

ISSUE NO.  
**310**  
DECEMBER  
JAN/FEB PRE-ORDER

# GTM

  
**25** YEARS

## GAME TRADE MAGAZINE



MARVEL  
MULTIVERSE  
ROLE-PLAYING GAME

# THE AVENGERS

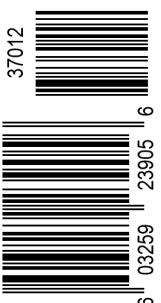
EXPANSION

## IN THIS ISSUE:

- TRANSFORM YOUR ROLE-PLAYING CAMPAIGNS WITH *EPIC ENCOUNTERS* FROM STEAMFORGED GAMES!
- GREAT ADVENTURE AND FIERCE POWER AWAIT WITH ROLL FOR COMBAT'S *BATTLE DRAGONS SOURCEBOOK*!

\$3.99 US

\$3.72 CAN



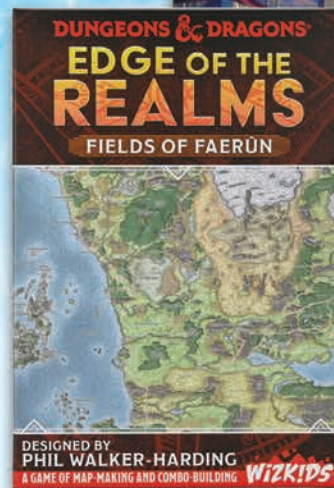
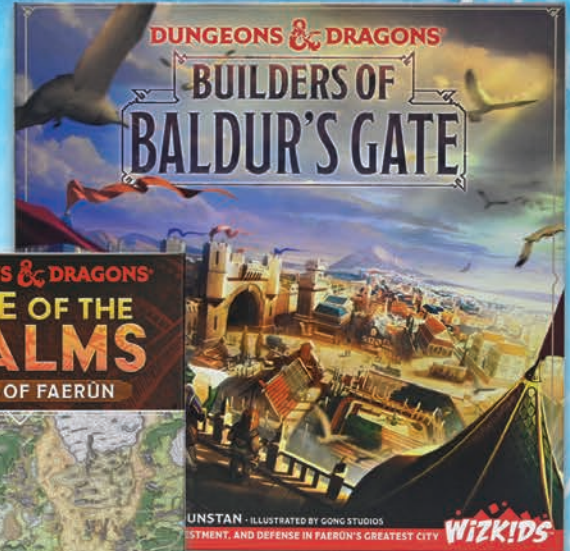
PRINTED IN CANADA



DUNGEONS & DRAGONS®

# HOLIDAY GIFT GUIDE

## BOARDGAMES



## LIFESTYLE



## MINIATURES



## STOCKING STUFFERS



## GIVE THE GIFT OF ADVENTURE!

Displacer Beast Kitten Lifesize Foam Figure (68520) - Builders of Baldur's Gate (87619)  
Edge of the Realms (87590) - Potato Head Beholder Boxed Miniature (96362) - Ghost Light Booster Brick (96378)  
Tree Blight Boxed Miniature (96380)



# SOMETHING CLASSIC



Book of Ebon Tides  
KOB-9337 \$49.99

Tales from the Shadows  
KOB-9344 \$39.99

Tome of Beasts 1  
KOB-9566 \$59.99

NO MATTER HOW





# SOMETHING COZY



RiverBank Cards  
KOB-6234 \$24.99

RiverBank RPG  
KOB-6210 \$49.99

YOU PLAY, THERE'S SOMETHING FOR YOU THIS

## KOBOLD Press

KOBOLDPRESS.COM



# SOMETHING NEW



Monster Vault 2  
KOB-6159 \$59.99

Book of Blades  
KOB-6081 \$29.99



The Old Margreve  
KOB-6074 \$49.99

**S HOLIDAY SEASON!**

# TALES OF THE VALIANT



## COVER STORY



### Marvel Multiverse RPG: Avengers Expansion

Go behind the scenes with Matt Forbeck and get an exclusive look at the *Avengers Expansion* for the *Marvel Multiverse Role-Playing Game*!

by Random House

12

## FEATURES



### Epic Encounters: A Game Changer for Game Masters!

Whether you're looking for a one-off combat encounter or something to use as a larger adventure hook, the *Epic Encounters* line offers a wide variety of foes for your tabletop!

by Steamforged Games

18



### Cry Havoc and Release the Dragons of War with Battlezoo Dragons: Battle Dragons!

Harness draconic power as never before with this all-new *Battlezoo Dragons* sourcebook! *Battle Dragons* provides players and game masters everything they need to add more excitement to the tabletop.

by Mark Seifter

72

## GAMES

27



### EXCLUSIVES



#### Marvel Multiverse RPG: Avengers Expansion Preview Pages

by Random House

14

#### Battlezoo Dragons: Battle Dragons (5E): Preview Pages

by Roll For Combat

74

#### Battlezoo Dragons: Battle Dragons (P2): Preview Pages

by Roll For Combat

76

#### Painting Happy Lil Minis Episode 88

by Dave Taylor

88

### FOR LAUGHS



by John Kovalic

10

by Unstable Unicorns

10

## GTM GIVEAWAY



### The Great GTM Giveaway: Dice Words Edition!

96



# ROBO RALLY

## DICE

Real-time, fast play version of the classic Robo Rally board game!

Simultaneously roll and place dice to program your robot to tag check points, attach powerful upgrades, and race to win!

Compatible with ANY factory game board from previous Renegade Games Robo Rally releases! Use these boards in the core game or boards from other releases in this game. The possibilities are endless!

All-new stand-alone version of Robo Rally!

# FEBRUARY 2026!

RGS02864    \$35 MSRP    2-4 Players    30-45 mins    2-4 Players

Licensed by:



AVALON HILL



RENEGADE  
GAME STUDIOS



PREVIEWS



**The Fox in the Forest Gets A Deluxe Edition in 2026!**  
By Sophia Gambill **22**



**Altay - Seafarers: It's Time To Sail Across Ancient Seas!**  
by Ares Games **78**



**Soothsayers**  
by Jeff Grisenthwaite **84**

DESIGNER DIARIES



**Outfox The Fox**  
by Jeff Grisenthwaite **26**

SPOTLIGHT



**WizKids Gift Guide 2025**  
by WizKids/NECA **16**



**The Anklebytes**  
By Monster Fight Club **20**



**Spark Riders 3000: Save The Ship, Save The Galaxy**  
by Savana **24**



**Building Worlds: Monster Fight Club's Forest Terrain Returns**  
By Monster Fight Club **80**



**Solve Criminal Cases In A City Of Animal Suspects**  
by Alessandro Pra' **85**



**Why I Chose The P3 Starter Set Paints**  
by Mat Hart **82**



**Enhance Gaming - Sitting Down With Head Designer Darren Rieger**  
by Darren Rieger **86**

REVIEWS



**Daggerheart from Darrington Press**  
Reviewed by Eric Steiger **90**



**Starfinder RPG: GM Core Hardcover from Paizo Publishing**  
Reviewed by John Kaufeld and Dell Kaufeld **91**



**Mystic Vale: Essential Edition from Alderac Entertainment Group**  
Reviewed by Brian Herman **92**



**Nocturne from Alderac Entertainment Group**  
Reviewed by Whitney Grace **93**



**Wanderhome RPG: Hardcover Edition From Steve Jackson Games**  
Reviewed by Thomas Riccardi **94**





# TEENAGE MUTANT NINJA TURTLES®



## TEAM UP IN UNMATCHED ADVENTURES AS THE HEROES IN THE HALF SHELL.

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.



RESTORATION  
GAMES™

[www.restorationgames.com](http://www.restorationgames.com)



## Season's Greetings Dear Readers!

We welcome you to the December 2025 edition of *Game Trade Magazine*!

We've got a bit of an end-of-the-year bonanza for you all this month, as we close out 2025 with an especially large issue for you all to enjoy. This shouldn't come as too much of a surprise for our longtime readers who may recall we always try to offer something special for the holiday season.

This year is no exception! We kick things off with a fantastic look at Earth's Mightiest Heroes in a behind-the-scenes peek at the *Avengers Expansion* for the *Marvel Multiverse Role-Playing Game*! Matt Forbeck details some of the incredible options available for players and game masters alike as you assemble your mighty superhero squad.

Be sure to also check out the exciting preview pages from the *Avengers Expansion* as well!

That's not all of the RPG goodness we have in this issue! Roll For Combat is ready to help bring mighty draconic action to the tabletop with the latest *Battlezoo Dragons* supplement, *Battle Dragons*! This sourcebook provides everything players and game masters will need to bring a variety of new dragon characters and adversaries into their next RPG session.

Roll For Combat was also gracious enough to provide *GTM* with some exclusive preview pages for both the *5e* and *Pathfinder 2e* editions of *Battle Dragons* as well!

And if you're looking for great minis as well as some daunting adversaries to spice up the next RPG session, then look no further than the *Epic Encounters* line from Steamforged Games. *Epic Encounters* boasts an impressive array of enemies and miniatures to bolster an existing storyline within your game or provide an easy-to-run encounter as a one-off.

Of course, if dressing up the tabletop for your next role-playing game sounds interesting to you, don't stop with just minis! *Monster Fight Club* has an entire array of scenery to enhance the ambiance of your next game.

You'll find even more exciting RPG coverage as three of our reviewers tackle different systems this month!

That's not all! Game designer Jeff Grisenthwaite offers a closer look at not one but two different games this month — first, we have *Outfox the Fox* from Smirk & Dagger, and then *Soothsayers* from Play to Z! Wow, talk about prolific!

And the games fun doesn't stop there — Savana showcases their cargo-hauling adventure *Spark Riders 3000*, Ares Games offers a first look at their upcoming *Altay: Dawn of Civilization* — *Seafarers* expansion, and more! We even have a fantastic look at some accessories for the gamers in your life courtesy of Enhance Gaming.

All this and so much more. We've got something for everyone on your list — including you! in this issue. Seriously, check out the catalog section this month — it's a whopping 45 pages!

As we part this month, I'd like to offer my thanks and gratitude to all of our contributors, partners, and **you**, dear readers. We've certainly had an exciting year around the ol' *GTM* office, and we're looking forward to what 2026 will bring. Our best wishes for a safe, happy holiday season for you all!

Game on,  
-JG



### PUBLISHER

Alliance Game Distributors

### EDITOR/ADVERTISING MANAGER

Jerome Gonyeau

### PRODUCTION MANAGER

Matt Barham

### GRAPHIC DESIGNER

Eduardo Valdes

### PAGEMASTER

Katie Skinner

Submissions should be sent to Jerome Gonyeau  
[jlg@alliance-games.com](mailto:jlg@alliance-games.com)

All Submissions become the property of Game Trade Magazine, unless a return request is in writing, including a self addressed stamped envelope.

All titles and artwork are trademarked and copyrighted of their respective owners

### GTM

10150 York Rd, Cockeysville, MD 21030  
[GTM@GameTradeMagazine.com](mailto:GTM@GameTradeMagazine.com)

[WWW.GAMETRADEMAGAZINE.COM](http://WWW.GAMETRADEMAGAZINE.COM)

Call for advertising Info: 410.415.9231

© 2025 Alliance Game Distributors and respective copyright holders. No part of this publication may be reproduced without the written permission of Alliance Game Distributors

All rights reserved.

Printed in Canada.



**FOLLOW GAME TRADE MAGAZINE ON FACEBOOK**  
**GAMETRADEMAGAZINE!**

**Retailers:** For wholesale inquiries, please contact **Marc Aquino at 410.415.9238**, or email [mla2@alliance-games.com](mailto:mla2@alliance-games.com)





MARVEL

# MULTIVERSE ROLE-PLAYING GAME

CREATE YOUR OWN  
HEADQUARTERS



CRAFT ICONIC  
WEAPONS



BUILD YOUR OWN  
BATTLESUIT



MARVEL

© 2015 MARVEL

ON SALE NOW  
MAKE YOUR MULTIVERSE  
[MARVEL.COM/RPG](http://MARVEL.COM/RPG)

AGES 13+





### 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

**ULTRA PRO**

**AMY BROWN**  
Scheduled to ship in July 2020.

**AUTUMN STROLL PLAYMAT**  
UP 15550

**BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)**  
UP 15525

**MORGAN LE FET PLAYMAT**  
UP 15526

**MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)**  
UP 15549

**PASSAGE TO AUTUMN PLAYMAT**  
UP 15530

**QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)**  
UP 15527

**SISTERS STANDARD DECK PROTECTOR SLEEVES (100)**  
UP 15526

**WHERE THE WIND TAKES YOU PLAYMAT**  
UP 15527

**USAOPOLY**

**SPOTLIGHT ON**

**CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL**  
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.  
USO 0810720... PI

**DRAGON BALL Z: COLLECTOR'S CHESS SET**  
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom sculpted, full-color busts of characters from the popular anime franchise. Scheduled to ship in September 2020.  
USO CH113449... 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 HN010595... 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 DC010103... 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

**WIZARDS OF THE COAST**

**FEATURED ITEM**

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

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

**WIZKIDS/NECA**

**SPOTLIGHT ON**

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

**FEATURED ITEM**

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

**FEATURED ITEM**

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

**FEATURED ITEM**

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

**SUPER-SKILL PINBALL: 4-CADE**  
Super-Skill Pinball 4-Cade brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from acclaimed designer Geoff Engelen. Choose one of the four unique tables and matching ballgates for something new, then roll 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.

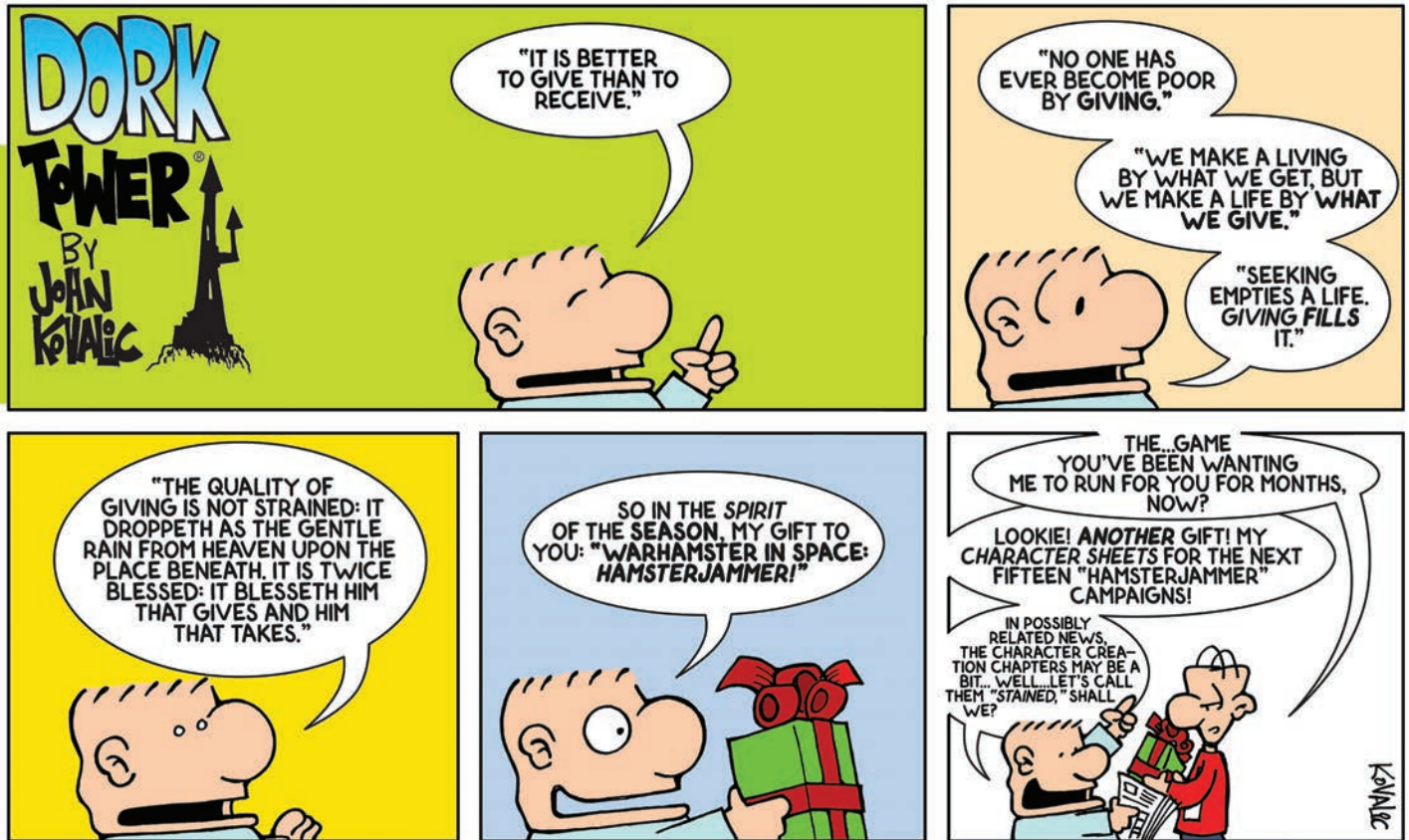
Would you like to receive Game Trade Magazine delivered directly to your home? Subscribe at [Store.GameTradeMagazine.com](http://Store.GameTradeMagazine.com).

Follow us on Facebook: [www.facebook.com/GameTradeMagazine](https://www.facebook.com/GameTradeMagazine)

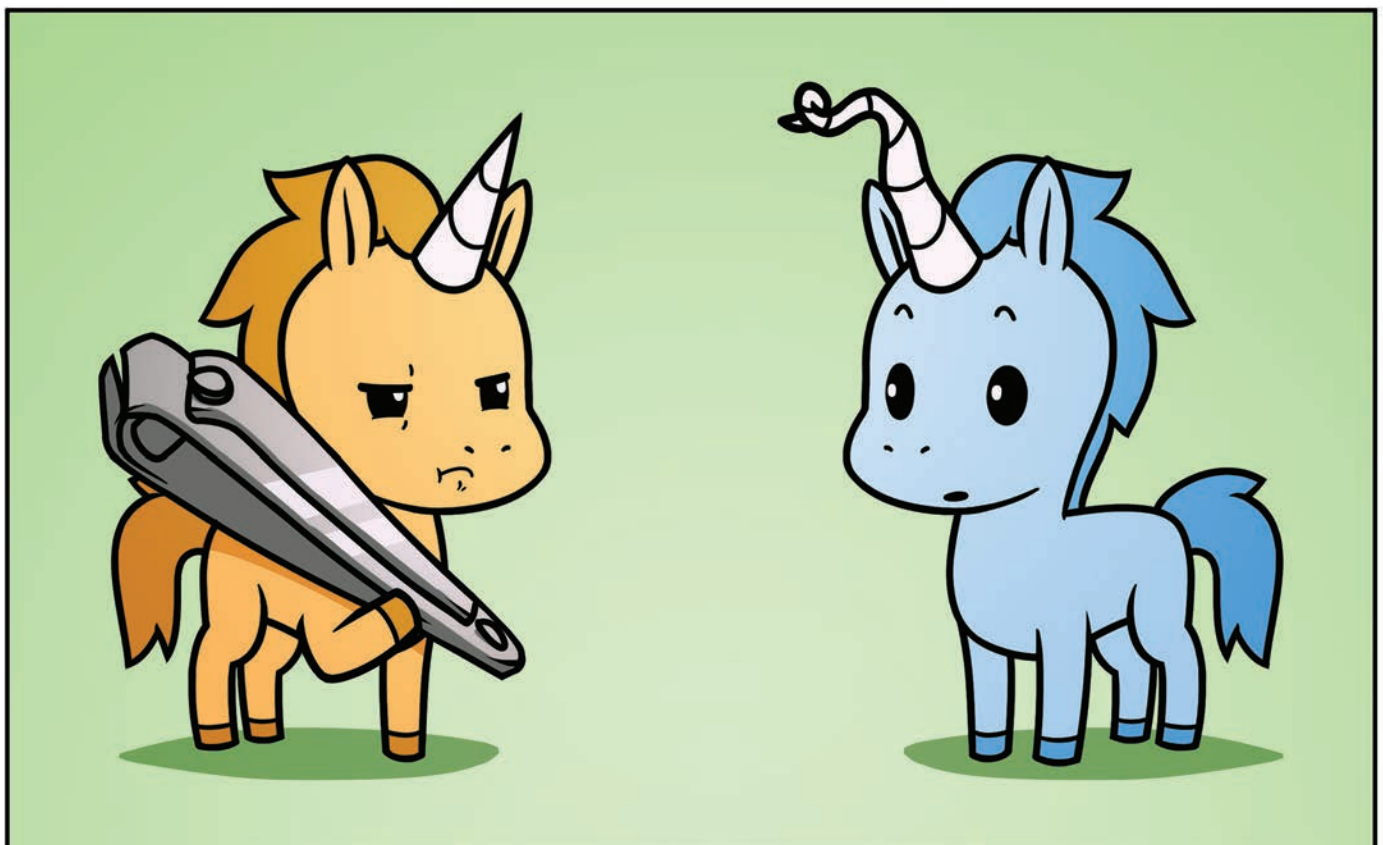
Follow us on Instagram: [www.instagram.com/game\\_trade\\_magazine](https://www.instagram.com/game_trade_magazine)

Have a question or feedback for us? Contact us at [Editor@GameTradeMagazine.com](mailto:Editor@GameTradeMagazine.com)





©2022 DORK STORM PRESS JOHN@KOVALIC.COM WWW.DORKTOWER.COM





# MALIFAUX

## FOURTH EDITION



### DECEMBER RELEASES



**Outcasts Faction Book**  
WYR24005 ♦ \$25.00



**Ten Thunders Faction Book**  
WYR24007 ♦ \$25.00



**WYRD GAMES**

© 2005-2025 Wyrd Miniatures, LLC



# THE AVENGERS EXPANSION

MARVEL MULTIVERSE RPG: AVENGERS EXPANSION

RHP 136 ..... PI | Available Now!



