cautious with the plastic ingredient cubes, because they get everywhere. Naughty familiars, aka puppies, might try to snack on them. (No itty witty puppies were harmed in the writing of this review.)

...

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.



TEENAGE MUTANT NINJA TURTLES & OTHER STRANGENESS REDUX EDITION RPG (PAL 502HC)

From Palladium Books, reviewed by Thomas Riccardi

 14 & Up	 2 - 5 Players
 90 - 120 Minutes	 \$59.99

Mutated from some sort of secret chemical, you are a unique synthesis of animal and more. Raised to fight crime, with your training and expertise you hit the streets challenging nefarious forces. Will you rise up and take back the city from the evils that haunt the streets? This is the setting of the classic and beloved *Teenage Mutant Ninja Turtles and Other Strangeness* from Palladium Books.

Originally published in 1985, this massive hardcover is broken up into two sections, the first being the core rules. We begin by creating a character: rolling up the core attributes which are IQ, Mental Endurance, Mental Affinity, Physical Strength, Physical Prowess, Physical Endurance, Physical Beauty and Speed.

Next, we roll up or select our animal template, each with its own Bio-E value. Bio-E provides points that can be used to give the character speech, bipedal, hands, looks, and even natural abilities and weapons. Characters can gain additional Bio-E by either taking some disadvantages, or, if your animal is large enough, size can be changed (and this can work if your animal is smaller as well).

We then roll up the animal's origin: are they the subject of a military experiment or of some sort of random mutation? Each origin helps determine the number of skills that can be selected and are broken into two categories - Amateur and Professional. Professional skills are learned and can be such things as advanced combat or electronics. Amateur skills would be proficiency with simple weapons or handguns, or even more mundane abilities such as driving a car.

Each character will have an alignment which helps guide what a character would do in a certain situation (such as would they keep their word or do they kill their opponents). After all of that, we can purchase weapons and equipment, and our character is ready to play!



The core rules also includes a variety of adventures that can be run, ranging from fighting a band of ninjas to dealing with a bunch of mutant bears called the 'Terror Bears'. The last part of the book provides a number of sample characters in case fans want to run them in a campaign,

from various mutant animals to the famous turtles themselves! Stats for Leonardo, Raphael, Michaelangelo, and Donatello can be found along with other characters and villains such as Baxter Stockman and even the infamous Shredder.

The second part of the book has two sets of adventures that were originally released for this system. The first one is called *Turtles Go Hollywood*. You will play as the iconic Teenage Mutant Ninja Turtles (TMNT) as they break into the SoloChem building in New York City to uncover a sinister plot. The adventure then shifts to California as the characters work to thwart plans to insert subliminal messages into Hollywood films, eventually tackling not only the sinister mastermind but also the Foot Clan and the Shredder!

The next adventure is called *Truckin' Turtles*. Once again, you can play as the TMNT as you intervene in a fight at a local bar and save a man named Bert. He is a trucker and invites you along to help deliver his load from Pennsylvania

all the way over to Nevada. Along the way you will contend with ninjas, spectral beings, and even terrorists! There are even rules for driving in this adventure which can be used for other adventures as well. This includes things like traffic, random encounters, crashes, and other roadside attractions or hazards.

The final part of the book goes into behind the scenes on how the book was made. Included are notes from some of the people who worked on the game such as Kevin Siembieda and other people who discovered the game. The shining star of this book has to be the interior art as there are colored versions of the original black and white art that was in the original volumes. There are also some full color images that have not been seen anywhere else, all contained in this massive 272-page hardcover book. And, of course, *Teenage Mutant Ninja Turtles and Other Strangeness* utilizes the Palladium Role Playing system so it can be used seamlessly with other settings out there like Palladium Fantasy Roleplaying or Heroes Unlimited.

If you were a fan of the original role-playing game or you just love the TMNT, you need to check out this game. For more information on this and other products head on over to <https://palladiumbooks.com/> and prepare to unleash your inner animal

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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.





Greetings GTM Fans!

For our November issue, *Game Trade Magazine* is bringing you a giveaway brimming with power, politics, and hidden agendas!

One lucky winner will receive a copy of the brilliant and entertaining *Kinfire Council* as well as the Upgrade Kit, courtesy of our friends at Incredible Dream Studios! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out Incredible Dream's content, and more for entries! This contest opens on October 20th and will close on November 16th, so don't delay!

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

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