To celebrate the release of Avengers Expansion, we sat down with co-creator and New York Times Best Selling author Matt Forbeck to ask him about his incredible work on the newest addition to the *Marvel Multiverse Role-Playing Game*. The team at Marvel has been hard at work releasing content for the MMRPG since 2023, and we are excited to finally bring Earth's Mightiest Heroes to your table. This expansion adds all kinds of awesome new rules around headquarters, epic battles, battlesuits, and iconic items. With over 90 new character sheets and 10 maps exploring key locations such as Avengers Tower, there's something for Narrators and players alike to enjoy.

The game also has full digital support (including PDFs) on both Demiplane and Roll20, making it easy to play no matter where you are. With three expansions and a deep, rich history of Marvel comics, there's a story for everyone to tell.





Now, without further ado, let's hear what Matt Forbeck has to say about the *Marvel Multiverse Role-Playing Game: Avengers Expansion*.

**The Avengers Expansion is the latest release in the Marvel Multiverse Role-Playing Game line. What led to this setting being chosen, and how do you feel it ties into the rest of the existing products?**

Fans have been clamoring for an Avengers-themed book since the launch of the Core Rulebook back in 2023. After all, they're the most popular super-hero team in the world. Despite that, we held off for a bit, focusing on the X-Men and the Spider-Verse before we tackled the Avengers.



Some might think that's just our contrary nature to try to do something unexpected rather than hit the easy ideas first, but it worked out really well. No matter how much you pressure-test a game before it's released, there's no better test than the entire market, and in that first year, we learned a ton about how people were actually playing the game and what they wanted from it. We applied those lessons

as we went along, and they really came to a peak in the Avengers Expansion, allowing us to do the marquee team — well, teams, really — absolute justice.

**What are three new additions in this expansion that you're excited for players and Narrators to see?**

With every expansion, we've added new rules, and each expansion has featured more rules than the last. For this one, the two best bits of new rules cover iconic items and headquarters. On top of that, the opening chapter on the history of the Avengers also works as a great summary of the history of the Marvel Multiverse.

**What was a struggle you faced during the development of this expansion?**

There are a LOT of Avengers comics! After all, they've been coming out since 1963.

Actually, that was one of the great pleasures of working on the book. I got to reread hundreds of comics, some of which I hadn't seen in many years.

Honestly, the hardest part was coming up with the iconic items' rules. We'd been using iconic weapons (like Cap's shield and Thor's hammer) in character profiles since the Core Rulebook, but we didn't

have a system in place for building them. I had to take all the published ones and reverse-engineer a system that worked with them all. It turned out much better than I could have hoped. Now fans can create their own iconic weapons within their games at home.

**Is the Avengers Expansion designed more for players or Narrators?**

All of our expansions are meant for both players and Narrators. We like making books that everyone at the table can use.

**What would you say to new or existing players who aren't massive Avengers fans but are thinking about picking up this book?**

If you don't, you're missing out. The Avengers are a much bigger team than you probably imagine. On top of that, the rules chapter in the book comes in at a jam-packed 64 pages, a full 25% of the book. You're sure to find all sorts of new things for your game there.

**What was the design philosophy around the New Rules chapter, and how did you tie it into this book's theme?**

We try to build each expansion around a particular theme. The X-Men book was about teams. The Spider-Verse book was about supporting casts. The Avengers book is about iconic items (like Iron Man's battle suits), big battles,) and headquarters.

**What should die-hard Avengers fans look forward to in this expansion?**

Honestly, the maps alone — created by the amazing Brian Patterson — are worth it. Unless you've been following the Avengers religiously since 1963, there are things about the team that are going to shock, surprise and delight you. We try to not only show you all those things — or at least as many as could fit in the book — but also how to bring them to your table, whether as a Narrator or a player.

**Any parting words for the folks who might be interested in giving this game a try?**

The best time to start playing is now!

It has never been easier to jump into the *Marvel Multiverse Role-Playing Game*. There're a ton of free resources on [Marvel.com/RPG](https://www.marvel.com/RPG) — including a Quick Start guide and Thunderbolts adventure — making it seamless for new players to get started. The site also has a lot of other content including experimental game rules in Tony's Workshop, X-Men '97 character sheets, and a Marvel Rivals game mode.





The team's only consistent members were its leaders: Hawkeye and Mockingbird. The husband-and-wife duo led the West Coast Avengers through dozens of adventures across time and space and other dimensions. They fought demons, criminal cartels and even globe-spanning threats like Ultron and Immortus.

Later, Mockingbird was secretly replaced by a Skrull agent who subsequently died in battle, leaving Hawkeye a distraught widower. With the team's leaders both out of commission—and the Avengers as a whole losing international backing due to their intervention in the Genoshan Civil War\*—the Vision called a vote to formally disband the West Coast Avengers.

## Force Works

Tony Stark cast the deciding vote that ended the West Coast Avengers, but only so he could persuade its remaining members to join his new private team: Force Works. This team was stationed in a private compound just outside L.A., where it could carry on the work of the West Coast Avengers, albeit with a more independent, global focus.

### Force Works

#### Initial Lineup:

- Iron Man (Tony Stark)
- Scarlet Witch (Wanda Maximoff)
- Spider-Woman (Julia Carpenter)
- U.S. Agent (John Walker)
- Wonder Man (Simon Williams)

#### Later Additions:

- Century
- Cybermancer (Suzi Endo)

The group's global mission statement proved prophetic when aliens attacked Force Works and killed Wonder Man. While attempting to drive the alien forces back, Scarlet Witch inadvertently summoned his replacement: an alien named Century.

**\*EDITOR'S NOTE: THE EVENTS OF THE GENOSHAN CIVIL WAR PLAYED OUT IN THE BLOODTIES STORYLINE IN AVENGERS #368-369, X-MEN #26, AVENGERS WEST COAST #101 AND UNCANNY X-MEN #307.**  
--GENOSHAN GENOVERTON

Across their next several missions, Force Works proved to be adept protectors of Earth. Unfortunately, the team's lifeline was cut short when Kang turned Iron Man evil. The team tried to bring Iron Man back to his senses and ultimately succeeded, only for Stark to sacrifice himself while driving the time-traveling villain away. Disheartened, the rest of the team disbanded.

Years later, Maria Hill revived Force Works' name for a short-lived S.H.I.E.L.D. strike team. The task force was created to subdue artificial intelligences who were taking part in a robot revolution. However, besides the presence of Mockingbird and U.S. Agent, this team had almost nothing to do with the original Force Works or the West Coast Avengers.





## Kate Bishop's West Coast Avengers

For a long time, the Avengers had no official presence on the West Coast, but after Hydra nearly conquered the United States, Hawkeye (Clint Barton) decided that the Avengers ought to have a wider presence across the country again. He called the other Hawkeye (Kate Bishop) and offered to help expand her L.A.-based private detective agency into a new iteration of the West Coast Avengers.

### Kate Bishop's West Coast Avengers

#### Initial Lineup:

- Fuse (Johnny Watts)
- Gwenpool (Gwen Poole)
- Hawkeye (Clint Barton)
- Hawkeye (Kate Bishop)
- Kid Omega (Quentin Quire)
- Ms. America (America Chavez)

#### Later Additions:

- Alloy (Ramone Watts)
- Jeff the Land Shark
- Marvel Boy (Noh-Varr)

To finance the venture, the team invited a reality TV show crew to document their activities. Though Bishop's West Coast Avengers ran out of steam after a handful of missions, the footage of the team provided a rare look into the inner lives of many of the Avengers' most important young members—and also Jeff the Land Shark.

## The New West Coast Avengers

After the fall of Krakoa, Iron Man (Tony Stark) decided to restart the West Coast Avengers along with a prison work-release program explicitly dedicated to reforming incarcerated villains. The team began with villains Killerwatt, Absorbing Man and Titanium Man, but the last two quit when Iron Man welcomed a heroic version of Ultron on to their roster.

### The New West Coast Avengers

- Firestar (Angelica Jones)
- Iron Man (Tony Stark)
- Killerwatt (Chad Braxton)
- Spider-Woman (Jessica Drew)
- Ultron
- War Machine (Jim Rhodes)

## Headquarters

The first and most important West Coast Avengers headquarters was built out of the ruins of a palatial Hollywood estate originally commissioned by a prominent silent-film star. Though the Avengers made a number of high-tech additions to the location—including a hangar and a fully stocked scientific laboratory—the building's prominent outdoor swimming pool and courtyard made its origins as a luxurious home self-evident.

The estate was shuttered after the initial team dissolved. However, the Avengers reopened it briefly, some years later, to host Avengers Academy. After the West Coast Avengers became Force Works, Tony Stark moved the team to a state-of-the-art Stark Industries facility built into the face of a cliff outside Los Angeles, a facility appropriately called the Works. This too was shuttered after that team's dissolution.

Kate Bishop's West Coast Avengers spent a lot of money turning the old Hawkeye Investigations building into a proper team headquarters, but the group dissolved before they had a chance to really use it.

The newest West Coast Avengers operate out of a once-shuttered Santa Monica airport that Stark purchased with the intent to turn part of the location into low-income housing.

## Playing West Coast Avengers

Maybe it's the bright sun, the sandy beaches or the gentle sea breeze, but the West Coast Avengers tend to have more freewheeling, laid-back adventures than their East Coast colleagues. The threats they face are more likely to take the form of an undiscovered alien species or a time-traveling trip to the Wild West than a major villain like Ultron or Kang. Even when they do have to fight Ultron, they can have a barbecue and chill out by the pool afterward.

West Coast Avengers are typically Ranks 2 to 4 and are either at or near their rank cap. Their leaders may play things loose, but they still prefer to recruit experienced, adult heroes—particularly ones who have worked on a team before.

A West Coast Avengers-style team can provide players with a good opportunity to experiment with telling episodic stories focused around a larger rotating cast. Players may even want to cycle through heroes each session, trying on new roles until they find one that really clicks with them.

## Adventure Hooks

Here are three adventure hooks for the West Coast Avengers or teams like them:

- ▶ An important team member leaves, and none of the group's usual allies or reserve members are willing to take their place. How does the team fill the gap? Do they hold tryouts? Do they follow up on a rumor of a mysterious new vigilante stalking the streets of L.A.? Or do the team's scientists try creating a robotic replacement?
- ▶ Wonder Man (Simon Williams) is starring in a controversial upcoming movie about the dark history of Hydra. Fearing an attack on the set, Williams calls on his old friends to help protect the shoot. Can the team keep Hydra from derailing the movie? Alternatively, has Williams been tricked into starring in Hydra propaganda?
- ▶ After receiving a massive power boost, Graviton threatens to reverse the Earth's gravitational pull and fling everyone into orbit—unless they make him the undisputed leader of the planet. Anyone who tries to contest him is immediately shot into space. How can the team beat a villain they can't even get close to? Furthermore, what sort of deal must Graviton have struck to obtain this kind of power? Or is he bluffing?

MARVEL MULTIVERSE RPG: AVENGERS EXPANSION

RHP 136 ..... PI | Available Now!



# WIZKIDS™ GIFT GUIDE 2025

This holiday season, let WizKids help you find the perfect gifts for the gamers in your life!

For the comic book and minis fan, look no further than our exciting *HeroClix* offerings:

## MARVEL HEROCLIX 400: SPIDER-MAN

With webs, wit, and willpower, Spider-Man swings into HeroClix with a natural flair! Together with Spidey and friends, you'll be ready to play a super-sized game of HeroClix with your friends and family this holiday season.



### MARVEL HEROCLIX: 400 - SPIDER-MAN

WZK 85045 ..... \$34.99 | Available Now!

### MARVEL HEROCLIX: 400 - GUARDIANS OF THE GALAXY

WZK 85054 ..... \$34.99 | Available Q4 2025!

## MARVEL HEROCLIX 400: GUARDIANS OF THE GALAXY

The Guardians are ready to lead you to victory in your *HeroClix* match! Featuring all of your favorite spacefaring rockstars, this is a must-add to your holiday play-list!



## DC HEROCLIX ICONIX: BATMAN FOREVER

Bring Two-Face, Riddler and Gotham's Dark Knight himself together during your festivities for your next game of *HeroClix*! Whether you enjoyed the film in theaters in 1995, or have enjoyed it more recently, this Iconix can't be skipped! Chase these figures down while you still can - these are limited edition!



### DC HEROCLIX: ICONIX - BATMAN FOREVER

WZK 84133 ..... \$29.99 | Available Now!



## DC HEROCLIX ICONIX: BATCAVE VOL 1

The Batcave is one of the coolest hideouts around — and it can be yours this season to use to its fullest potential when facing off against any dastardly opponent! Whether you're a Batman newcomer or a Dark Knight superfan, you'll love this depiction of the Batcave!



### DC HEROCLIX: ICONIX - BATCAVE VOL 1

WZK 84047 ..... \$59.99 | Available Now!

For family and friends who are fans of board games, WizKids has you covered with a wide variety of offerings:

## STAR TREK: TRIBBLE MATCH

Share your love of *Star Trek* with the whole family through this easy-to-learn memory and matching game. Encounter beloved iconic characters like Captain Kirk, Mr. Spock, and Lt. Uhura, but don't get overrun with Tribbles! Play with a variety of rulesets to make each play session a special one!



### STAR TREK: TRIBBLE MATCH

WZK 87618 ..... \$9.99 | Available Now!





### PATHFINDER DICE CONQUEST

The Jinkin, the Hydra, and more...face a gauntlet of iconic *Pathfinder* monsters with your group of heroes using a set of 7 polyhedral dice as your weapons! With its compact size, *Pathfinder*'s new experience is perfect to bring along for any holiday travel! And feel free to mix and match your play session with material from the previous *Dice Conquest* game!

#### PATHFINDER DICE CONQUEST

WZK 87522 ..... \$19.99 | Available Now!



### BLOB PARTY: NEON NIGHTS

Word association and sculpting come together in an even bigger blend! Each player starts with a bit of dough and a variety of category cards-guess the same word and combine into a Mega Blob! With fun and thrills for the whole family, this is the ultimate cooperative party game for any festive gathering! For even more fun, materials can be mixed and matched with the original *Blob Party*.

#### BLOB PARTY: NEON NIGHTS

WZK 87625 ..... \$24.99 | Available Now!



### FANTASY REALMS: GREEK LEGENDS

In this new, standalone game, the modern classic *Fantasy Realms* takes a titanic leap into the world of Greek Mythology for an exciting journey filled with Heroes, Quests, Monsters, and more! Use your cards to their highest potential to win against your friends!



#### FANTASY REALMS: GREEK LEGENDS

WZK 87623 ..... \$19.99 | Available Q4 2025

### D&D ICONS OF THE REALMS: POTATO HEAD BEHOLDER BOXED MINIATURE

The 3-inch-tall *D&D Icons of the Realms: Potato Head Beholder Boxed Miniature* has mounts to fit a variety of customizable components, including eyestalks, a hat, a central eye, and a mouth. For any shopper who values customizability, embrace the two biggest brands of creativity with an iconic gift!



#### DUNGEONS & DRAGONS: ICONS OF THE REALMS - POTATO HEAD BEHOLDER BOXED MINIATURE

WZK 96362 ..... \$24.99 | Available Q4 2025!

### CRITICAL ROLE: TASTE OF EXANDRIA CHARMS 24 COUNT DISPLAY

The magic of *Critical Role* is ripe for the picking! Collect and display 11 charm designs depicting tasty treats from across the world of Exandria, inspired by *Critical Role*'s first three campaigns.



Each CDU contains 24 blind foil packs, and each charm is approximately 1.5-2". Collect all 11 designs and trade with your friends — just remember, Charms are not edible, no matter how cute they may look!

#### CRITICAL ROLE: TASTE OF EXANDRIA CHARMS DISPLAY (24)

WZK 74295 ..... \$119.76 | Available Now!

### STRANGER THINGS: HEROES OF HELLFIRE

The cast *Stranger Things*'s beloved *Dungeons & Dragons* characters are ready to battle some monsters with you this holiday season. Get ready: the Hellfire Club is leaving Hawkins and moving into your collection!



#### STRANGER THINGS: HEROES OF HELLFIRE

WZK 99034 ..... \$34.99 | Available Now!



# EPIC ENCOUNTERS

**A GAME CHANGER  
FOR GAME MASTERS!** SFG

*Transform your roleplaying campaigns with Epic Encounters. Like Hello Fresh for 5e, just crack open the box and follow the recipe to serve up thrilling adventures at a moment's notice.*

Made for new and experienced tabletop Game Masters, every *Epic Encounters* set features a versatile all-in-one boxed encounter that's ready to play as part of a new or existing roleplaying campaign. Complete with stunning, high-quality minis, these sets take your game nights to the next level!

If you're a busy Game Master with minimal time for game prep, or a newer GM looking for easy ways to add thrilling encounters to your campaigns, *Epic Encounters* has you covered. Each *Epic Encounters* release includes two linked boxes—a warband box bursting with a whole host of detailed and varied minion minis, ready to cause chaos across your table. And a boss box containing one showstopping big bad that's sure to produce a few gasps as it hits your table. At this point I'm not sure we can call these bosses 'minis'!

Created with high-quality hard plastic for the ultimate detailed adversaries, these minis are ready to roll straight out of the box.

Alongside these marvelous minis you'll also find beautifully illustrated, reusable battle-maps (perfect for those cinematic combat moments), any tokens you might need, and an encounter booklet. This booklet contains an entire easy-to-run encounter full of lore, hooks, stat blocks, and tips and tricks to help you run a thrilling encounter every time. Set the scene and tell a rich story whilst bringing your map to life with terrain effects, because this terrain fights back! The boss boxes dive further into combat, helping you get into the mind of your big bad and run an epic boss battle to keep your players on the edge of their seats.



*Epic Encounter* minis require little to no assembly, and just beg to be painted. Whether you're looking for a new big bad for your next game night, or a gorgeous mini to bring to life with your own custom paint job, *Epic Encounters* is your tabletop go-to for some of the best TTRPG minis around.

*Make sure you check out the Epic Encounters Local Legends series for even more minis to bring to life at your table.*

Each set is a versatile tool that can not only be played as a one-shot encounter, but teamed up with its linked box for a thrilling mini campaign. Perfect for introducing your new players, or to drop into your existing campaigns as expertly written side quests to give you a break from prep. With their adjustable tiers, you can add an *Epic Encounters* set to any campaign and deliver a fierce challenge to your players, no matter their level.

So, if you're a busy GM, take your players on an epic pre-made 5e encounter or even create a mini campaign by pairing up two linked *Epic Encounter* sets, and run an unforgettable adventure with stunning components and minimal work. *Epic Encounters* are your secret weapon to legendary game nights!



## TAKE ON THE MYSTERIOUS STEELBORN

Looking to plunge your intrepid adventurers into an unknown mystery? Test their mettle against creatures as cold as the metal they're made of. *Sanctuary of the Steelborn* is a warband box full of mechanical menaces.

Take this adventure even further and pair it with the *Realm of the Titan* boss box. Travel to the frozen wastes of the north, where the wind howls like a grieving spirit, and something terrible shakes the very bones of the land. Including one of the heftiest Epic Encounters 'minis' to date! Will your players stand against this ancient colossus or be ground to icy dust beneath its unrelenting march?



### EPIC ENCOUNTERS: SANCTUARY OF THE STEELBORN

SFL EE-029 ..... \$54.99 | Available Now!

### EPIC ENCOUNTERS: REALM OF THE TITAN

SFEE-030..... \$54.99 | Available Now!

## A DARK FANTASY WORLD AWAITS IN SYMBAROOM

Travel beyond the Titan mountains into the realm of Ambria. Our Ruins of Symbaroum sets will see your players take on the heist of a lifetime in *Ruins of Symbaroum - The Gem in the Barrow*.



### EPIC ENCOUNTERS: RUINS OF SYMBAROOM - THE GEM IN THE BARROW

SFL EE-025 ..... \$59.99 | Available Now!

### EPIC ENCOUNTERS: RUINS OF SYMBAROOM - THE CORRUPTED COLOSSUS

SFL EE-026 ..... \$49.99 | Available Now!

Complete with player character minis, this warband box pits your players against rival factions (or maybe they'll even join forces) as they seek to claim a mysterious, heart-sized gemstone from an ancient barrow.

Pair this set with *Ruins of Symbaroum - The Corrupted Colossus* boss box and immerse your players in the dark fantasy world of Symbaroum. How will your players confront the titanic Colossus? Will they destroy it, or attempt to drag it back from the grip of corruption? No matter what they choose, their path will be fraught with peril, but the sacrifices they make could save many innocent lives.

## CAN YOU DEFEAT A WICKED CULT IN TIME?

If the darkness calls to you, two hellish encounters await in the *Bridge of the Deurgar Cult* warband box and *Circle of the Demon Prince* boss box.



### EPIC ENCOUNTERS: BRIDGE OF THE DUERGAR CULT

SFL EE-027 ..... \$59.99 | Available Now!

### EPIC ENCOUNTERS: CIRCLE OF THE DEMON PRINCE

SFL EE-028 ..... \$49.99 | Available Now!

Below the earth exist endless tunnels, passages, and catacombs; an illimitable expanse of subterranean world. Here, the darkness holds dominion, a strange and sinister reflection of that above. It's up to your players to stop a wicked cult before they summon an enormous demon into this realm.

*Will they succeed in time, or take on the colossal Demon Prince?*

...

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.



# THE ANKLEBYTES



## CYBERPUNK RED: COMBAT ZONE - ANKLEBYTES, GENERATION RED GANGERS

MFC 45112..... \$35.00 | Available Now!

The streets don't belong to the fastest or the strongest; they belong to those who can bend the system. The Anklebytes are a gang of tech-fueled GenRED, stitched together with cyberware, grit, and just enough chaos to keep everyone guessing. They don't win fights by marching in straight lines or standing tall behind cover. They win by flipping the script. Led by Trouble, the crew thrives on disruption. Every model in their squad pushes the game off-balance, forcing rivals to react in ways they never trained for.

The Anklebytes are more than a team; they're a virus in the system. When they hit the table, the game starts playing differently, and your opponent quickly learns that every expectation is a liability.

### TRouble: THE PULSE IN THE WIRES

At the center of it all is Trouble, a figure with too much attitude and enough skill to back it up. Trouble carries the Trbl3 Pulse, a tech action that hacks every model within YELLOW. This isn't a scalpel, it's a lightning storm. If he can beat the Obstacle die, it's not one target that fries; it's everyone in range.

The real power of Trouble isn't just damage, it's disruption. Formations fall apart, tokens burn faster, and careful strategy melts into chaos, depending on the programs he uses. He's a control piece, and nothing makes him happier than pulling the rug out from under an enemy commander who thought they had everything figured out.

### SPiKE: SPEED AND SPITE

If you can't catch him, you can't stop him. Spike is a blur of motion, constantly slipping through fingers before the counterpunch can land, especially if he's wearing an Inconspicuous Hoodie. He kicks in a free GREEN move if he starts more than YELLOW away from a rival, which means he's almost always in the right place at the right time. That mobility lets him threaten flanks, escape danger, or save tokens for [RE]actions.

Once he closes, his blade cuts deep. Worse, his melee attack doesn't check the opponent's brawling chops; it's resisted with Reflexes instead. That little twist makes him a nightmare for heavy hitters and tanky enemies who normally shrug off close-range threats. His role on the table is harassment at its finest: dart in, carve up something vulnerable, and be gone before retribution can land.

### PIKE: THE COUNTERWEIGHT

Where Spike is speed and spite, Pike is punishment and pressure. The dark reflection of his crewmate, Pike, thrives on exploiting hesitation.

He gains Pierce 3 against enemies holding a GREEN action token, and his cyber-bayonet breaks the rules of engagement. It's a Ranged attack, but any target within RED has to resist with Melee instead.

That single twist makes Pike incredibly dangerous in mixed-range skirmishes. Snipers and gunfighters who thought distance would save them suddenly find themselves scrambling to fight on Pike's terms.

### MAUL: SLAMMY AND BLAMMY

Subtlety isn't Maul's game.

Rocking Slammy and Blammy, they chain attacks together as long as the crits keep coming. Every streak on the dice turns into a bruising combo, overwhelming foes before they can rally. Put some Crit: Deadly weapons in their hand and watch them light up your rival like a pinball machine.

Maul thrives on momentum. When the dice are hot, they can bulldoze heavy hitters in a single activation, turning the tide of the match with sheer brutality. Even when the dice aren't flowing, the *threat* of Slammy and Blammy forces opponents to dedicate resources toward shutting them down, leaving the rest of the Anklebytes free to maneuver.

### BARINGO: STILTS AND STYLE

The wild card of the bunch, Baringo towers over the battlefield on ungainly cyberstilts. They automatically pass all Parkour rolls and make every basic move GREEN, no matter the action token spent.

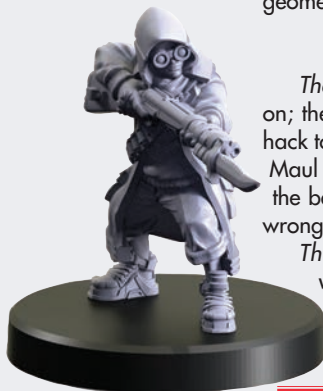
She glides over obstacles like they're nothing, cutting angles and slipping into positions no other crew could dream of. Her sheer unpredictability makes her invaluable: one turn she's blocking off a retreat, the next she's striding over cover to strike at a vulnerable model. Baringo doesn't just play the game; she redraws the map. Every time she hits the field, your opponent is forced to rethink the geometry of their strategy.

### WHY PLAY THE ANKLEBYTES?

The Anklebytes shine in unpredictability. They don't just fight head-on; they rewrite the rules. Trouble cracks is a hacking bomb, spreading hack tokens better than anyone. Spike and Pike twist the math of combat, Maul rides momentum into devastating blows, and Baringo rethinks the battlemat itself. Facing them feels like trying to skate on glass: one wrong move, and you're in pieces.

The Anklebytes aren't about careful play. They're about *chaos with style*. If you like bending mechanics, breaking expectations, and laughing while the system falls apart around you, this is your crew.

...





# EXPLORE THE SIXTH WORLD





# The Fox in the Forest Deluxe

**THE FOX IN THE FOREST GETS A DELUXE EDITION IN 2026!**

## FOX IN THE FOREST DELUXE

**RGS 02862 ..... \$25.00 | Available January 2026!**

The best-selling trick-taking game, *The Fox in the Forest*, is getting a *Deluxe Edition* in January 2026! To celebrate this exciting milestone in the game's history, let's take a look back at the original game, *The Fox in the Forest*, the cooperative version, *The Fox in the Forest Duet*, and then the new *Deluxe Edition* coming soon.

Designed by Joshua Buerger and released in 2017, *The Fox in the Forest* is a staple in the two-player and trick-taking game genres. It has achieved numerous recognitions, including the 2020 *Spiel des Jahres Recommendation* and the 2017 *Board Game Quest Best Two-Player Game Award*.

In this card game, players jump into a fairy tale world and play cards featuring storybook characters, beautiful artwork, and special abilities. You utilize these abilities to change the trump suit, lead even after you've lost a trick, and more.

And while you may think the goal is to win every trick, there is actually a unique balancing mechanic in this game. While you can score points by winning tricks, if you get too greedy and win too many hands, you will actually lose points at the end of the round. After all, the villains in fairy tales who get too greedy always fall.

There have been over 23 print runs of this game, equating to over 358,000 copies produced! It's also been localized in 14 languages, making this a fan-favorite all over the world.

*The Fox in the Forest Duet*, released in 2020, is the two-player cooperative version of the hit game. Players need to work together to play tricks and move throughout the forest to collect gems and escape before the forest closes in on them.

Players aren't allowed to discuss or show what cards are in their hands, so close attention and careful strategy are needed to succeed. This version has a whole new deck with new abilities, letting players exchange cards, follow with any card, and more. These new abilities add

variety for fans familiar with the original game.

The forest path board has a similar

balancing mechanic to *The Fox in the Forest*, as players work to travel to different locations on the path to collect gems without straying too far, causing the woods and defeat to close in.

*The Fox in the Forest Duet* has also achieved great success, with over 72,000 copies produced. This game is in the hands of players all over the world as well, as it's been localized in 10 countries.

The new January release is a Deluxe Edition of the original *The Fox in the Forest*. It includes all-new illustrations, foil-stamped cards, and acrylic point tokens. There are also three new gameplay modules adding twists! Players can use one or all when playing, adding lots of variety.

The first module introduces nine Special Cards. These cards all have unique abilities, like the *Mirror*, which becomes a copy of the current decree card, and the *Shovel*, which lets you take a card from the last trick you won and play it instead.

Module two is the three Poison Cards. Before the game starts, you can swap the three base 8s in the main deck for these new cards. When a player takes a *Poison 8* in a trick, they immediately lose one point.

Lastly, there is the Goal Card module. Before the game begins, you shuffle the 16 Goal Cards and place the deck off to the side. At the start of each hand, you reveal the top two cards of this deck, and if at any time a player meets the Goal Card's scoring condition, they may claim the card and any listed points.

*The Fox in the Forest Deluxe* will be available in January 2026 for \$25 MSRP. Whether you're a long-time fan or a new player, you'll want this new, stunning version of the game! And if you want to experience *The Fox in the Forest* in its original form, or want to try the cooperative version,

*The Fox in the Forest Duet*, both are available to order now.

...

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







## BLOOD & BAYONETS: FIRELOCKS LATEST FORAY INTO HISTORICAL WARGAMING!

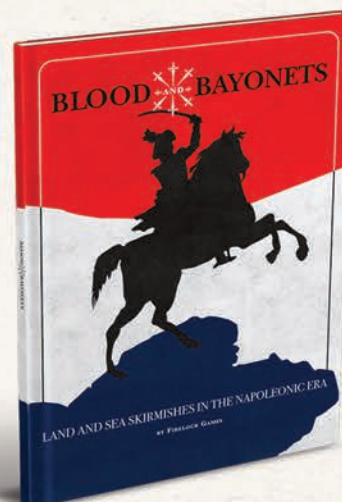


*By Alec Aguila*

**F**irelock Game's repertoire of action-packed historical wargames is about to expand to a whole new horizon: ***Blood & Bayonets*** and the Napoleonic Wars!

***Blood & Bayonets*** is based on the critically acclaimed ***Blood & Plunder*** family of games. ***Blood & Bayonets*** is set during the Peninsular Campaign of the Napoleonic Wars. Players will be able to command the forces of the French, British, Portuguese or Spanish armies in skirmish battles on both land and sea. Games of ***Blood & Bayonets*** consist of 40-60, 28mm miniatures for land engagements or a force of several small ships for naval encounters.

As this is based on Firelock's iconic "Blood &" series of historical wargames, you can bet that this one will have the same level of care to detail about the time period without sacrificing gameplay integrity. Players will be able to have intense multiplayer skirmishes, either one offs or in elaborately connected campaigns.



**BLOOD & BAYONETS: RULEBOOK**

FGD BB0001 ..... \$45.00 | Available Q1 2026!

**TAKE COMMAND OF YOUR TROOPS ON THE BATTLEFIELD OF THE NAPOLEONIC WARS IN FIRELOCK GAME'S *Blood & Bayonets*, COMING IN EARLY 2026!**





# SAVE THE SHIP. SAVE THE GALAXY.



SAVANA

## SPARK RIDERS 3000: RIDER EDITION

SAV 019-RE..... \$49.99 | Available November 2025!

A deep rumble shakes the hull, warning lights flicker, and the ship's AI comes alive: "Red alert. Thrusters damaged." You're not watching a sci-fi movie — you're in the middle of *Spark Riders 3000*, a cooperative experience where every decision can mean the difference between survival and destruction.

Welcome aboard the Spark, a cargo ship traveling through the far reaches of the galaxy. Its mission? Deliver precious cargo while protecting its crew in a merciless universe of alien swarms, meteor storms, and critical malfunctions. Amid the chaos, one ally guides you: IRIS, the ship's onboard AI, driving the adventure through a companion app.

That's the magic of *Spark Riders 3000*: total immersion. From the first second, IRIS comes to life — setting objectives, triggering events, warning of threats, and enabling interactions. Every turn feels like a scene straight out of a sci-fi blockbuster, where you're both the heroes and the audience.

### A THRILLING COOPERATIVE CHALLENGE

*Spark Riders 3000* plays with 1 to 4 people (soon 5 with an update in early 2026). Together, you form the Spark's crew — the Riders — each taking on a crucial role: tinkering, defending, or piloting the ship.

A fire breaks out in the engine room? Put it out. Aliens breach the bay? Fight back. The thruster is close to exploding? Risk acceleration or repair it before it's too late.

This constant race against time keeps tension at its peak. The rules are easy to learn, the app manages the technical details, but the dilemmas are real. You can't do everything—communication and teamwork are vital. When the Spark finally escapes the last asteroid storm, the table erupts in relief and triumph.

### TWO EDITIONS, TWO WAYS TO PLAY

The game comes in two versions for different types of players.

**Rider Edition** — The perfect entry point. Includes the game board, standees, cards, dice, and access to the IRIS app. Everything needed for a complete, thrilling adventure.

**Commander Edition** — For those seeking total immersion. Contains all *Rider Edition* content plus premium upgrades: a double-layer board, detailed miniatures, sturdier ships, and refined alien components.

The difference is clear: Rider introduces you to the universe, while Commander engulfs you in it completely.

### PRESTIGIOUS RECOGNITION

Beyond enthusiastic players, *Spark Riders 3000* has earned major honors confirming its status as a must-have title:

- **Seal of Excellence by The Dice Tower** — a mark of outstanding quality.
- **Best Production Quality Award** — recognizing its premium craftsmanship.
- **Top 100 Games of All Time** in both 2024 and 2025 — proof of its staying power and lasting impact.

Only a handful of games receive such recognition each year. *Spark Riders 3000* is not just another co-op — it's a memorable experience that appeals to both veterans and newcomers.

## SPARK RIDERS 3000: COMMANDER EDITION

SAV 019-CE..... \$89.99 | Available November 2025!



### A GAME THAT EVOLVES THROUGH THE APP

One of the game's greatest strengths is its constant evolution. Thanks to the companion app, new content keeps arriving:

- **New Missions** — one each month for five months in 2025, with more in 2026 to coincide with Galactic Modules, the first expansion.
- **New Features** — including an alien radar and in-app achievements.
- **New Modes** — such as an endless arcade mode for non-stop action.

This continuous support makes *Spark Riders 3000* a living, evolving game that stays fresh long after the first play.

### WHY SPARK RIDERS 3000 STANDS OUT

- **Immediate Immersion:** IRIS brings cinematic storytelling, original music, and sound effects to every session.
- **Non-Stop Tension:** Every turn introduces a new challenge or sacrifice.
- **True Cooperation:** Success depends on teamwork and communication.
- **Two Editions:** Rider for discovery, Commander for full immersion.
- **Critical Acclaim:** Multiple awards and back-to-back *Dice Tower* Top 100 rankings.

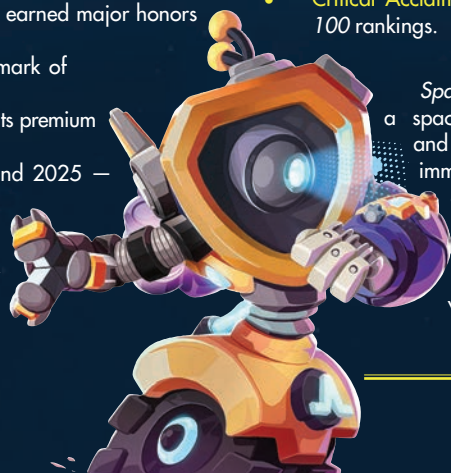
### VERDICT

*Spark Riders 3000* is more than a board game — it's a spacefaring journey filled with drama, hard choices, and epic victories. Its blend of accessible rules, deep immersion, and teamwork makes it truly unique and endlessly replayable.

Whether you choose the *Rider* or *Commander Edition*, one thing is certain: *Spark Riders 3000* transforms any game night into a galactic adventure where every player becomes a true hero.

So... are you ready to board the Spark?

...





# A CARNIVORE DID IT!

HG278 | MSRP \$18.00



2000 CASES TO SOLVE.  
USE YOUR WITS TO FIND THE CULPRIT



HORRIBLE  
GUILD

PLAY HORRIBLE, JOIN THE GUILD!

# MY MURDER MYSTERY



Protect your secrets and expose other players  
in this **murder mystery dinner in a box.**

HG280 / HG281| MSRP: \$18.00 (each)



# OUTFOX THE FOX



**SND 1031..... \$19.99 | Available Now!**

These are the feelings that I aimed to capture and bring home with *OUTFOX the FOX*. I wanted it to be wildly accessible, a game my brother Mike would love.

- Countries with the largest populations
- Movies with the highest ratings on IMDb
- The most popular sports in the world

The game provided 3 of the 10 answers in random order and asked each player to come up with an answer and write it on a mini-whiteboard. Then players could place horse-racing style bets for which of those answers would be highest in the top 10 list. But as you can see from this early prototype image, the betting and scoring was far too complicated. It also didn't feel much like a pub trivia night – and having so many fake answers to create was a lot of pressure for players.

Top 10 lists shrunk to top 5 lists and I provided all 5 answers. The question reader gets to pick from 3 different questions to give them a chance to pick a familiar subject. They secretly look at the top 5 answers on the back of the card and think up a fake answer.

For the theme, I swapped out horses for a fox to lean into the sly feeling that you get when you fool everyone else with your fake answer. I ran a number of playtests at Break My Game, Protospiel Chicago, the Chicagoland Boardgame Designers and Playtesters Meetup, with friends and extended family, including, of course, my brother. As I iterated

It was time to start showing my prototype to the world. I entered the game in a design contest from The Board Game Workshop. Happily, my game won first place for the light game category. Even better, the prize for the winning entries was the chance to speed pitch in front of several publishers, including Curt Covert, the owner of Smirk & Dagger. Curt immediately saw potential for the game, and we started discussing what would need to be true for it to be published by Smirk & Dagger.

- Gross things that the most people admit to doing in public
- Funniest English words according to a scientific study
- The most boring things in life

Additionally, we collaborated to expand the number of questions to 250, so that you could play many, many games with fresh questions each time. Finally, we refined the scoring to simplify the rules and ensure that everyone has a chance to come back from behind.

The published components of  
OUTFOX the FOX are great.  
It packs a lot of fun into a  
small box!

My hope is that **OUTFOX the FOX** can be this game for the world. I want everyone to be able to experience the joy of a great pub trivia night in the comfort of their own homes.

**And I want to thank my brother for being the inspiration to make that happen!**

*Jeff Grisenthwaite is an award-winning board game designer and creator of Outfox the Fox, Positano, Soothsayer and many more, happily living with his wife, kids and cats near Chicago. Jeff also hosts weekly virtual playtesting with Break My Game.*





## ALLIANCE GAME DISTRIBUTORS

## SPOTLIGHT ON



### GAME TRADE MAGAZINE #312

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 312 .....\$3.99

ART FROM PREVIOUS ISSUE

## ABSOLUTE TABLETOP



### AETHER NEXUS RPG

*Aether Nexus* is a fantasy TTRPG of mecha and magic powered by *The Mecha Hack*. Discover a high fantasy world shattered by calamity and preserved by aetheric knights clad in artifact armor. Inspired by such properties as *The Vision of Escaflowne*, *Nausica of the Valley of Wind*, and *Aura Battler Dunbine*, *Aether Nexus* features a full ruleset, unique player options for customizing aetheric knights and their Apparatus, and a host of Game Master tools to help build harrowing adventures across an exciting fantasy setting.

ABT AN01REGENT .....\$28.95



### THE MECHA HACK RPG: MISSION MANUAL

*The Mecha Hack: Mission Manual* is the jam-packed follow-up to our Platinum-bestselling rules-lite mecha roleplaying game, *The Mecha Hack*. In addition to new rules, enemies, and player options, this 100+ page supplement includes more than 40 one-page missions, comprising everything from training missions, action-packed skirmishes, high-octane chases, perilous salvage, and everything in between.

ABT MH02REGENT .....\$23.95

## ALDERAC ENTERTAINMENT GROUP

### CUBITOS: FOWL PLAY EXPANSION

Competition for the annual Cube Cup is heating up. Two new colors of dice have joined the race, complete with awesome ability cards. Exciting new ability cards are also included for the base games original eight colors. A double-sided racetrack features new rewards and hazardous obstacles. Additional components allow you to race with up to 6 players. The runners are in position and the countdown has begun, so be fast or be last!

AEG 1016 .....\$39.99



## SPOTLIGHT ON



### MISFIT HEROES

After a bizarre interdimensional event of massive proportions, Earth as we know it has been forever altered when a fantastic realm merged with ours.

AEG 1013 .....\$39.99



### SPACE BASE: GENESIS EXPANSION

A New Addition to the *Space Base* Galaxy! *Genesis* is an expansion for every *Space Base* player, providing massive card variety and additional paths to victory for experienced players, and only a few simple rules for newer players. Following the discovery of alien technology on Terra Proxima, the U.E.S. Science Corps worked feverishly to unlock its mysteries. Only one breakthrough emerged, but it has revolutionized hypernet travel. A new fleet with experimental drives and terraforming foundries are ready at your command!

AEG 1017 .....\$29.99



### TINY TOWNS: ARCHITECTS EXPANSION

Mayors new and old, it's time to get creative with your city plan! Architects have been cooking up innovative building techniques using wild resources that allow for a bit of flexibility. They've also designed cozy cabins as an alternative to cottages. New monuments are under construction, including one that moves from place to place, and another that gives you an additional, tinier town. On top of this, every building is getting a renovation to enhance its facade. With 30 new buildings and monuments, there's never been a better time to build a tiny town!

AEG 1018 .....\$29.99

## ALLIGATOR ALLEY ENTERTAINMENT



### PHANTASY STAR RPG

Forge Your Hero and battle Against the Forces of Eternal Darkness. The *Phantasy Star Tabletop* RPG is a cooperative, storytelling game where you and your friends take on the roles of heroic protagonists in a boundless universe based on the popular *Phantasy Star* video game series. Gather your party of galactic heroes and embark on quests to explore and safeguard the galaxy from cosmic threats, tyrannical empires, and ancient evils. Build a diverse cast of characters using your favorite archetypes such as Hunters, Rangers, Mystics, and more.

AAE PS1000 .....\$69.99



## APE GAMES



### CHAOS COVE

A resounding bell tolls, signaling the epic battle that awaits. Ever vigilant, you assemble your team, scour your stockpiles for supplies, and arm yourselves to confront the ruthless hordes of barbarian and pirate invaders. Engage in competition with fellow players to etch your name into the annals of town legend. However, co-operation could be crucial to keep Chaos Cove from the brink of oblivion. in the beloved town of Chaos Cove!

APE 4200.....\$70.00



### DUCK! DUCK! GO!

Each round, choose a movement card from your hand. When it is your turn, race your ducky according to the directions on the card. Be the first ducky to touch all the buoys and get back to the finish drain to win! *Duck! Duck! Go!* Comes with 4 real rubber dummies, and a rubber bird dog. There are over 100 dummies in the set.

APE 0700.....\$25.00



### GREAT DINOSAUR RUSH

The *Great Dinosaur Rush* or the Bone Wars, as they're otherwise called, were a period of incredible advancement in paleontology (discovery of fossils). Players compete to grab bones from the best dig sites, and build new dinosaurs for prestigious museums. Gain notoriety by stealing bones, sabotaging dig sites and otherwise impeding the other paleontologists. Play dirty if you want to win. Just not TOO dirty!

APE 1900.....\$50.00



### IVION: THE BEAR AND THE BADGER

*Ivion* combines the intensity of a fighting game with the strategy of deck-building card games to create an experience unlike any other. In *Ivion*, your deck IS your character, and you build it from a variety of classes and specializations. Each character type has numerous cards from which to choose, along with wildly different playstyles. Mix and match them to create your own, unique character!

APE 3580.....\$40.00



### IVION: THE FALCON AND THE SNAKE

*Ivion* combines the intensity of a fighting game with the strategy of deck-building card games to create an experience unlike any other. In *Ivion*, your deck IS your character, and you build it from a variety of classes and specializations. Each character type has numerous cards from which to choose, along with wildly different playstyles. Mix and match them to create your own, unique character!

APE 3570.....\$40.00



### IVION: THE FOX AND THE FOREST

*The Fox the Forest* sings the song of the wily Survivalist pitted against the terrifying Wilder. The forests of the Skels are rife with twisted abominations, but some would rather an epic saga over a life of peace. Can the intrepid explorer survive nature's wrath?

APE 3560.....\$40.00



### IVION: THE HOUND & THE HARE

In *Ivion: The Hound and The Hare*, you can battle as the wise and faithful Saint or the deceptive and cunning Illusionist. They can battle one another or any other character in the *Ivion* line of games. Enter a painstakingly crafted arena card game where you'll need every tool at your disposal to pull ahead. Tread lightly, for you'll find no mercy here. *Ivion* is quick, strategic, and brutal. Welcome to the most intense and rewarding battle card game experience on the market!

APE 3530.....\$40.00

### IVION: THE KNIGHT & THE LADY

In *Ivion: The Knight and The Lady*, you can battle as the young and zealous Errant or the mysterious and sinister Enchantress. They can battle one another or any other character in the *Ivion* line of games. Enter a painstakingly crafted arena card game where you'll need every tool at your disposal to pull ahead. Tread lightly, for you'll find no mercy here. *Ivion* is quick, strategic, and brutal. Welcome to the most intense and rewarding battle card game experience on the market!

APE 3510.....\$40.00



### IVION: THE NOOSE AND THE GOOSE

*Ivion* combines the intensity of a fighting game with the strategy of deck-building card games to create an experience unlike any other. In *Ivion*, your deck IS your character, and you build it from a variety of classes and specializations. Each character type has numerous cards from which to choose, along with wildly different playstyles. Mix and match them to create your own, unique character!

APE 3590.....\$40.00



### IVION: THE RAM & THE RAVEN

*The Ram the Raven* eternalizes the duel between the stalwart Steward and the enigmatic Watcher. The entire clan watches in horror as their two greatest heroes quarrel over the fate of a child. Will honor or pragmatism prevail?

APE 3550.....\$40.00



### IVION: THE RUNE AND THE RIME

*The Rune the Rime* features the savage Huntsman against the icy Winterborn. Who can survive on the highest mountain peaks of the coldest isles?

APE 3540.....\$40.00

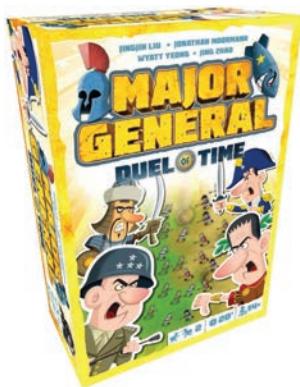


### IVION: THE SUN & THE STARS

In *Ivion: The Sun and The Stars*, you can battle as the fiery and chaotic Invoker or the powerful and stoic Archmage. They can battle one another or any other character in the *Ivion* line of games. Enter a painstakingly crafted arena card game where you'll need every tool at your disposal to pull ahead. Tread lightly, for you'll find no mercy here. *Ivion* is quick, strategic, and brutal.

APE 3520.....\$40.00





### MAJOR GENERAL

Well, there you go getting yourself involved in a Time War! Fortunately, you have the best generals in history on your side! Unfortunately, so does your opponent! Claim the most territory on the battlefield in Major General: Duel of Time! APE 2900.....\$15.00



### ORDER OF THE STICK: ADVENTURE GAME DELUXE EDITION

Dive head first into the world of the inexplicably popular fantasy gaming webcomic, the order of the stick, with the aptly-named the order of the stick adventure game! This *Deluxe Edition* includes the original dungeon of dorukan set and the brand-new expansion deck, the order of the stick adventure game: the shortening. APE 0602.....\$55.00



### PAMPERO: A CLEAN ENERGY GAME

*Pampero* is a hand management, card driven action selection game. Every player has a identical starting hand of 8 cards, to be played on an action board on their tableau, which contains two rows of spaces to activate actions on the different sectors of the board. On your turn you will have the option to play one card to the leftmost empty space of any row, pay the cost for that space (depending which zone on the board the action will take place - A, B, or C), and take the action. APE 4100.....\$150.00



### PAMPERO: CLEAR SKIES STRETCH GOAL EXPANSION

The *Clear Skies* expansion is a collection of stretch goals from the Pampero Kickstarter. Included are additional components that can be used with the existing base game rules, as well as three new game concepts: Private Industries, Investor Tendencies, Companies APE 4120.....\$30.00



### PAMPERO: NATURE EXPANSION

The installation of wind farms can have an impact on the natural habitat of the surrounding fauna and flora. The government has programs that reward the protection of this habitat. A new action lets players score points for nature reserves near their transformers. APE 4110.....\$25.00



### PLUNDERBUND

*Plunderbund* combines the innate corruption and profiteering of prohibition Chicago and the lawlessness of the fantasy setting, the Sprawl. It's an era before cell phones, e-commerce and customer relationship management tools, an honest guild had to get business the hard way: thieving, sorcery, money laundering and bribery. Each player will lead a guild with the power to decide where your finite resources are invested. APE 3400.....\$55.00



### RARRR!!

*RARRR!!* is the earth-shaking card game of brutal battles between Kaiju - colossal Japanese movie monsters! Using Katakana cards, each player creates a monster, builds up its terrifying power, and then unleashes it against other creatures to ravage the world's greatest cities. But be careful how you spend your power - there are a lot of cities to stomp! APE 1400.....\$20.00



### ROLLING FREIGHT

Take on the role of a rail baron during the burgeoning days of building railroad in the U.S. Roll custom dice and use the results to perform actions. Players are never at a loss for things to do since some actions require dice of certain colors and others can be done with any dice. Buy rail contracts and build them to stretch your line across the country. Move cargo across your rail to score. APE 1000.....\$70.00



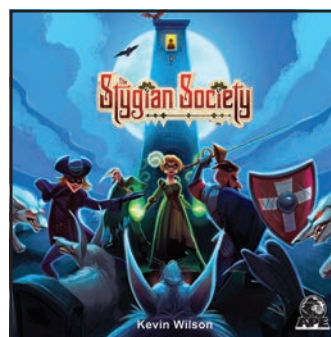
### ROLLING FREIGHT: TX MAPS

Originally used as a demo tool at conventions. Now you can get this map for your collection! APE 1002.....\$20.00



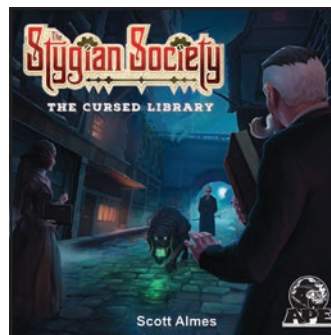
### STORYTAILORS

Once upon a time, when adults were small children and loved adventure stories, Wilfried and Marie found a magic story book. The Kids could visit its different stories and soon befriended its funny animal characters... Build a story during kid-first family game night and read it as a bedtime story! become tomorrow's dandy steersman. APE 4400.....\$40.00



### THE STYGIAN SOCIETY

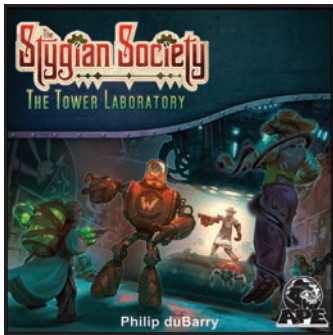
The *Stygian Society* is a cooperative cube tower adventure. Instead of rolling dice, players drop cubes matching their selected skills into the tower. Some cubes will stick inside, but players and game-controlled enemies alike can use cubes that fall from the tower's mouth. Cubes landing in the fenced crypt count double! Defeat the evil wizard on the top floor and become legends! APE 3300.....\$70.00



### THE STYGIAN SOCIETY: THE CURSED LIBRARY

Take on the tower in a whole new way! Villains from classic literature have taken form and occupy the library! Defeat them to acquire worth characters that will help you fight your way up the tower. The fate of the world once again depends on The *Stygian Society*! APE 3320.....\$30.00

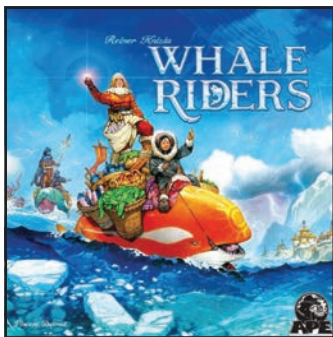




### THE STYGIAN SOCIETY: THE TOWER LABORATORY

Our fate once again depends on *The Stygian Society*! It has been almost 100 years since the heroes put down the wizards in the cemetery tower. Now, the industrial age has awakened a modern evil, and a new breed of heroes wielding 20th century technologies must join forces and rise to the challenge. Working side-by-side, they will rout evil and become the legends of a new age!

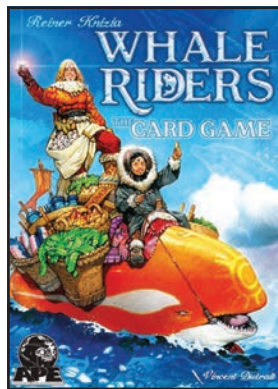
APE 3310.....\$25.00



### WHALE RIDERS

*Whale Riders* is a new design with a classic feel from famed game designer Reiner Knizia. In 45 minutes of play, 2-6 players will race to the end of the Ice Coast and back, buying and selling as many resources as possible, to make the money needed to acquire the richest prizes. Will you skip opportunities to gain the greatest treasures, or will you make your money slowly along the way? Each player has just two actions per turn, but a lot more they will want to accomplish. Sail? Buy? Sell?

APE 4300.....\$40.00

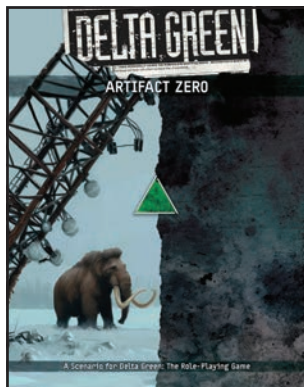


### WHALE RIDERS: THE CARD GAME

The Ice Coast will freeze early and will make the journey for supplies even more dangerous than usual. Many supplies are needed for their clans, and the riders agree to band together and commit to sharing one big consignment in each port. Soon, however, it becomes apparent that the raiders' preferences for the offered consignments differ greatly.

APE 4310.....\$25.00

## ARC DREAM PUBLISHING



### DELTA GREEN RPG: ARTIFACT ZERO

Spring, 1998. A mining company explores a Montana site with seismographs, hoping to find metals worth extracting. Instead it finds what look to be anomalous Native artifacts at depths that make the readings suspicious. Summer, 1999. University researchers scan the site and find erratics, objects that should not be where they are found. They dig up bolts, pieces of machinery, aviator sunglasses, a Rolex wristwatch, a skeleton with a steel surgical pin in its leg and fillings in its teeth buried for five million years.

APU 8155.....\$19.99



### DELTA GREEN RPG: OWLSHEAD MOUNTAIN

Have you heard the legend of Cooter McGee? They never did find the body of that murderous old moonshiner. Every time a hiker or a partying college student vanishes on Owlshead Mountain, people say Cooter McGee did it. They laugh when they say it. But never too loudly. The story of Cooter McGee isn't the only thing to haunt those Vermont woods where the hills rise wild. Now a pair of surveyors have disappeared and Delta Green decides its time to deal with the mystery of Owlshead Mountain once and for all.

APU 8156.....\$19.99



### DELTA GREEN RPG: THE NEW AGE

July, 1997. The controversial religious movement Enols is famously litigious when called a cult and has encouraged adherents to find inspiration and inner power for years with crystal Realizers. To Delta Green, its all ordinary grift and graft until international news outlets report an explosion in the home of a retired Air Force colonel with ties to the biggest defense contractors around. An explosion so strange that Delta Greens leaders have to pull in every favor to keep the photos out of reporters hands. An explosion that centers around the husk of Col. Daniels, merged with the floor and still holding a Realizer tight in its hands. What caused the blast?

APU 8151.....\$24.99

## ARCANE TINMEN

### DRAGON SHIELDS: CHRISTMAS 2025



### BRUSHED ART (100) (DISPLAY 10)

ATM 12128.....\$15.49

### DRAGON SHIELDS: FIRE HORSE 2026



### MATTE DUAL ART (100) (DISPLAY 10)

ATM 12115.....\$22.99



### PLAYMAT - (DISPLAY 20)

ATM 20524.....\$24.99



### PLAYMAT (DISPLAY 20)

ATM 20526.....\$24.99

### DRAGON SHIELDS: (100) MATTE DUAL ART GRAND ARCHIVE (DISPLAY 10)



### ALICE, GOLDEN QUEEN

ATM 16169.....\$22.49



### CHRONOWARP

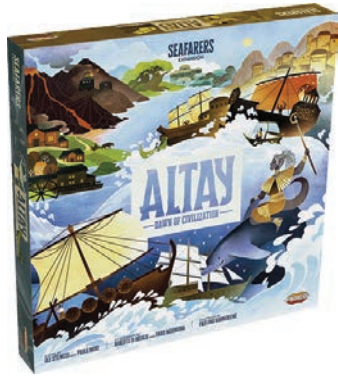
ATM 16170.....\$22.49



### MERLIN, BRILLIANT VESTIGE

ATM 16168.....\$22.49





### ALTAY: DAWN OF CIVILIZATION - SEAFARERS EXPANSION

*Altay - Seafarers* is the first expansion for *Altay - Dawn of Civilization*, opening the gates to the seas and the mysteries of the ancient Waterfolk. Long forgotten by history, these enigmatic people could command the waves with their songs and bend the ocean to their will. This expansion introduces three major additions.

AGS ARTG030 .....\$34.90



### TEDOKU

*Tedoku* is a clever and addictive "roll, flip, and write" game, that combines the logical satisfaction of Sudoku with the spatial challenges of polyomino puzzles. Designed for any number of players Tedoku can be played solo or as a group, as long as each player has a pencil and their own sheet. Each player has a 9x9 grid inspired by Sudoku, and over 20 rounds, they'll fill it using dice rolls and card draws.

AGS ARFG007 .....\$14.90



### THE LAST SPELL: THE BOARD GAME

*The Last Spell: The Board Game* is a tactical cooperative game for 1 to 4 players, set in a grim post-apocalyptic fantasy world and faithfully adapted from the acclaimed video game by Ishtar Games. Players take on the roles of hardened heroes, 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.

AGS TBGB1001 .....\$89.90



### WUNDERWAFEN

*WunderWaffen* is an asymmetric strategy game set during the last months of World War II. It portrays the Allies' race towards Berlin and Germany's desperate attempt to resist until the very end developing new and lethal weapons. The Allies must collaborate to defeat their common enemy, but also compete to emerge as the main winner by conquering the most territories.

AGS ARTG029 .....\$39.90

## THE ARMY PAINTER

## SPOTLIGHT ON



### HOBBY STARTER BRUSH SET

A perfect set for beginners and the budget-conscious painter! Three essential and easy-to-use brushes to get you started on your miniature painting journey. Each brush features high-quality synthetic bristles, made to last and perform, along with a comfortable grip.

TAP TL5067 .....\$21.59

## SPOTLIGHT ON



### MASTERCLASS DRYBRUSH SET

Essential drybrushes for any artist seeking to add texture and depth to their work. The natural goat hair offers a soft, controlled application ideal for blending and drybrushing techniques. The dome-shaped heads enable a gentle touch for subtle, refined results. Available in three-sizes and can be used on miniatures of all scales, terrain, vehicles, and monsters.

TAP TL5065 .....\$25.91



### MEGA BRUSH SET

Every Wargamer brush in one set! Experience the high-performance Bionic Bristles found only on the Wargamer brushes. This new synthetic brush technology offers unmatched precision and durability, perfect for every painting task. Ideal for hobbyists who demand performance and versatility.

TAP TL5070 .....\$97.19

## SPOTLIGHT ON



### MINIATURE CHIPPING BRUSH SET

TAP TL5069 .....\$8.63



### MONSTER CHIPPING BRUSH SET

TAP TL5068 .....\$8.63



### MOST WANTED BRUSH SET

TAP TL5066 .....\$31.31

## WARGAMER BRUSHES



### BASECOATING

TAP BR7039 .....\$12.95

### DETAIL

TAP BR7037 .....\$10.79





**INSANE DETAIL**  
TAP BR7036 .....\$10.79

**THE PSYCHO**  
TAP BR7041 .....\$10.79



**LARGE VEHICLE & SCENERY**  
TAP BR7040 .....\$9.71

**SPEEDPAINT**  
TAP BR7045 .....\$11.87



**LAYERING**  
TAP BR7038 .....\$10.79

**BANDAI CO.**

**DIGIMON CARD GAME**

**DIGIMON TCG: DIGIMON GENERATION ADVANCED BOOSTER DISPLAY (12) (AD-01)**  
Reprints of cards that shine in the competition scene are included! In addition, new cards have been added to further strengthen existing decks. All cards in the lineup will have the luxurious processing of foil cards or be even more luxurious. In addition to alt-arts that shine gold, there will also be alt-arts recreating famous scenes from the anime! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2848522.....PI



**DRAGON BALL SUPER FUSION WORLD TCG: OFFICIAL SLEEVES 04 DISPLAY (12)**  
2nd Anniversary special item: features sleeve designs using Leader illustrations from the 2nd Anniversary Booster [FB09]. Premium character lineup: 4 different Saiyan characters featured across designs. High demand expected: Anniversary-themed items and accessories are anticipated to generate strong interest among both players and collectors. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 9058139.....PI

**SPOTLIGHT ON**



**GUNDAM TCG: PREMIUM COLLECTION GUNDAM ASSEMBLE SET - GQUUUUUUX DISPLAY (4) (PC02A)**  
New product type: Each set includes 3 different *Gundam Assemble* miniatures featuring characters from Iron-Blooded Orphans and GQUUUUUUX. Alt-Art lineup: Each set contains 14 alt-art cards (2 copies each of 7 types), all featuring holographic and textured foiling. Exclusive bonus pack: Every set includes 1 Bonus Pack with 1 of 5 new EX Resource Cards (Collect all 10 across both products). Strong crossover appeal: Perfect for players enhancing their decks, as well as collectors and Gundam fans who value premium miniature items. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2820797.....PI

**GUNDAM TCG: PREMIUM COLLECTION GUNDAM ASSEMBLE SET - IRON BLOODED ORPHANS DISPLAY (4) (PC01A)**  
New product type: Each set includes 3 different *Gundam Assemble* miniatures featuring characters from Iron-Blooded Orphans and GQUUUUUUX. Alt-Art lineup: Each set contains 14 alt-art cards (2 copies each of 7 types), all featuring holographic and textured foiling. Exclusive bonus pack: Every set includes 1 Bonus Pack with 1 of 5 new EX Resource Cards (Collect all 10 across both products). Strong crossover appeal: Perfect for players enhancing their decks, as well as collectors and Gundam fans who value premium miniature items. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2820796.....PI

**GUNDAM TCG: SET 04 BOOSTER DISPLAY (24) (GD04)**  
New series debut: characters and Mobile Suits from new *Gundam* series join the GCG lineup, while also expanding decks built from earlier sets. Collector friendly: includes a large selection of alternate-art cards across various rarities for both players and collectors. Dynamic gameplay: new strategies and mechanics provide exciting, skill-based gameplay. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2839365.....PI

**GUNDAM TCG: ULTIMATE DECK 01 STARTER DISPLAY (6) (ST09)**  
SEED Destiny debut: featuring characters and Mobile Suits from SEED Destiny, making their first appearance in the GCG! First-ever Ultimate Deck with new dice included: includes 22 extra cards to customize your deck, and for the first time, the highly anticipated dice are included. These new color dice come in response to strong player demand, making this deck even more special. Plus, it also contains a Bonus Pack with 1 of 10 exclusive Ultimate Deck cards in textured holographic foil. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2839368.....PI

**SPOTLIGHT ON**



**ONE PIECE TCG: BOOSTER DISPLAY (24) (OP15-EB04)**  
OP-15s main theme is Sky Island! A member of the Straw Hat Crew becomes a Leader for the very first time. Contains the second half of EB04cards! Receive an extra Bonus Pack as a Box Topper. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2835213.....PI

**ONE PIECE TCG: DOUBLE PACK SET DISPLAY (8) (DP-10)**  
OP-15s main theme is Sky Island! A member of the Straw Hat Crew becomes a Leader for the very first time. Contains the second half of EB04cards! Receive an extra Bonus Pack as a Box Topper. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 2835215.....PI

**ONE PIECE TCG: OFFICIAL SLEEVES SET 14 DISPLAY (12)**  
Contains 12 assorted One Piece sleeve packs with 70 sleeves each. Four different designs. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
BAN 9056871.....PI



## BARREL AGED GAMES



### WANTED WOMBATS

In *Wanted Wombats*, players are predicting the top card of a small deck. The card is revealed and if they are correct, they momentarily collect the card and can choose to continue or stop. If they are incorrect, they lose their collected cards. The first player to collect \$15,000 worth of wombats wins.

BAG 06100.....\$16.99

## BATTLE SYSTEMS



### MALADUM: THE FORBIDDEN CREED EXPANSION

This narrative expansion for *Maladum* takes you to the ruined keep of Duhn-Linn and introduces the perils of Forbidden Magic. All the new gameplay elements can be experienced through a new narrative campaign or integrated into your other games.

BST MDE003.....\$69.99

## BOARD & DICE

### SPOTLIGHT ON



### NUCLEUM

When Elsa von Frhlingsfeld presented her invention to King Frederik Augustus II of Saxony, people thought it was trickery. She used the recently isolated element Uranium to heat up a jar of water and used the resulting steam to power an engine that kept the Uranium active via a process she called atomization. Her device, the Nucleum, ushered in a new era of energy and prosperity over the next decades. Saxony went from a minor regional power to the hub of European science and engineering.

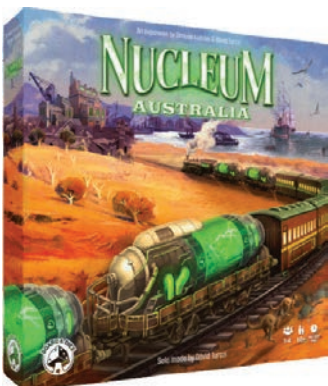
BND 0076.....\$70.00



### NUCLEUM: COURT OF PROGRESS EXPANSION

As the 19th century draws to a close, the monarchies of Europe struggle to stay relevant in this rapidly changing age. Whether its the court of King Frederik in Saxony or the court of the aging Queen Victoria of the British Empire trying to maintain rule over the faraway riches of Australia, they must all contend with the rising political forces clamoring to secure their piece of the pie in the nuclear revolution. As ideologies clash in parliaments, entrepreneurs like yourself must do their best to make sure they have plenty of friends in the halls of power.

BND 0105.....\$25.00

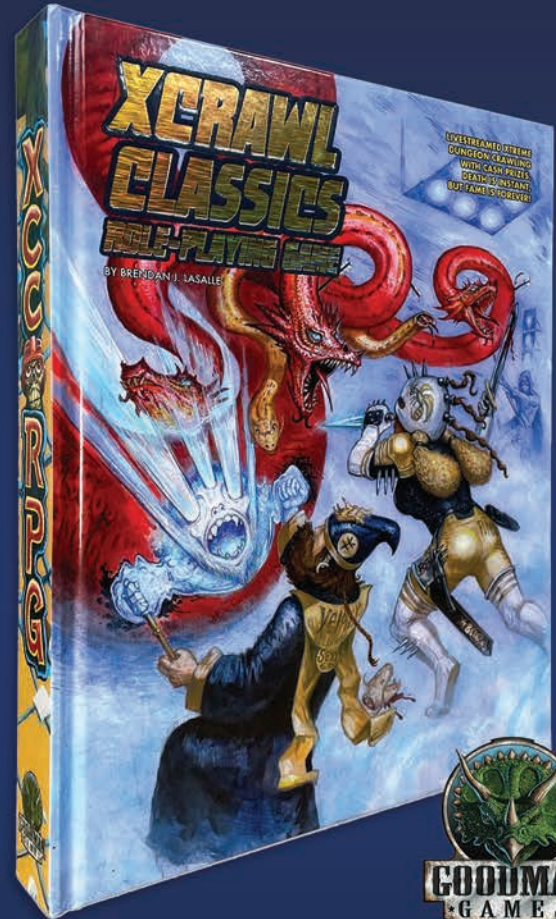


### NUCLEUM: AUSTRALIA EXPANSION

Saxony's energy revolution was so impactful that everyone wanted to start using Nucleums in their regions. Australia's huge deposits of uranium were ripe for the taking, leading to visionaries lured by the vast number of possibilities visiting the continent and changing it into a new global power. Here, these entrepreneurs have to face new challenges presented by the sheer size of the continent.

BND 0084.....\$30.00

# FAME & GLORY!



GMGXCC1 | \$59.99

AVAILABLE  
NOW!

**XCRAWL  
CLASSICS**  
ROLE-PLAYING GAME

GAMES

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

GTM

DEC  
2025

33





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



**NUCLEUM: ENERGY RESEARCH INSTITUTE EXPANSION**

As the Twentieth Century dawns, the world is forever changed. Fueled by the Uranium Revolution, a new era of prosperity is here. The rich, the powerful, the free spirited... They all want a slice of the new life. Lucky for them, the energy consortiums working all over the planet, from Saxony to Australia, are more than happy to sell a few shares for extra investments. With these seemingly inexhaustible new sources of funding more and more entrepreneurs dared to set up their own experiment, and set out to make their own glowing bright green path to success!

BND 0125.....\$30.00



**NUCLEUM: METAL COINS**

If you are not feeling the weight of your decision with each spent coin, we have a solution for that. Our finely crafted metal coins greatly enhance the immersion in the industrial world of *Nucleum*. These deep-relief zinc alloy coins are an amazing upgrade for an amazing game.

BND 0104.....\$25.00

**NUCLEUM: PATRONS SET BOOSTER**

This mini expansion brings Patron Cards into the game. Each Patron Card belongs to the specific Experiment board. In the base game those Experiments are distinguished by letters only. Now, on every Patron card you can see the occupation of each Patron associated with the specific Experiment along with their description and image depicting them.

BND 0106.....\$8.00



**TEOTIHUACAN: CITY OF GODS**

Travel back in time to the greatest city in Mesoamerica. Witness the glory and the twilight of the powerful pre-Columbian civilization. Strategize, accrue wealth, gain the favour of the gods, and become the builder of the magnificent Pyramid of the Sun. In *Teotihuacan: City of Gods*, each player commands a force of worker dice, which grow in strength with every move. While managing their workforce and resources, players develop new technologies, climb the steps of the three great temples, build houses for the inhabitants of the city, and raise the legendary and breath-taking Pyramid of the Sun in the center of the city.

BND NSK024.....\$55.00

**TEOTIHUACAN: 5TH PLAYER EXPANSION**

*Teotihuacan: City of Gods 5th Player Expansion* includes components so that a fifth player can play *Teotihuacan: City of Gods* as well as common workers that can be moved and used by any player and the Increased Workforce module.

BND 0079.....\$35.00



**TEOTIHUACAN: EXPANSION PERIOD EXPANSION**

*Teotihuacan* is expanding into an empire! The city is growing beyond its old borders, military expeditions project its influence all the way to the Yucatan Peninsula. Fighting men become settlers, new resources are discovered, and the wealth brought by obsidian draws in new discoveries. *Teotihuacan: Expansion Period* is a modular expansion for *Teotihuacan: City of Gods*.

BND 0053.....\$35.00



**TEOTIHUACAN: SHADOW OF XITLE EXPANSION**

The devastating force of the eruption of Xitle completely buried and destroyed Cuicuilco and Copilco, both significant civic and religious cities. The survivors have scattered across Mesoamerica, many settling in and around Teotihuacan. The rapid infusion results in accelerated growth of Teotihuacan and leads to the adoption of new technologies as Teotihuacan establishes itself as a seat of power in the region. *Teotihuacan: Shadow of Xitle* adds ten new technologies and ten new starting tiles to the game.

BND 0047.....\$18.00

**TEOTIHUACAN: LATE PRECLASSIC PERIOD EXPANSION**

Teotihuacan is bustling with action! The city is ever expanding and growing, drawing inhabitants from nearby areas to make Teotihuacan their new home. A glorious new temple has just been constructed, attracting local governors to seek the blessings of the gods as they continue to build and decorate the city. With the rapid progress also come new challenges, as the influx of people and activity demand adaptability to the seasons of change.

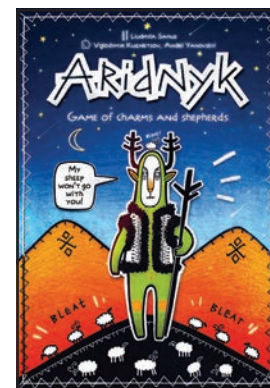
BND 0041.....\$35.00

**BOARDOVA**

**ARIDNYK**

In *Aridnyk*, you will play as shepherds who take their flocks to the mountains in the spring and travel until the fall, looking for the best pastures, meeting the ancient spirits of the Carpathians, and implementing their intricate plots. The game is based on the mythology and legend of the Hutsuls a Ukrainian ethnical group from the Carpathian mountains, who through the centuries developed a unique culture, the amazing blend of Christian and pagan traditions, together with the tough highlander customs.

BRV ARBGEN01.....\$48.00



**BREXWERX GAMES**



**8-LEGGED PEACOCK**

Wave right! Wave left! Put your fan up and rumble rump!! *8-Legged Peacock* is quick draft-and-match card game about the mating dance of Maratus spiders, a.k.a., peacock spiders. Match male dance move cards to the color and moves of your Maratus female card. Each round, players draft eight cards, then score points depending on symbols and colors. Mate tokens are awarded for getting specific dance combos. After a set number of rounds, points are added up and bonus points are awarded for collected cards and sets of mate tokens.

BXW 888.....\$19.95





## FEATURED ITEM

**BATTLETECH: ACES - SCOURING SANDS CAMPAIGN BOX**

The Jade Falcon push to Terra for the ilClan trial tore through many worlds of the Inner Sphere region known as the Hinterlands. Left behind and abandoned due to his clans frantic dash, a remnant Jade Falcon Star Captain stands in the way of the nearby Alynia Mercantile League. The AML cannot abide this, and has sent out the call for enterprising mercenaries. Answer that call, build your own force of BattleMechs, and take advantage of powerful pilot Edge Abilities.

CAT 35490..... \$79.99

## SPOTLIGHT ON

**KUNG FU PANDA: STREET FOOD SHOWDOWN**

Juniper City! Po can hardly believe his eyes. The hustle, the bustle, the grandeur, the... FOOD! He simply has to try everything! After all, the Dragon Warrior can't epically kick butt on an empty stomach now, can he? Can you help him by building the biggest and best Combo Bowls the streets of Juniper City have to offer?

CAT 55081..... \$19.99

**LEVIATHANS: GREAT WAR - STARTER BOX**

*Leviathans* is a tabletop miniatures game that uses the innovative modular dice system of color-coded dice and easy-to-read physical record-keeping cards that allow for quick and easy play while retaining the depth of strategy that will encourage repeat play. This expands on the original edition, adding new abilities, ships and factions past what was in the original edition, while advancing the timeline directly into the The Great War era.

CAT 32000..... \$69.99

**PENDRAGON RPG: THE SAUVAGE KING**

*Pendragon: The Savage King* is a great collection of scenarios; a massive sandbox-style adventure, a horrifying quest, two one-shot scenarios designed to be played in a single sessions, and three random adventure generators. The *Pendragon: Core Rulebook* or the *Pendragon: Starter Set* are required to use this book.

CHA 2735-H..... \$29.99

## CHESSEX MANUFACTURING

**FESTIVE: MEGA-HEDRAL DAHLIA/WHITE 7-DIE SET**

CHX 22553..... \$22.98

**FESTIVE: MEGA-HEDRAL POP ART/BLUE 7-DIE SET**

CHX 22544..... \$22.98

**GLITTER: MEGA-HEDRAL RUBY/GOLD 7-DIE SET**

CHX 22504..... \$22.98

**LUMINARY: MEGA-HEDRAL SKY/SILVER 7-DIE SET**

CHX 22566..... \$22.98

**MARBLE: MEGA-HEDRAL OXI-COPPER/WHITE 7-DIE SET**

CHX 22403..... \$22.98

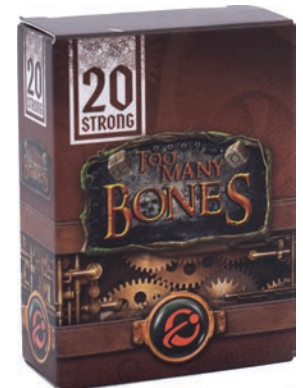
**MEGA-HEDRAL DICE: WAVE 2 SET SAMPLER (12 SETS)**

CHX 22113..... \$275.76

**SCARAB: MEGA-HEDRAL BLUE BLOOD/GOLD 7-DIE SET**

CHX 22419..... \$22.98

## CHIP THEORY GAMES

**20 STRONG: ADD-ON DECK - TOO MANY BONES**

*20 Strong* is a new solo game system of dice rolling, strategic decisions, and resource management. Playable in 30-40 minutes, the *20 Strong* system can be applied across multiple decks, each with their own unique challenging mechanics. *20 Strong: Too Many Bones* takes you on a bite-sized adventure through the world of TMB, with a deck stacked full of treasures and tyrant encounters.

CTG STR-ADD-001..... \$19.95





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



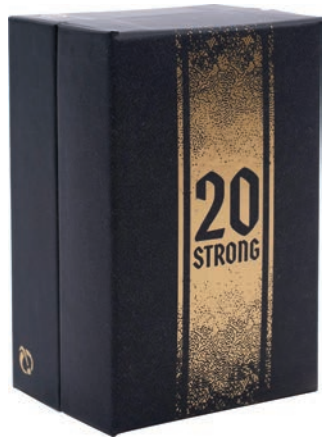
20 STRONG: ADD-ON DECK - VICTORIUM

20 Strong is a new solo game system of dice rolling, strategic decisions, and resource management. Playable in 30-40 minutes, the 20 Strong system can be applied across multiple decks, each with their own unique challenging mechanics. 20 Strong: Victorium drops you into the world of Hoplomachus, battling fearsome scions and facing off against other heroes in deadly primus battles.
CTG STR-ADD-002 .....\$19.95



20 STRONG: TANGLEWOODS - ADD-ON DECK, GOLD

This deck is juuuust right! Tanglewoods: Gold centers around the story of Goldilocks and the three bears, and you'll need to defeat all three of the furry beasts on your route to victory. In Tanglewoods: Gold, you will navigate a deck of map cards, matching the directions on your chosen map with a series of fable and enemy cards that will leave you with a dangerous active area if you're not careful. Beware of special Ambush cards that can take you by surprise and throw additional effects and enemies at you.
CTG STR-ADD-005 .....\$19.95



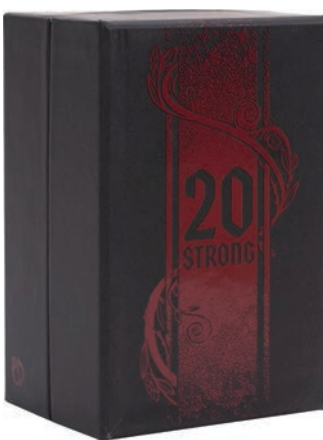
20 STRONG: CORE GAME - SOLAR SENTINELS

20 Strong is a new solo game system of dice rolling, strategic decisions, and resource management. Playable in 30-40 minutes, the 20 Strong system can be applied across multiple decks, each with their own unique challenging mechanics. 20 Strong: Solar Sentinels is the core game, featuring a squad of stellar warriors fighting off an alien invasion.
CTG STR-GAME-001 .....\$29.95



20 STRONG: TANGLEWOODS - ADD-ON DECK, WHITE

This deck may be the fairest of them all... Tanglewoods: White captures the classic tale of Snow White, pitting the hero and her dwarf companions against an Evil Stepmother who has stranded her in the dangerous forest! In this iteration of 20 Strong: Tanglewoods, you will move your character through a wooded grid that shifts and changes with every step you take.
CTG STR-ADD-006 .....\$19.95



20 STRONG: CORE GAME - TANGLEWOODS, RED

Jump into the 20 Strong system with this brand new core box. This core box features everything you need to play any 20 Strong deck. It includes the base 20 Strong rules, 20 dice, a magnetic chip tracker, and the brand new 20 Strong: Tanglewoods Red deck - all in a lovely new core box with red foil accents! Navigate the Tanglewoods while avoiding the Big Bad Wolf's pack. Face off against the shifty denizens of the woods while you make your way to grandmother's house! T
CTG STR-GAME-002 .....\$29.95



FEATURED ITEM



CLOUDSPIRE

Cloudspire is an asymmetrical battle for dominance in the floating world of Ankar. Full of PvP, solo, and co-op options for play, Cloudspire merges several game genres to create a unique hybrid of deterministic combat, strategic kingdom building, and tactical movement never before seen in tabletop gaming. Cloudspire features the industry-best components Chip Theory is known for, including one of the first ever modular neoprene game boards, our heavy unit chips, HD heat transferred dice, and PVC cards and reference sheets that will hold up to heavy play and spills without ever seeing the inside of a card sleeve.

CTG CLD-GAME-001 .....\$149.95



CLOUDSPIRE: HERO'S BOUNTY EXPANSION

Enjoy 34 new events and relics tied to the first seven Cloudspire factions. Hero's Bounty compiles every stretch goal unlocked from Cloudspire's second Kickstarter campaign into a Source-funded campaign of awesome that will kickstart any game of Cloudspire.
CTG CLD-ADD-011 .....\$14.95



CLOUDSPIRE: HORIZON'S WRATH FACTION EXPANSION

Take to the skies with the Horizon's Wrath, a faction expansion for Cloudspire! This tough crew of flying sky pirates is out for plunder, and with their unique fortress tactics, no faction is safe! Featuring the game's only movable fortress and cannons that can shoot across the entire island, the Horizon's Wrath are one of the most unique factions Cloudspire has to offer.
CTG CLD-ADD-006 .....\$29.95



CLOUDSPIRE: PORTAL SEEKERS EXPANSION

Portal Seekers is a gameplay expansion that opens up new possibilities for nearly every aspect of Cloudspire. Featuring two lovely new isles, two new earthscapes (including the game-changing sky earthscape!) and a wide variety of landmark and market chips, Portal Seekers can increase your options in PvP, solo scenarios, and cooperative battles alike!
CTG CLD-ADD-001 .....\$29.95





#### CLOUDSPIRE: PREMIUM HEALTH

Replace the lighter health chips in your game with *Premium Health*! These health chips are heavier than the health chips that come with *Cloudspire*, matching the weight of the unit chips in the game. Premium Health gives you more stable stacks on the table, a custom hard top foil sticker design, and more satisfaction moving your minions across the mat.

CTG CLD-ADD-003.....\$29.95



#### CLOUDSPIRE: SHADA FACTION EXPANSION

Finally, the fury of Ankar's elements has entered the Joining War! The Shada faction expansion brings brand-new terrain-based strategy to *Cloudspire*, as players match their spires and minions to the unique geography of every game. If one element type just isn't enough, look out: minions can combine on Source Wells, creating new powerful combo elements that strike fear into the hearts of their opponents.

CTG CLD-ADD-014.....\$29.95



#### CLOUDSPIRE: THE GRIEVE EXPANSION FACTION

Beware the swarm! Expand your collection with the *Grieve*, the first expansion faction in the world of *Cloudspire*. The insectoid amphibious race boasts a spectacular mobility with its subterranean tunnel system, which allows its minions and heroes to deploy from unexpected places on the battlefield. The *Grieve*'s constant drive for self-improvement is exemplified in its use of the evolution pit, which can allow its forces to upgrade while they march toward their target.

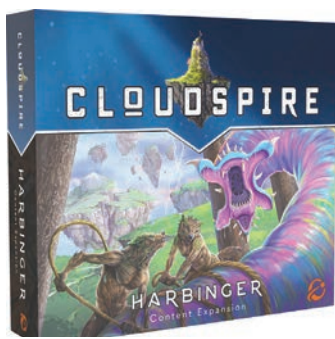
CTG CLD-ADD-002.....\$29.95



#### CLOUDSPIRE: THE GRAFT FACTION EXPANSION

No one is safe from the Graft, a menacing new faction expansion that has entered *Cloudspire*'s Joining War. This mindless mega-organism has no goal but absorption, and with its mobile hero fortress, combined versions of existing minions, and parasitic foot soldiers, it is more than a match for anything Ankar can throw at it.

CTG CLD-ADD-013.....\$29.95



#### CLOUDSPIRE: THE HARBINGERS FACTION

The time has come for the Joining War to end. In the *Cloudspire: Harbinger* expansion, players will be met with a series of solo scenarios that allow new faction combinations and bring the epic story of *Cloudspire* to its conclusion. The expansion also features new neoprene isle hexes, new market and landmark chips, and three new spire/hero upgrade chip types!

CTG CLD-ADD-012.....\$34.95



#### CLOUDSPIRE: THE KEEL FACTION EXPANSION

The Joining War has been too destructive, and the Keel have come to finish it! This new faction expansion for *Cloudspire* features the battlelike residents of Ankar's underbelly, now topside and wielding powerful darkness-based void weapons. Featuring a unique upgrading mechanic heavily focused on spire placement and board control, the Keel will have you thinking ahead with every decision.

CTG CLD-ADD-015.....\$29.95

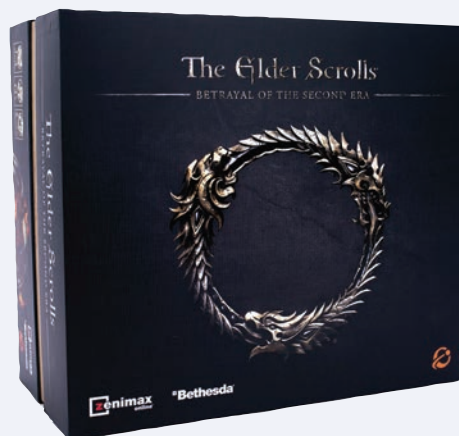
#### CLOUDSPIRE: THE UPRISING FACTION & CONTENT EXPANSION

Make yours mercenary with The Uprising! This *Cloudspire* faction is a collection of rogues, bounty hunters and thieves hired from the Market, making its strategies as deadly as they are chaotic. Plus, The Uprising faction doubles as a market expansion, as it's chock full of merc chips that can be used in any *Cloudspire* game!

CTG CLD-ADD-007.....\$29.95



## SPOTLIGHT ON



#### THE ELDER SCROLLS: BETRAYAL OF THE SECOND ERA

Boasting an epic scope and hours of replayability, *The Elder Scrolls: Betrayal of the Second Era* is the new Chip Theory Game set in the rich world of *The Elder Scrolls*. In this wide-ranging game of exploration, adventure, and combat, players will build their character, enter mysterious dungeons, and complete quests all around the world of Tamriel as they seek to stave off a dark future for the continent. With a wealth of branching character options, enemies and quests right out of the box, no two plays will ever be the same. Do you have what it takes to save Tamriel?

CTG TES-GAME-001.....\$224.95

#### THE ELDER SCROLLS: BETRAYAL OF THE SECOND ERA - VALENWOOD EXPANSION

Explore the mysterious forests of Valenwood, which are known for the sylvan Bosmer and the region's famous migratory trees. Discover new frontiers and new adventures that tie into the overall story of *Betrayal of the Second Era*.

CTG TES-ADD-001.....\$44.95



#### FIGHT 5

In this innovative reimagining of the classic game War, players clash against their opponents across five stacks - no matter the player count! From the minds of Aaron Hein and Manny Trembley, *Fight 5* is an elemental tug-of-war for 2-5 players. In each of the five rounds, players will draw five cards and challenge their opponents for control of five different stacks. Win the clash and take the cards for endgame scoring! Did you tie? Then that stack only grows bigger (and more valuable) for the next clash.

CTG NF5-GAME-001.....\$14.95





**HOPLOMACHUS: REMASTERED**  
 Enter the arena again, for the first time! *Hoplomachus: Remastered* is a gladiatorial combat game set in mythic first century AD. Play as one of seven factions in an easy to learn, difficult to master ruleset of squad-based tactics, holding your own in an arena against other warriors and beasts from other worlds. Featuring play modes for solo, two-player co-op, and PVP up to four players, *Hoplomachus: Remastered* is an epic collection of the very best content from Chip Theory classics *Hoplomachus: The Lost Cities* and *Hoplomachus: The Rise of Rome*.  
 CTG VIC-GAME-002.....\$129.95



**HOPLOMACHUS: VICTORIUM**  
 The squad tactics love letter to solo gaming! *Hoplomachus: Victorium* casts you as one of eight epic heroes on a worldwide journey to prevent the apocalypse. As you travel the world, you will build a squad of elite gladiators, gaining strength until you are powerful enough to take on Pluto, lord of the underworld! *Hoplomachus: Victorium* is Chip Theory Games' first solo-only game, an immersive tactical system that is easy to learn and difficult to master.  
 CTG VIC-GAME-001.....\$149.95



**NEON REIGN**  
 In *Neon Reign*, 2 players choose among a slew of stylish and unique characters, and engage in a fast-paced game that combines the excitement of arcade-style fighting games with strategic card dueling. Or you can play solo, tackling a CPU automa. The debut title from Neon Knight Games, a collaboration between Manny Trembley and Chip Theory Games, *Neon Reign* is sure to deliver an action-packed experience every time!  
 CTG NRN-GAME-001 .....\$24.95



# FEATURED ITEM

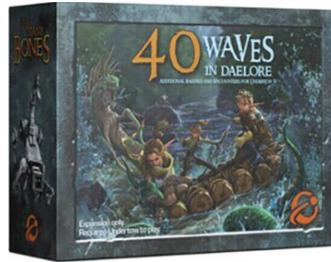


**TOO MANY BONES**  
 Welcome to *Too Many Bones*, the widely-acclaimed dice-builder RPG for 1-4 players. Assemble your party of Gearlocs and journey to face the ferocious tyrants of Ebonheart. New encounters will test you each day, with many playing out on the Battle Mat – a 4x4 grid where Gearlocs and Baddies will move, attack, and defend in tight quarters until one side emerges victorious. Encounters provide opportunities to gain Loot, earn Training Points, and test your newly acquired Skills.  
 CTG TMB-GAME-001 .....\$149.95

**TOO MANY BONES: 40 CAVES IN DAELORE EXPANSION**  
 These caves are bigger than anyone thought possible! *40 Caves in Daelore* throws you into the deadly tunnels under The Break, with new Encounters and Baddies designed for the mechanics of *Too Many Bones: Unbreakable*.  
 CTG TMB-ADD-038 .....\$29.95



**TOO MANY BONES: 40 DAYS IN DAELORE EXPANSION**  
*40 Days in Daelore* adds 40 new Encounters and 15 unique Baddies to your existing *Too Many Bones* game. Add a ton of variety and challenge to the table. With *40 Days of Daelore*, you'll never know what's coming next. A myriad of new challenges await you. New battles to win. New decisions to fret over. New characters to meet. New Baddies to slay.  
 CTG TMB-ADD-012 .....\$29.95



**TOO MANY BONES: 40 WAVES IN DAELORE EXPANSION**  
 Have you seen all the Sibrion River has to offer? Think again. *40 Waves in Daelore* sails in with a host of new *Too Many Bones* Encounters and Baddies, all designed for the mechanics of *Too Many Bones: Undertow*.  
 CTG TMB-ADD-029 .....\$29.95



**TOO MANY BONES: ALLY PACK**  
 Add some character to your chip stacks! The *Too Many Bones Ally Pack* adds six chips for all your favorite Gearloc companions. No longer just a die on a stack of health chips, Tink's spiderbots and Ghillie's pets now have chips of their own, containing brand new artwork from Anthony LeTourneau and helpful Skill reminders.  
 CTG TMB-ADD-015 .....\$9.95

**TOO MANY BONES: CHARACTER ADD-ON - GASKET**  
 Using its water-powered abilities, Gasket can rearrange the battlefield and use several powerful directives to help achieve victory. Gasket comes with its own set of 21 custom dice, a weighted character chip, a closable dice holder, and a neoprene character mat.  
 CTG TMB-ADD-013 .....\$29.95



**TOO MANY BONES: BRASSMAG MINIATURES**  
 Add some absolutely incredible table presence to your *Too Many Bones* adventures with these deluxe metal miniatures!  
 CTG TMB-ADD-042 .....\$99.95



**TOO MANY BONES: CHARACTER ADD-ON - CARCASS**  
 Enhance your *Too Many Bones* experience by adding *Carcass*, the Survivalist! Baddies are back on the menu! *Carcass*, the survivalist Gearloc, is never one to let an enemy go to waste. If he collects a Baddie, you can be sure he'll salvage every piece of it, with recipes that transform his fallen foes into buffs and heals for himself and his party.  
 CTG TMB-ADD-031 .....\$29.95



**TOO MANY BONES: CHARACTER ADD-ON - DART**  
 With her companion "Boar'd" and numerous toxins to throw at baddies, Dart gives you powerful crowd control options and a whole new way to play the game. Dart comes with her own set of 21 beautiful custom dice, two chips (Dart and Boar'd), closable dice holder, and a double-sided and edge-stitched neoprene character mat.  
 CTG TMB-ADD-023 .....\$29.95





**TOO MANY BONES:  
CHARACTER ADD-ON - GHILLIE**

Summon companions onto the Battle Mat to create havoc for the toughest Baddies. Use ranged attacks for invaluable versatility for both solo and group adventuring. Ghillie comes with his own set of 21 custom dice, a weighted character chip, a closable dice holder, and an edge-stitched neoprene character mat.

CTG TMB-ADD-001 .....\$29.95

**TOO MANY BONES:  
CHARACTER ADD-ON - LAB RATS**

Swapping the proper character in and out equipped with the proper equipment for the situation creates a brand new brain-bending approach to existing TMB strategies. The Lab Rats come with 21 beautiful custom dice, nine chips (one for each intern and five 3HP chips), a closable dice holder, and four edge-stitched neoprene character mats.

CTG TMB-ADD-024 .....\$29.95

**TOO MANY BONES:  
CHARACTER ADD-ON - NUGGET**

Add attachments for a unique brand of mechanical carnage. Tink is the most complex Gearloc to play, but often the most rewarding. Tink comes with his own set of 21 custom dice, a weighted character chip, a closable dice holder, and an edge-stitched neoprene character mat.

CTG TMB-ADD-003 .....\$29.95

**TOO MANY BONES:  
CHARACTER ADD-ON - POLARIS**

Polaris's power lies in her Trajectory Board, where she place powerful magnetic orbs that manipulate the flow of combat. Whether dealing massive recall damage, manipulating magnetic fields to pass through Baddies, restoring health with her positive vibes, or even cave-diving for rare minerals during the Recovery Phase, Polaris is one of the most versatile — and eccentric — Gearlocs in the *Too Many Bones* arsenal.

CTG TMB-ADD-032 .....\$29.95

**TOO MANY BONES:  
CHARACTER ADD-ON - STATIC**

The first playable martial artist in *Too Many Bones*, Static can meditate on turns when he doesn't deal damage, allowing him to save up Dex and unleash blistering attacks when the time is right. Even when not dealing damage, he's a formidable foe, with fighting styles that manipulate his stats, break past enemy defense, and direct baddies to hurt each other.

CTG TMB-ADD-033 .....\$29.95

**TOO MANY BONES:  
CHARACTER ADD-ON - TINK**

Enhance your *Too Many Bones* experience by adding Tink, the Treasure Hunter! Tink adds numerous new tactical options to your party. Find legendary treasure, grab lucky combat bonuses, and use sling stones to perform both ranged and melee attacks! Tink is a versatile Gearloc who is invaluable for both solo and coop play. Tink comes with her own set of 21 custom dice, a weighted character chip, a closable dice holder, and an edge-stitched neoprene character mat.

CTG TMB-ADD-002 .....\$29.95

**TOO MANY BONES:  
PREMIUM HEALTH**

Replace the lighter health chips in your game with *Premium Health!* These health chips are heavier than the health chips that come with *Too Many Bones*.

CTG TMB-ADD-004 .....\$29.95

**TOO MANY BONES: RAGE OF  
TYRANNY EXPANSION**

The Tyrants of Daelore have returned with a vengeance! *Rage of Tyranny* includes alternate mechanics and components for every Tyrant in *Too Many Bones* and *Undertow*, as well as additional starting Day cards for each.

CTG TMB-ADD-030 .....\$29.95

**TOO MANY BONES: THE AGE OF  
TYRANNY EXPANSION**

Connect multiple sessions of *Too Many Bones* with the *Age of Tyranny*! *Age of Tyranny* introduces brand new campaign mechanics to your existing *Too Many Bones* game. Using the Campaign Snapshot Mat, you'll track your progress from game to game. Take out all the Tyrants over consecutive sessions to truly free Daelore from their grip!

CTG TMB-ADD-011 .....\$29.95

**TOO MANY BONES:  
UNBREAKABLE (STAND ALONE  
OR EXPANSION)**

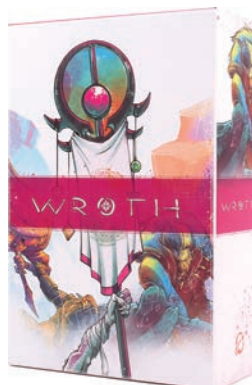
Welcome to *Unbreakable*, a perfect entry point into the *Too Many Bones* universe and a hot, hot, hot time for 1-2 players. Assemble your party of Gearlocs (you can add additional Gearloc characters to play with 3-4 players) and set off to cleanse The Break. Nobulous may be dead, but his machinations are not... The famous Battle Mat is back, but it's overflowing with lava-based mechanics and fiery Baddie types.

CTG TMB-GAME-003 .....\$99.95

**TOO MANY BONES: UNDERTOW  
(STAND ALONE OR EXPANSION)**

Welcome to *Undertow*, a perfect entry point into the *Too Many Bones* universe and a sopping wet adventure for 1-2 players. Assemble your party of Gearlocs (you can add additional Gearloc characters to play with 3-4 players) and set off to uncover the truth. Nobulous and others will be hot on your trail, so travel swiftly through new Encounters. The famous Battle Mat is back, but it's bursting with unpredictable scenarios and gross Baddie types.

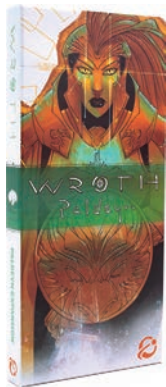
CTG TMB-GAME-002 .....\$99.95

**WROTH**

Welcome to *Wroth*, the neon-soaked area control strategy game for 1-4 players. In *Wroth*, each player represents a unique culture with a distinctive approach to battle and a variety of fighters with remarkable capabilities. These warring factions fight to control the regions of a radiant landscape; each region grants victory points to the faction that controls it at the end of a round.

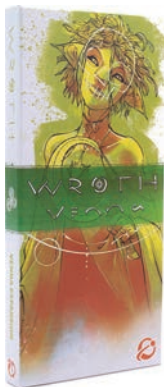
CTG WRO-GAME-001 .....\$64.95



**WROTH: PALDEYN  
FACTION EXPANSION**

The *Paldeyn* are an expansion faction for *Wroth* that focuses on swift and flexible movement to force their opponents into disarray. This content expansion features unique solo and cooperative challenges for players to enjoy.

CTG WRO-ADD-001 .....\$19.95

**WROTH: VENNA  
FACTION EXPANSION**

The *Venna* are an expansion faction for *Wroth* that focuses on wresurrection and retaliation to outnumber their opponents. This content expansion features unique solo and cooperative challenges for players to enjoy.

CTG WRO-ADD-002 .....\$19.95

**CONCERNEDAPE****FEATURED ITEM****STARDEW VALLEY: THE BOARD GAME**

A cooperative board game of farming and friendship based on the *Stardew Valley* video game by Eric Barone. Work together with your fellow farmers to save the Valley from the nefarious JojaMart Corporation! To do this, you'll need to farm, fish, friend and find all kinds of different resources to fulfill your Grandpa's Goals and restore the Community Center. Collect all kinds of items, raise animals, and explore the Mine. Gain powerful upgrades and skills and as the seasons pass see if you're able to protect the magic of *Stardew Valley*!

CCA CAL100 .....PI

**COSMODROME GAMES****SQUIRE**

It's early morning in atmospheric 19th century England, and you are on your way to your gallery to deal with some management issues, have an elegant but nourishing English breakfast in a place overlooking the river Thames, and then go on a fascinating adventure in search of new exotic art pieces. In this strategy board game, you are an art collector traveling the world to buy various artifacts for your gallery, sell art pieces to the market, and organize exhibitions.

CSM 49611 .....\$34.99

**TRAVELING FAIR**

In *Traveling Fair*, players will help Joban arrange the stalls at the fair so that all the merchants are satisfied. Everyone has a shared goal, but each player also has a personal objective to complete. By using cards and placing the stalls in the right spots, you can get the most Influence Points and become the winner and Joban's best helper.

CSM 49615 .....PI

**CREATURE CURATION****SQURMISH: CREW MANUAL**

Create your crew for the infectious miniatures-agnostic skirmish game set in the dying universe of *Vast Grimm*. Pre-hole punched compatible with *Battle Binderz*. BCC 10000 .....\$17.99

**SQURMISH: RULE BOOK**

The infectious sci-fi RPG now in miniatures-agnostic skirmish form! This book is packed with rules for combat, looting, worm infection, conditions, and contains 20 threats. Pre-hole punched compatible with *Battle Binderz*.

BCC 10001 .....\$17.99

**SQURMISH: SCENARIO BOOK 1**

Play through 13 scenarios designed in thematic arcs. All of the Arcs have three Scenarios with the exception of the grand finale, which has four. Many of the Arcs allow the Crew to leave the location, returning to their Hideout, starship, or Marauders Cryosear to recharge and heal up. Pre-hole punched compatible with *Battle Binderz*.

BCC 10002 .....\$17.99

**CROWD GAMES****WINNIE THE POOH:  
SERIOUS DETECTIVE**

*Winnie the Pooh: Serious Detective* is a narrative-driven board game in which players take on the roles of beloved childhood characters now turned detectives to solve challenging and often peculiar mysteries. Inspired by the works of A. A. Milne, Lewis Carroll, and Arthurian legends, the games three scenarios are rich with literary charm, layered storytelling, clever wordplay, and just the right touch of whimsy.

CGA 23001 .....\$45.00





## CRYPTOZOIC ENTERTAINMENT



### CATS OF CATHULHU RPG: BOX SET - 10TH ANNIVERSARY EDITION

*Cats Of Cathulhu* is the beloved rules-light roleplaying game in which the players take the part of ordinary cats, secretly defending human civilization from the Lovecraftian Chaos Cults of the other animals. Ten years after the original publication, and more than 15,000 copies sold around the world, we are thrilled and chilled to reveal a deluxe 10th Anniversary Edition, with revised and expanded material all compiled here for the first time into

a full-color hardcover. This box set includes the Hardcover Core Book and Softcover Adventures Book.  
CZE PUG-SPK-0021 .....\$99.99



### CATS OF CATHULHU RPG: CORE BOOK - 10TH ANNIVERSARY EDITION

*Cats Of Cathulhu* is the beloved rules-light roleplaying game in which the players take the part of ordinary cats, secretly defending human civilization from the Lovecraftian Chaos Cults of the other animals. Ten years after the original publication, and more than 15,000 copies sold around the world, we are thrilled and chilled to reveal a deluxe 10th Anniversary Edition, with revised and expanded material all compiled here for the first time into a full-color hardcover.

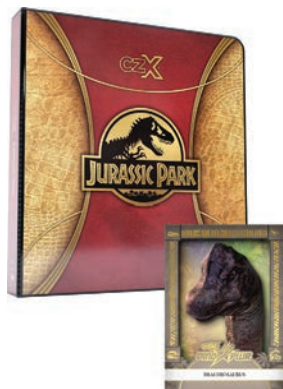
HARDCOVER CZE PUG-SPK-0022 .....\$59.99  
SOFTCOVER CZE PUG-SPK-0023 .....\$34.99



### CZX TRADING CARDS: JURASSIC PARK - HOBBY BOX

Welcome to CZX *Jurassic Park*! Adventure and danger await as you revisit the unforgettable scenes, characters, and, of course, dinosaurs from all three classic *Jurassic Park* films. Cryptozoic's CZX super premium release showcases amazing Autograph Cards signed by many of the stars of the films and hand-drawn, one-of-a-kind Sketch Cards in every box. In addition, all cards in the set feature premium Deco Foil and thick card stock.

CZE CZX-JP-BOX .....PI



### CZX TRADING CARDS: JURASSIC PARK - 3 RING BINDER AND EXCLUSIVE CARD

Full color 2" 3-ring binder features key art. Contains an exclusive DINO PWR Chase Card.  
CZE CZX-JP-BINDER.....PI



### PEANUTS PLAYPAKS: A CHARLIE BROWN CHRISTMAS - GRAVITY FEED DISPLAY (24)

That's what Christmas is all about, Charlie Brown. Celebrate the 60th anniversary of the beloved *Peanuts* TV special *A Charlie Brown Christmas* with a Playpaks set filled with memorable images, stickers, standees, and activities that turn up the nostalgia and highlight the true meaning of the holiday season. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
CZE 83031.....\$95.76

## CUBICLE 7

## SPOTLIGHT ON

### WARHAMMER 40K RPG: IMPERIUM MALEDICTUM - VOLL ADVENTURES

These adventures are a natural companion and add-on to the *Imperium Maledictum* Core Book and they build on *Imperium Maledictum Starter Set*. *Voll Adventures* evokes the science fiction noir elements of Games Workshop's critically acclaimed *Warhammer 40,000* setting and is guaranteed to excite new and returning players.

CB7 2712 .....\$39.99



## DEVIR AMERICAS



### 1902 MELIES

In 1902, Georges Melies, the Wizard of cinema, filmed *A Trip to the Moon*, the first science fiction movie. As his assistant directors, you have to assemble the sets, employ special effects, direct the actors, shoot scenes, splice them, and even hand paint the color to create fabulous sequences.

DVR 1902 .....\$26.99



### 1920 WALL STREET

In *1920 Wall Street*, a card game for 2 to 5 players, each player tries to collect shares from four different companies (corn, cotton, steel and oil), sell them if they need money, and influence the value of the different companies in the stock market. They earn points for making the market fluctuate and for the shares they collect, if they reach the minimum quantity of each kind!

DVR 1920 .....\$24.99



### 1911 AMUNDSEN VS SCOTT

In 1911, Roald Amundsen and four companions were the first human beings to stand at the South Pole. Using skis and dog sleds, they beat Robert Falcon Scott's British expedition by just a few weeks. Scott and his men reached the South Pole only to find Amundsen's Norwegian flag planted in the frozen ground. They died on their return journey not far from their base camp.

DVR 1911 .....\$22.99



### 1980 SIXTINA

In *1980 Sixtina*, you will be restorers competing to excel in the meticulous task of revitalizing the majesty of the Sistine Chapel. Following the Vatican's guidelines, you should employ various techniques according to the requirements of each area to be restored.

DVR 1980 .....\$26.99

## GAMES

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

GMT

DEC 2025

41





### 1987 CHANNEL TUNNEL

In *1987 Channel Tunnel*, you get to put yourself in command of a team of builders from Britain or France to unite the two countries under the sea! In this competitive two-player game, you need to lead your team of workers, develop technology, and seek funding to bring the tunnel boring machine to the meeting point at the heart of this epic engineering feat.

DVR 1987 .....\$24.99



### 1998 ISS

Command the great space agencies in this simulation of the *1998 ISS*: you will train astronauts, plan experiments, develop work plans, coordinate the launch stages of shuttles and the replacement of men and women already in orbit, as well as carry out experiments and maintenance routines on the ISS.

DVR 1998 .....\$26.99



### THE WHITE CASTLE DUEL

Following the arrival of the Portuguese in Japan, daimyos competed for control of foreign trade and technology. Himeji Castle, a symbol of feudal power, became a strategic center for clans seeking to gain influence. In *The White Castle Duel*, two clans compete to exert their influence in the White Heron's court, managing resources and building engines. On each turn, you will use their lamp tokens to obtain resources and activate actions.

DVR TWCDUEL.....\$34.99

## ENHANCE GAMING

### BOARD GAME SHOULDER BAG: COLLECTOR'S EDITION

*ENHANCE Collector's Edition Board Game Shoulder Bag - Game Storage with Pockets.* Innovative folding design allows you to flatten the bag for storage when not in use. The front pockets can hold cards and dice or other small accessories. The main compartment with full access opening fits 12x12 -game boxes. Reinforced padded sides keep your games protected and pristine. Side pockets with straps allow you to carry larger rolled maps and game boards. Pockets can also hold drinks, pens pads and other small accessories.



#### BLACK

ACP ENTTCFE200BKEW ..... PI



#### GREEN

ACP ENTTCFE200GNEW ..... PI



#### BLUE

ACP ENTTCFE200BLEW ..... PI



#### PURPLE

ACP ENTTCFE200PREW ..... PI



#### RED

ACP ENTTCFE200RDEW ..... PI

### RPG DM BACKPACK: COLLECTOR'S EDITION

*ENHANCE Collector's Edition DnD Backpack - RPG DM Bag fits 6-8 Books, 18" Laptop/DM Screen Slot, Miniature Foam Trays, Accessory Pockets, Map Strap DMs demand TTRPG travel storage large enough to carry more books, larger binders, DM screens, more figures, a laptop or tablet, and many more knick-knacks and snacks.*



#### BLACK

ACP ENTTCFR200BKEW ..... PI



#### BLUE

ACP ENTTCFR200BLEW ..... PI

## SPOTLIGHT ON



### COVENANT

The Dwarven King has issued an order to the houses of each clan. It is imperative to reclaim Karrak-cum-Kazar, the sacred mountain, ancestral home of the Dwarves since the first Age of the Beard. For too long it has been occupied by the poison of the dark lords, with their creatures defiling the halls that once housed the nobles of all Dwarves. The insult cannot last any longer. The Dwarves return to the mountain.

DVR COVENANT.....\$79.99



### RUDOLPH POCKET GAME DISPLAY (6)

The most magical night of the year is approaching, and Santa Claus still hasn't decided which sleigh he'll use to deliver presents. Each player will compete to assemble the best team of reindeer: fast, strong, and shiny. But only one sleigh will be able to take flight and lead the most anticipated journey of Christmas. In *Rudolph*, designed by Gabriel Buenda and Nico Cardona with illustrations by Benji Santiago, games take place over ten frantic rounds. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

DVR RUDOLPH .....\$83.94



### SPRING POCKET GAME DISPLAY (6)

Sold as a display of 6 units. Spring bursts forth in all its splendor: the meadows bloom, water irrigates the grass, and life returns to the air. But in this garden, only those who best coordinate their actions will flourish. Spring, created by Maria and Enrique Blasco, proposes a strategic duel for two players divided into two distinct phases. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

DVR SPRING .....\$83.94



**TCG TRAVEL BAG: COLLECTOR'S EDITION**

The *ENHANCE Trading Card Shoulder Bag* that features a large spacious interior designed to store up to 3 800-Count cardboard boxes for cards, deck boxes, mtg playmats, or other mtg accessories, while the rear includes a pocket designed to carry top loader binder(s), and other accessories used in tournaments and game nights at your local shop.



**GREEN**  
ACP ENTTCFR200GNEW ..... PI



**PURPLE**  
ACP ENTTCFR200PREW ..... PI



**BLACK**  
ACP ENTTCFK200BKEW ..... PI



**GREEN**  
ACP ENTTCFK200GNEW ..... PI



**RED**  
ACP ENTTCFR200RDEW ..... PI



**BLUE**  
ACP ENTTCFK200BLEW ..... PI



**PURPLE**  
ACP ENTTCFK200PREW ..... PI

**TCG SMALL BACKPACK: COLLECTOR'S EDITION**

*ENHANCE Collector's Edition Small Card Backpack* - Card Defender Screen, Storage for Dice Bag, Deck Boxes - TCG Backpack with Playmat Holder, Compatible with *Magic the Gathering* & more. Bring your best to your next tournament or game night!



**BLACK**  
ACP ENTTCFQ200BKEW ..... PI



**PURPLE**  
ACP ENTTCFQ200PREW ..... PI



**BLUE**  
ACP ENTTCFQ200BLEW ..... PI



**RED**  
ACP ENTTCFQ200RDEW ..... PI



**GREEN**  
ACP ENTTCFQ200GNEW ..... PI



**RED**  
ACP ENTTCFK200RDEW ..... PI

**RPG PLAYER'S MESSENGER BAG**

Elevate your tabletop style with this *Designer Edition D&D Bag* where fantasy meets fashion. Crafted with premium materials and intricate embroidery inspired by arcane sigils and mythical beasts, this bag is more than just storage — it's a statement. The interior of the chic *Designer Edition D&D Bag* features a thick padded divider to help organize your gear and includes enough space for up to 4 rulebooks.



**BLACK**  
ACP ENBCCDP100BKEW ..... PI



**GALAXY**  
ACP ENBCCDP100GAEW ..... PI



**TAN**  
ACP ENBCCDP100TNEW ..... PI



## RPG TRAVEL BAG: DESIGNER EDITION

Step into your next campaign with the ultimate fusion of style and strategy with the *Designer Edition D&D Backpack*. Crafted for adventurers who demand both elegance and endurance, this backpack features high-grade vegan leather accents, enchanted embroidery inspired by ancient runes, and a sleek silhouette that turns heads at every tavern.



**BLACK**  
ACP ENBCCDR100BKEW ..... PI



**TAN**  
ACP ENBCCDR100TNEW ..... PI



**GALAXY**  
ACP ENBCCDR100GAEW ..... PI

## TCG PLAYMATS



**FLAMES**  
ACP ENTTPC0500GEW ..... PI



**GALAXY**  
ACP ENTTPC0500GAEW ..... PI

## TCG SHOULDER BAG: DESIGNER EDITION

Bring your best to your upcoming TCG tournament or game night! The *ENHANCE Designer Edition Trading Card Case* features a peak design to carrying all your top MTG/TCG Deck boxes, playmats, dice bags, and more, while also having a sleek design to accessorize your outfit.



**BLACK**  
ACP ENBCCDK100BKEW ..... PI



**RED**  
ACP ENBCCDK100RDEW ..... PI



**GALAXY**  
ACP ENBCCDK100GAEW ..... PI



**TAN**  
ACP ENBCCDK100TNEW ..... PI

## TCG STORAGE BOX BACKPACK: FULL SIZE

Travel-Ready Construction Heavy-duty buckles, handles and zippers make for long lasting use in any condition. The high-quality nylon and fabric construction is reinforced with thick padding to always protect your Trading Card. Padded shoulder straps and back also provide a comfortable and light-weight feel. The backpack comes with a rain cover tarp to protect your gear under heavy rain or snow.



**BLACK**  
ACP ENBCCBK608BKEW ..... PI



**GREY**  
ACP ENBCCBK608GREW ..... PI



**BLUE**  
ACP ENBCCBK608BLEW ..... PI



**PURPLE**  
ACP ENBCCBK608PREW ..... PI



**GALAXY**  
ACP ENBCCBK608GAEW ..... PI



**RED**  
ACP ENBCCBK608RDEW ..... PI



**GREEN**  
ACP ENBCCBK608GNEW ..... PI



**TAN**  
ACP ENBCCBK608TNEW ..... PI



**TROPICAL**  
ACP ENBCCBK608TREW ..... PI



**TCG STORAGE BOX BACKPACK:  
MID SIZE - PINK**

Travel-Ready Construction, Heavy-duty buckles, handles and zippers make for long lasting use in any condition. The high-quality nylon and fabric construction is reinforced with thick padding to always protect your Trading Card. Padded shoulder straps and back also provide a comfortable and light-weight feel. The backpack comes with a rain cover tarp to protect your gear under heavy rain or snow.

ACP ENBCCBM608PKEW ..... PI

**STORAGE BACKPACK: BLACK**

Bring your best to your next tournament or game night! The *ENHANCE Card Storage* backpack features a large spacious interior designed to store up to 7,600 cards.

ACP ENTTCFT100BKEW ..... PI

**TCG STORAGE MESSENGER BAG: DESIGNER EDITION**

Protect and store your collectible card collection with the small *ENHANCE* trading card case. The mtg deck case was designed specifically for card players and gamers who often need to bring various customized decks or larger collections to tournaments, community gaming events, or for use as a protective MTG deck carrying case for home.



**BLACK**  
ACP ENBCCDC100BKEW ..... PI



**RED**  
ACP ENBCCDC100RDEW ..... PI



**GALAXY**  
ACP ENBCCDC100GAEW ..... PI



**TAN**  
ACP ENBCCDC100TNEW ..... PI

**TCG TRADING CARDS****ALBUM - BLACK**

The *ENHANCE* Trading Card Album features a whopping 624 card capacity—easily beating other album binders in its class. It is a 12-pocket side-loading card binder built with a rigid exterior and durable zipper so players trust that their cards are traveling with ultimate protection.

ACP ENTTCFA100BKEW ..... PI

**BACKPACK: COMPACT  
SIZE - BLACK**

The *ENHANCE Magic: The Gathering* Backpack that features a spacious interior designed to store up to 2,400-Count cardboard boxes for cards, deck boxes, loose sleeved cards, or other mtg accessories.

ACP ENTTCFQ100BKEW ..... PI

**SHOULDER BAG: BLACK**

The *ENHANCE* Trading Card Shoulder Bag that features a large spacious interior designed to store up to 3,800-Count cardboard boxes for cards, deck boxes, MTG playmats.

ACP ENTTCFK100BKEW ..... PI

**TCG TRADING CARD STORAGE BACKPACK:  
COLLECTOR'S EDITION**

Bring your best to your next tournament or game night! The *ENHANCE Card Storage* backpack features a large spacious interior designed to store up to 7,600 loose sleeved cards and includes exterior pockets with playmat straps designed to hold MTG playmats used in tournaments and game nights at your local shop.



**BLACK**  
ACP ENTTCFT200BKEW ..... PI



**PURPLE**  
ACP ENTTCFT200PREW ..... PI



**BLUE**  
ACP ENTTCFT200BLEW ..... PI



**RED**  
ACP ENTTCFT200RDEW ..... PI



**GREEN**  
ACP ENTTCFT200GNEW ..... PI

**TCG TRADING CARD  
TRAVEL CASE: BLACK**

A modern design with brass colored hardware and zipper pulls with a deep black textured exterior offers a professional appearance for tournament events. The interior is entirely adjustable with 7 removable dividers to create custom sized compartments for Ultra Pro deck cases, loose sleeved cards, BCW cardboard storage boxes, and much more.

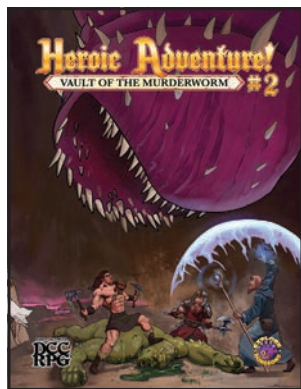
ACP ENTTCFC100BKEW ..... PI





## EXPLORE DUNGEONS

### HEROIC ADVENTURE!



#### #2 - VAULT OF THE MURDERWORM (DCC RPG)

In the river town of Sawtooth, every solstice brings dread as the Wormfather demands a youth be sent into his mountain vault as tribute. The town elders comply, knowing the alternative is the release of the Murderworm upon their homes. When Elira, daughter of a respected farmer, is chosen by random lot, her father secretly begs the PCs to rescue her before she meets whatever fate awaits in the darkness. What begins as neighbors helping neighbors quickly spirals into something far more sinister.

REGULAR COVER EXD 1202 ..... \$19.99  
 ALT COVER EXD 1202A ..... \$19.99  
 DELUXE EDITION (DCC RPG) EXD 1202D ..... \$29.99  
 DELUXE EDITION (ALT COVER) EXD 1202DA ..... \$29.99

#### #2 - VAULT OF THE MURDERWORM POSTER MAP PACK (DCC RPG)

For use with *Heroic Adventure! 2 - Vault of the Murderworm*. This pack contains five 24 x 36 poster maps suitable for game play or displaying in your game room.

EXD 1202M ..... \$30.00



#### #2.1 - THE WORMFATHER'S APPRENTICE (DCC RPG)

The Murderworm's threat may have passed, but something still festers in Sawtooth. When villagers begin disappearing, returning with bizarre behavior and bearing strange markings upon their skin, whispers spread of the Wormfather's final curse. As paranoia grips the town and neighbors suspect neighbors, the heroes must root out cultists hiding in plain sight, discover their underground temple beneath Sawtooth's sawblade river, and confront the apprentice before their summoning reaches completion on the coming solstice.

EXD 1202W ..... \$14.99

## FANROLL

### MYSTERY MISFIT DICE SETS (7)

## SPOTLIGHT ON

**MINI METAL POLYHEDRAL**  
 MET 9209 ..... \$19.99



## SPOTLIGHT ON



**SHARP EDGE RESIN POLYHEDRAL**

MET 9208 ..... \$39.99

## FASA GAMES

### EARTHDOWN RPG



**MOUNTAINSHADOW PLUSH**

FAS 14801 ..... \$35.00



**USUN PLUSH**

FAS 14803 ..... \$35.00

## FREE LEAGUE PUBLISHING



#### CORIOLIS RPG: THE GREAT DARK - THE FLOWERS OF ALGORAB

The death of an old ruin delver and a missing stone tablet mark the beginning of a strange set of events in the depths of Ship City. Soon, the Explorers are drawn into a web of intrigue and ancient secrets that threaten the very fabric of the Lost Horizon itself. *The Flowers of Algorab* is a massive campaign set for *Coriolis: The Great Dark*, the new edition of Free League's acclaimed original sci-fi RPG, in which the Explorers will partake in investigations in Ship City, embark on perilous expeditions, and travel down the Hammurabi Arm in search of lost secrets.

FLF COR009 ..... \$49.99

## GATHERERS' TAVERN

### ARTY DECK BOXES



**FBLTHP**

GAT M0123F01 ..... PI



**MTG - CHATTERFANG**

GAT MTGFBAT25CTF ..... PI



## MTG - LOOT

GAT MTGFBAT24LRGL ..... PI



## DOMARU DECK BOXES: MTG



### BETOR

GAT MTGABDMR25BETOR ..... PI



### NERIV

GAT MTGABDMR25NERIV ..... PI



### EUMIDIANS

GAT MTGABDMR25EUME ..... PI



### SHIKO

GAT MTGABDMR25SHIKO ..... PI



### ILLIVOI

GAT MTGABDMR25ILLVOI ..... PI



### SUNSTAR

GAT MTGABDMR25SUN ..... PI



### KAV

GAT MTGABDMR25KAV ..... PI



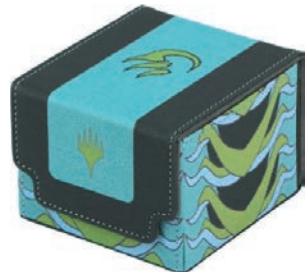
### TEVAL

GAT MTGABDMR25TEVAL ..... PI



### MONOIST

GAT MTGABDMR25MONO ..... PI



### URENI

GAT MTGABDMR25URENI ..... PI

## GOLD SEAL GAMES



### BY THE SEASHORE

*By the Seashore* is a lightweight card game featuring hand management, set collection, and a clever spatial puzzle. Each item (starfish, sea glass, sand dollar, etc.) scores differently in your collection tableau, but you must unlock that item in order for it to score.

PUN 23002 ..... \$14.99

### FOUR FORESTS

In *Four Forests* players each take on the role of one of the Guardians of the Enchanted Forests. Prepare your forest for the arrival of various mythical creatures by planting vegetation that has specific appeal to each creature. Ensure that the creatures attracted to your forests are considered the most prestigious by secretly casting votes.

PUN 24001 ..... \$19.99



### LOOT DISPUTE

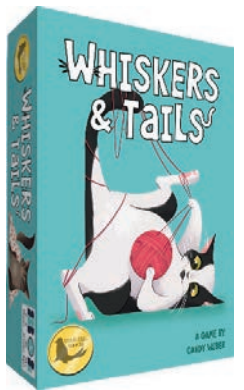
You are townsfolk exploring a dungeon after a group of adventurers has dispatched all of the monsters. Luckily for you, the adventurers left some treasure and equipment behind! Now you just need a way to split it all up... *Loot Dispute* is a lightweight card game featuring a twist on 1 split, you choose alongside choose-your-own scoring and set collection.

PUN 23001 ..... \$19.99

### WHISKERS & TAILS

Clever card play meets feline fun! Can you pounce on the right cards? *Whiskers & Tails* is a family-friendly cat themed card game with great tension and clever scoring rules. It features set collection and hand management. The game contains 100 cat cards numbered 00-99. Three of these are dealt face up in numeric order into the middle of the play area and five cards are dealt to each player to start the game. On your turn, you will play one card into the middle, keeping the cards in numeric order.

PUN 24002 ..... \$14.99



## GOODMAN GAMES



### XCRAWL CLASSICS RPG: XCRAWL INSIDER ISSUE #2

*XCC Insider 2* is the latest issue in an ongoing series of XCC RPG supplemental material by the fans, for the fans. Inside you'll find new DJs, new spells, five new monsters, plus rules for buying magic items on the black market, travel complications, and Deathstravaganza!, the 2025 GenCon Xcrawl tournament, including a photo recap. It's everything your *Xcrawl* RPG campaign needs and more!

GMG XCC6 ..... \$10.99

## GAMES

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

GMG

DEC 2025

47



# GOTHIC SECTOR - ELDAR

ELДАР

FULLY PRE-PAINTED TERRAIN AVAILABLE NOW



BB719

\$40



BB720

\$50



BB721

\$40



BB725

\$35

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



Compatible with all  
28-32mm miniatures

**UNRIVALED QUALITY.  
UNMATCHED DETAIL.**

Landing Pad

BB722 ..... \$30

Headquarters

BB6723 ..... \$70

Plasma Generators (x2)

BB724 ..... \$30

Portals (x2)

BB726 ..... \$30



AVAILABLE NOW



NEW

# 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...

AVAILABLE NOW

CS05 &amp; CS06

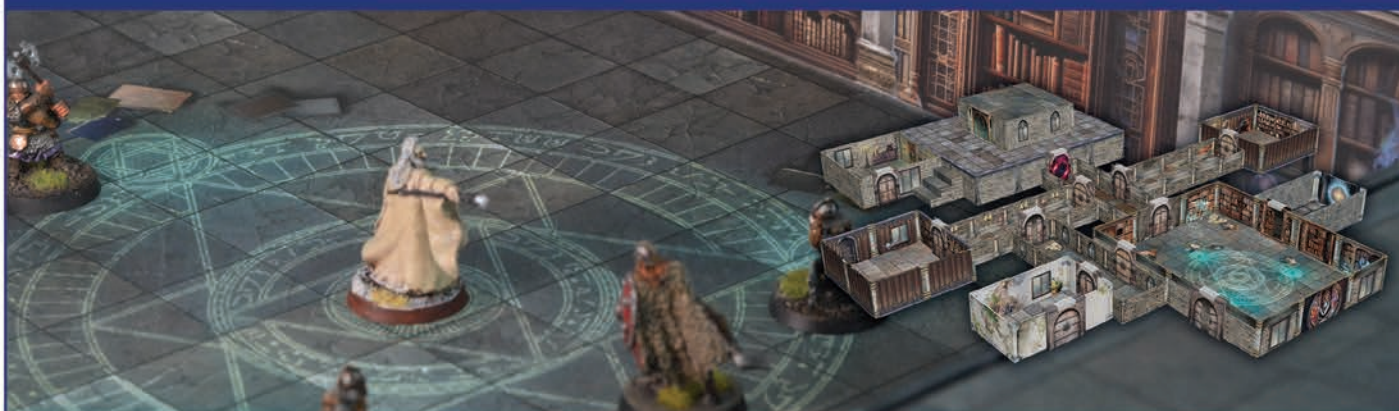
\$80

## GERMAN v.s. BRITISH



Includes 18 Miniatures

# TENFOLD DUNGEON: MODULAR RPG TERRAIN



### The Castle

TFD001 .....\$65

### Dungeons & Sewers

TFD002 .....\$65

### The Town

TFD003 .....\$65

### The Temple

TFD004 .....\$65

### Daedalus Station

TFD009 .....\$65

### Cyberpunk City

TFD010 .....\$65

### Smuggler's Den

TFD011 .....\$65

### Starship Vengeance

TFD012 .....\$65

### Mines of Khazad

TFD016 .....\$65

### Wizard's Sanctum

TFD017 .....\$65

### Ravenhold Castle

TFD018 .....\$65

### The Underdark

TFD019 .....\$65



AVAILABLE NOW





## HORRIBLE GUILD



### A CARNIVORE DID IT!

A *Carnivore Did It!* is a cooperative game for 1 to 5 detectives where you try to solve investigations using logic and deduction. Choose a case from a Dossier, prepare Suspects and Statements, and crank your brains into gear! Sift through tangled statements and hidden clues to unmask the true culprits: every lie you uncover brings you closer to justice. Can you solve the mystery?

HOR HG278 ..... \$18.00



### HERO SHEET - ANGELA WINDY

HOR HG169 ..... \$7.00



### HERO SHEET - KING GILFORD

HOR HG229 ..... \$7.00



### HERO SHEET - BETTY LOUDSCREAM

HOR HG102 ..... \$7.00



### HERO SHEET - TUCKER BLACKFOOT

HOR HG170 ..... \$7.00

## DUNGEON FIGHTER



### IN THE CASTLE OF FRIGHTENING FROSTS (STAND ALONE OR EXPANSION)

*Dungeon Fighter* is back! The heroes slide into the frozen halls of the *Castle of Frightening Frosts*, an icy fortress where they are at constant risk of slipping into a frosty hell! Featuring super-sliding d4 dice and a square-themed target board for a chilling *Dungeon Fighter* adventure!

HOR HG062 ..... \$50.00



### IN THE CHAMBERS OF MALEVOLENT MAGMA (STAND ALONE OR EXPANSION)

In the *Chambers of Malevolent Magma* our heroes venture into the depths of an underground volcano, where they'll have to keep their cool among the flames. Featuring quirky-bouncing d8 dice and an all-new target board for an unprecedented *Dungeon Fighter* experience!

HOR HG059 ..... \$50.00



### IN THE CATACOMBS OF GLOOMY GHOSTS (STAND ALONE OR EXPANSION)

Follow our heroes in the *Catacombs of Gloomy Ghosts* as they explore a haunted necropolis, trying to avoid meeting a grim fate at the hands of the undead! Featuring fast-rolling d12 dice and a slice-based target board for a spooky *Dungeon Fighter* challenge!

HOR HG061 ..... \$50.00



### IN THE LABYRINTH OF SINISTER STORMS (STAND ALONE OR EXPANSION)

In the *Labyrinth of Sinister Storms* our party of whimsical heroes is stuck in a dangerous jungle, trying to survive the nature-related shenanigans of this dungeon! Featuring classic d6 dice and a familiar target board, this is the perfect start for *Dungeon Fighter* rookies!

HOR HG060 ..... \$50.00



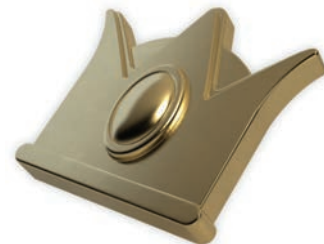
### EMBROIDERED CLOTH BAGS PACK

HOR HG101 ..... \$12.00

### METAL PARTY LEADER TOKEN

Upgrade your regular Leader token with a shiny, golden metal crown. Wear it! Show it around! Show who is in command! Be the King! Rule Them All!!! ...but just for 1 round, then you must pass it to the player on your left... well, good things aren't meant to last that much anyway.

HOR HG097 ..... \$4.00



### METAL UPGRADE PACK

Upgrade the plastic coins and the cardboard Scar tokens included in a single game box with gorgeous metal counterparts! Includes: 30x metal Gold Coins, 18x metal Scar tokens.

HOR HG099 ..... \$30.00

### SILICONE TRAYS PACK

These 2 foldable silicone trays will keep your table tidy and organized while you play. Use one tray to replace the Chest tile and store the rewards you accumulate during your quest, and keep the unused components always at hand with the other tray!

HOR HG100 ..... \$8.00



## MY MURDER MYSTERY



### A DEAD MONKEY

Don Vito Sovetta, feared patriarch of the Sovetta crime family, assembled a crew of trusted operatives for a high-stakes job: Operation Jungle, a daring heist at Centralia Bank. The prize? A priceless golden artifact known as the Wunderbar. The operation was fast and successful... or so it seemed. Back at the hideout, while the gang is enjoying their success, the power suddenly cuts out. And then, the body of Mr. Monkey is found...

HOR HG281 ..... \$18.00





### FINAL PROTOCOL

Silicon Valley, year 2047. Olivia Clubberfunk, the visionary founder of the world's largest tech corporation, invited a select group of guests to her high-tech residence for an exclusive party. The evening unfolds amidst whispers of top-secret projects and long-standing tensions. But the next morning, a shocking tragedy strikes the party guests: Olivia's lifeless body is found! The exits have been sealed by the automatic security system, no one can enter or leave...

HOR HG280 .....\$18.00

## POTION EXPLOSION



### POTION EXPLOSION: COLLECTOR BOX

*Potion Explosion* celebrates its 10th anniversary with a bang! This lush big box edition of the marble-drafting, tonic-brewing classic includes all the components from the core game, both *The Fifth Element* and *The Sixth Student* expansions, all mini-expansions released so far, as well as a brand new unique Potion, while also upgrading all tokens to wood.

Includes all game content ever released in the series, plus a new exclusive Potion.  
HOR HG275 .....\$100.00



### ACRYLIC SKILL TOKENS

HOR HG133 .....\$5.00



### NEOPRENE PLAYMAT

HOR HG132 .....\$12.00



### FULMINATING SERUM POTION TILES

Add one electrifying potion to your set: the *Fulminating Serum* is a new potion that allows you to catch lightning in a bottle! Mix the eight bottles set to the components of the *Potion Explosion* base game and take on a new challenge!

HOR HG131 .....\$8.00

### TONIC OF GLACIAL PRESERVATION POTION TILES

Keep your Ingredients cool and safe with the refreshing power of ice! The *Tonic of Glacial Preservation* will allow you to place up to 2 marbles from your hand on any holes of its tile as temporary storage, for a later use! Mix the eight bottles set to the components of the *Potion Explosion* base game and take on a new challenge!

HOR HG173 .....\$8.00

## RAILROAD TILES

# SPOTLIGHT ON



### RAILROAD TILES

*Railroad Tiles* is a quick-playing tile placement game in which you pick tiles and place routes to build an interconnected community. Draft your tiles and then you place your routes in front of you, trying to make as many connections as possible. Play cars, trains and travelers to earn points: the more pieces of the same kind each new placement connects to, the more points you earn.

HOR HG230 .....\$40.00

### COLLECTOR'S EDITION

The *Collectors Edition* of *Railroad Tiles* supports up to 5 players! A single big box including all components from the core game and all the other Expansions, as well as additional components to allow for 5-player gameplay for both core game and expansions.

HOR HG259 .....\$200.00



### CANALS EXPANSION

An expansion pack for *Railroad Tiles*, a quick-playing tile placement game in which you pick tiles and place routes to build an interconnected community. Add canals to your transportation network and populate them with gondolas!

HOR HG251 .....\$20.00



### DESERT EXPANSION

An expansion pack for *Railroad Tiles*, a quick-playing tile placement game in which you pick tiles and place routes to build an interconnected community. Add deserts to your transportation network and populate them with camels!

HOR HG253 .....\$20.00



### COUNTRYSIDE EXPANSION

An expansion pack for *Railroad Tiles*, a quick-playing tile placement game in which you pick tiles and place routes to build an interconnected community. Add farms to your transportation network and populate them with pigs, cows, and sheep!

HOR HG252 .....\$20.00



### ENERGY EXPANSION

An expansion pack for *Railroad Tiles*, a quick-playing tile placement game in which you pick tiles and place routes to build an interconnected community. Add power grids to your transportation network and populate them with wind turbines!

HOR HG254 .....\$20.00



### FOREST EXPANSION

An expansion pack for *Railroad Tiles*, a quick-playing tile placement game in which you pick tiles and place routes to build an interconnected community. Add forests to your transportation network and populate them with lookout towers!

HOR HG255 .....\$20.00

# GAMES

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

GMT

DEC 2025

51





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



**LAKES EXPANSION**  
 An expansion pack for *Railroad Tiles*, a quick-playing tile placement game in which you pick tiles and place routes to build an interconnected community. Add lakes to your transportation network and populate it with ferries!  
 HOR HG256 .....\$20.00



**MONUMENTS EXPANSION**  
 An expansion pack for *Railroad Tiles*, a quick-playing tile placement game in which you pick tiles and place routes to build an interconnected community. Add excavation sites to your transportation network and populate them with monuments!  
 HOR HG257 .....\$20.00



**WORLD EXPANSION**  
 An expansion pack for *Railroad Tiles*, a quick-playing tile placement game in which you pick tiles and place routes to build an interconnected community. Add a variety of cars, trains, and travelers to your transportation network!  
 HOR HG258 .....\$20.00



**THE QUEEN'S DILEMMA: CORE GAME**  
*The Queen's Dilemma* is a standalone sequel to the award-winning competitive narrative legacy game *The King's Dilemma*. Take on the role of Council members deciding the fate of the Kingdom of Anst over a brand new campaign, with improved legacy mechanisms making the experience more immersive than ever!  
 HOR HG186 .....\$130.00



**THE QUEEN'S DILEMMA: RECHARGE PACK**  
*The Queen's Dilemma Recharge Pack* contains all the materials needed to reset your copy of the game and start a new campaign, allowing you to play your copy of *The Queen's Dilemma* one more time. Reset your game and start playing again in less than 20 minutes  
 HOR HG197 .....\$35.00

KONAMI DIGITAL ENTERTAINMENT



**YU-GI-OH! TCG: THE CHRONICLES DECK - THE SPIRIT CHARMERS (ALL-FOIL EDITION) DISPLAY (8)**  
 This 51-card all-foil Deck includes the key characters, places, and situations seen in the animated shorts, making you feel like you are a part of the story! It comes with 2 brand-new cards never seen before, 4 new variant arts, and every card in the Deck is foiled up! The Main Deck and Extra Deck combined, are 50 Ultra Rare Cards. The 51st card in each Deck is a Secret Rare repeat of one of the Decks Ultra Rare cards, but with a bonus chance to upgrade to Starlight Rare, instead! (Just like the foil upgrades in this years *The Chronicles Deck: The Fallen The Virtuous* (All-Foil Edition) and *Structure Deck: Blue-Eyes White Destiny*). **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
 KON 86982 .....\$95.00

LET'S PLAY GAMES

LPG CLASSICS



**PLASTIC MAGNETIC TRAVEL CHESS SET - 20 CM FOLDABLE BOARD**  
 Play on the go! The classic game of chess in a 20cm magnetic travel case. Small staunton plastic pieces.  
 LPG LX900 .....\$8.99



**WOODEN MAGNETIC CHESS SET 30 CM**  
 Play the classic game chess on this portable wooden magnetic board. Staunton pieces, Wooden inlaid magnetic board.  
 LPG MCH30A .....\$35.99



**WOODEN CHINESE CHESS SET - 35 CM FOLDABLE BOARD**  
 Also known as Xiangqi, Chinese chess is a classic traditional game for two players. It is one of the most popular board games in China and the South East Asian regions. Made with a solid wooden board with weighty engraved pieces.  
 LPG LX001 .....\$44.99



**WOODEN MAGNETIC CHESS SET 38 CM**  
 Play the classic game chess on this portable wooden magnetic board. Staunton pieces, Wooden inlaid magnetic board.  
 LPG MCH38A .....\$44.99



**WOODEN FOLDING BACKGAMMON CASE 45CM**  
 One of the original classic board games, backgammon is the eternal ancient board game. Made of solid wood, with large pieces, this backgammon set is the perfect addition and entry point to backgammon. The backgammon case comes with handles for easy portability. It is ready to be played anywhere. Smooth wooden finish accentuates the classic design.  
 LPG BG45A .....\$44.99



**WOODEN WEIQI / GO SET - 30 CM BOARD WITH DRAWERS**  
 LPG Classics Weiqi/Go Set. Go or Weiqi, is a classic abstract board game for two players in which the aim is to surround more territory than the opponent. The game was invented in China more than 2,500 years ago and is believed to be the oldest board game continuously played to the present day.  
 LPG LX002 .....\$44.99

WOODEN FOLDING CHESS/CHECKERS/ BACKGAMMON SETS

Made of durable wood this set has three eternal classic games in one package. Wooden pieces for chess and Backgammon Folding board makes it easy to play outdoors or travel with. Packs and stores easily and protects its pieces.



**30 CM**  
 LPG CH30A .....\$24.99



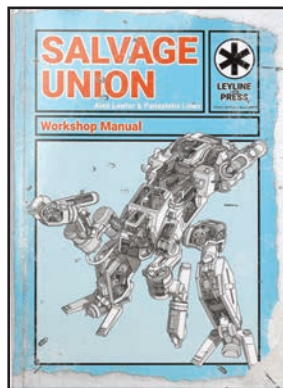
**35 CM**  
 LPG CH35A .....\$29.99





**40 CM**  
LPG CH40A.....\$34.99

## LEYLINE PRESS



### SALVAGE UNION RPG: CORE RULEBOOK

*Salvage Union* is an award winning, ENNIE nominated, post-apocalyptic mech tabletop roleplaying game. Set within a wasteland ruled by a corporate dystopia, players play as salvager mech pilots who scour the wastes for salvage in scrap built mechs. The game is designed with simple, accessible mechanics, and a focus on exploration, roleplay, and the game's unique crafting and salvaging system.

LLP SUCORE.....\$60.00

### SALVAGE UNION RPG: FALSE FLAG

*False Flag* is a *Salvage Union* Adventure Module designed by Panayiotis Lines and Aled Lawlor of Leyline Press, set within the frozen northern wastes. Salvagers find themselves embroiled in a cold war between two corpos - DronTek and Stefanus, each vying for control of a bountiful source of Meld Nanites, a dangerous but tremendously valuable resource, controlled by the workers of Vornaya.

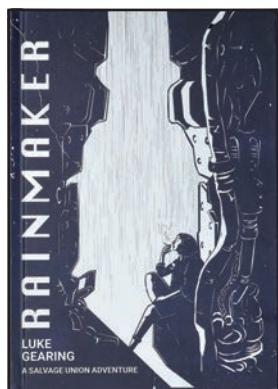
LLP SUFF.....\$32.00



### SALVAGE UNION RPG: RAINMAKER

Set within a region warped by a powerful weather making device known as the Rainmaker creating a series of different biomes from arid deserts, to lush jungles, to water logged cities. Pilots find themselves exploring the fully illustrated campaign map for keys to the Rainmaker in order to access it and restore, multiple factions including corpos, warlords, and wastelanders are all seeking the keys as well and pilots must deal with these, whilst navigating the hostile environment.

LLP SURM.....\$32.00



### SALVAGE UNION RPG: WE WERE HERE FIRST!

Set within the mutated wastelands of Gehenna, salvagers must compete against 10 other factions to retrieve Chimerium Meteors that are crashing down on the region from orbit, and are mutating the landscape. As Pilots delve deeper into the region they will uncover its secrets and origins. As well as new monsters the adventure module also includes multiple new Mech Chassis, Systems, Modules, Equipment, including rules for the new Bio-Mechs.

LLP SUWWHF.....\$32.00



**THE VALE OF ETERNITY CURSE**

Mathieu Rivero, Eric Hoviv

Summoner tiles provide asymmetric starts and ongoing abilities!

28 new and unique creatures to add to your core game!

New Curse tokens! Remove them before the end of the game or lose points.

**FEBRUARY 2026**

RGS02911 \$25 MSRP

**NEW TO THE GAME?**

**PICK UP THE AWARD-WINNING GAME AND FIRST EXPANSION!**

The Vale of Eternity - \$35 MSRP

The Vale of Eternity: Artifacts - \$25 MSRP

RENEGADE  
GAME STUDIOS

mandoo  
games

[www.renegadegames.com](http://www.renegadegames.com)

©2026 Renegade Game Studios ©2026 Mandoo Games Co., Ltd. All rights reserved





### X SEEKERS OF FORTUNE

Embark on a riveting journey as an audacious seeker of fortune, aiming to outshine your rivals in the relentless pursuit of glory, treasure, and unparalleled fame. *X: Seekers of Fortune* invites you into a world brimming with daring quests and the allure of the unknown. This strategy card game, designed with the essence of a trading card game (TCG) yet encompassing an all-in-one box experience, is meticulously crafted for two players, with adaptability for up to four intrepid adventurers. Dive into a realm where maps serve as your guide and whispers of lore lead the way.

MMS XSF01001 ..... \$39.99



### REBIRTH

Following a series of calamities that left civilization in shambles, societies around the world are being rebuilt anew in harmony with nature. Scotland lies in ruins and the ancient clans have taken it upon themselves to restore the land. As clan leaders you will compete for strategic control of the land by rebuilding its prestigious castles. *Rebirth* is a new, tile-laying game from Reiner Knizia.

MBD MBR002EN ..... \$55.00

### MODIPHIUS

### MIGHTY BOARDS



### HAMLET

*Hamlet* features irregular shaped tiles that connect together without a grid to form a village that is completely different every time. The tile placement organically creates interconnecting paths that the villagers use to transport resources across the village. This leads players to construct boards where no two games will ever feel the same. Since the buildings are communal, this also creates a fluid economy, where players are always working hard to provide the village with the resources that are most needed.

MBD MBHAM002EN ..... \$49.99



### HAMLET: DELUXE EDITION

*Hamlet* is a medium weight competitive village builder where players are communally turning their *Hamlet* into a bustling little town. In this tile placing game, players construct buildings that everyone can use to create materials, refine resources, earn money and make important deliveries to construct the *Hamlets* big landmark - the Church. *Hamlet: Deluxe Edition* contains the 3D Church, alternate Church tile, Tile Chits, custom Resources, custom printed Meeple and Donkeeps, Metal Coins and the First Player token.

MBD MBHAM003EN ..... \$65.00



### HAMLET: BY THE LAKE EXPANSION

In *Hamlet: By the Lake*, you take your village building lakeside! Form lakes, build boats, go fishing, and feed your Villagers seasonal meals that give them special abilities. *Hamlet: By the Lake* adds variability, customizability and more individual control of resources, taking the strategy levels for *Hamlet* well above sea level.

MBD MBHAM005EN ..... \$35.00

### ACHTUNG! CTHULHU 2D20: HORRORS OF THE SECRET WAR

*Achtung! Cthulhu* already contains a huge variety of malign Mythos monstrosities, terrors and abominations but this new grimoire of terror expands on them even further. It also features a brand new section devoted to Invidious Cults and Infernal Sects, detailing the malevolent followers of the old ones.

MUH 0010376 ..... \$40.00



### COHORS CTHULHU RPG



### COHORS CTHULHU RPG: QUICKSTART

*Cohors Cthulhu* is a roleplaying game of Lovecraftian cosmic horror set against a backdrop of epic heroism, intrigue, and strife during the height of the Roman Empire. This Quickstart Guide has everything you need to plunge into this world and experience its struggles firsthand, featuring an abridged summary of its 2d20 System rules and six pre-generated PC characters ready to experience the included adventure.

MUH 0860101 ..... \$20.00



### GAMEMASTER'S GUIDE

Take your place as gamemaster of a dark epic RPG set in an age of world-shaking heroes and villains vying to protect or corrupt humanity. This is a setting rife with brutal battles, sinister plots, and murderous intrigue, blending Lovecraftian cosmic horror with ancient civilisations who must rise above old feuds.

MUH 0860110 ..... \$60.00

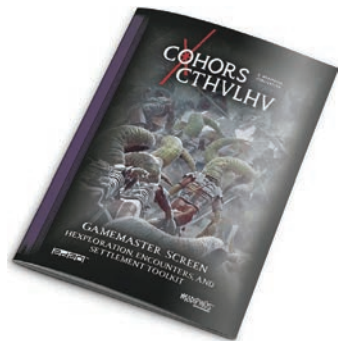
### COHORS CTHULHU RPG: GERMANIA ADVENTURE BOOK

This 185-page supplement includes a wealth of information for *Cohors Cthulhu* gamemasters running campaigns venturing into Germania from the Roman-occupied town of Laurium. This includes information on the many tribes of Germania, details on Herjan's Horde, an expanded Adversary roster, and 8 self-contained adventures taking place in Germania itself.

MUH 0860104 ..... \$47.00







### COHORS CTHULHU RPG: GM TOOLKIT

This *Gamemaster's Toolkit* for the *Cohors Cthulhu* 2d20 Roleplaying Game includes a striking GM Screen featuring four portrait-oriented panels displaying an extended version of the *Gamemaster's Guide* cover illustration. The interior features an array of useful tables and charts from the core rulebooks, together with quick references and summaries of commonly used rules to keep the action flowing without time consuming page-flipping.

MUH 0860112 .....\$41.00



### COHORS CTHULHU RPG: LEGENDS OF LAURIUM - FICTION ANTHOLOGY

Welcome to *Cohors Cthulhu: Legends of Laurium*! This 204-page fiction anthology features the stories of the brave few who risk everything to safeguard both friend and foe from an unimaginable evil. Here, in this ancient and mysterious land, the Hidden Wars play out in full. Those brave heroes willing to confront the darkness will claim hidden knowledge and eternal glory - but terror, insanity, and doom await those who fail.

MUH 0860139 .....\$20.00



### COHORS CTHULHU RPG: PLAYER'S GUIDE

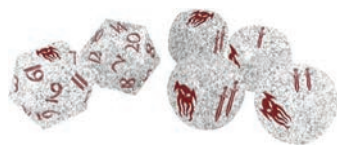
Welcome to an epic struggle of heroic mortals pitting blade, spear, and bow against the claws and tentacles of eldritch horrors from beyond the stars. These Hidden Wars in the shadows of ancient Rome are all that safeguards humanity from oblivion.

MUH 0860108 .....\$47.00



### DICE PACK - ATLANTIAN CRYSTAL

MUH 0860122 .....\$20.00



### DICE PACK - HIDDEN WAR

MUH 0860121 .....\$20.00



### FALLOUT: FACTIONS - DICE SETS: WASTELAND SURVIVORS

MUH 107032 .....\$19.00

### FALLOUT: MINIATURES



### BROTHERHOOD OF STEEL CORE SET (PLASTIC)

MUH 01620113 .....\$49.00



### CHILDREN OF ATOM: CHOIR

MUH 190097 .....\$60.00



### CHILDREN OF ATOM: PRIESTHOOD

MUH 190098 .....\$35.00



### INSTITUTE - ARCADIA RENEGADES

MUH 190100 .....\$35.00



### HOLLYWOOD ICONS (AMAZON TV SHOW TIE-IN)

MUH 1620139 .....\$35.00



### SURVIVORS: HARBOURMEN

MUH 190099 .....\$35.00



### WASTELAND SURVIVORS CORE SET (PLASTIC)

MUH 01620112 .....\$49.00

### FALLOUT: THE ROLEPLAYING GAME - ROYAL FLUSH

*Royal Flush* is a road trip down to the Sierras and the Mojave, amid the turmoil engulfing the NCR in the run-up to the Second Battle of Hoover Dam. Against the looming threat of war, the Player Characters stumble into a plot to escalate regional tensions, become embroiled in conflicts between gangs and settlements, and have the chance to visit the famous New Reno and New Vegas.

MUH 0580239 .....\$44.00



### STAR TREK ADVENTURES RPG: SECOND EDITION EXPLORATION GUIDE

This *Exploration Guide* is essential reading for any *Star Trek Adventures* crew interested in expanding their characters, missions, and campaigns into the final frontier and creating new sectors, worlds, and environments to discover and explore.

MUH 0142514 .....\$42.00

## MONTE COOK GAMES



### THE DARKEST WOODS (5E)

*The Darkest Woods* is a horror experience that seamlessly integrates into your existing campaign no matter what game you're playing. Take your players on an epic subplot and chill them to their cores. Unforgettable encounters will shake even the most battle-hardened characters, while life-altering challenges will forge richer characters, deeper motivations, and more powerful party bonds.

MKG 295 .....\$54.99



### OLD GODS OF APPALACHIA RPG: ALL YOUR GODS ARE DEAD SUPPLEMENT

A GM's aid for the *Old Gods of Appalachia* game master, this book is chock full of the kinds of entities and items you love to put in your games. Creatures of great promise and power. NPCs your players will love to love (and maybe grow to hate). Cursed artifacts that promise powerful magic but at a powerful cost.

MKG 416 .....\$44.99



## SPOTLIGHT ON

GOAT SIMULATOR:  
THE CARD GAME

Goat Simulator is a fast-paced party card game where you draw goats, play goats, and battle other goats. Gear up your goats, sabotage your so-called "friends", and unleash chaos so marvelous it'll make even the most stoic goat bleat. Who needs friends anyway, when you have goats? Players draw and discard cards to equip their goats adding gear effects and points to their score. They also play Karma cards for extra powerful effects and earn bonus points if they finish a personal mission.

MOP GOA301291

PI



## NEED GAMES

## PIAGA 1348 RPG

In *Piaga 1348*, you play the role of Soldiers of the Ordo Mortis, an undercover army fighting a secret war to eradicate the Revenant Plague (a name lost to history) and its grim consequences. In 1348 Europe everyone died twice: the first by the black plague, the second by the merciful blade of a member of the mysterious warrior company known as the Ordo Mortis. Yes, in this particular 1348, the world is infested by Revenants and, for some unfathomable reason, you brandish the sword of justice. Will you be able to use it wisely?

NDG PGE001.....\$44.90



## NINJA STAR GAMES

## PRIDE OF NINJA

In *Pride of Ninja*, your goal is to score the most points by assembling a formidable team of ninja. Each round, you'll draft characters and strategically place them either in the light at the front or hidden in the shadows at the back. Every decision is crucial - choosing the right character and positioning them optimally could be the key to victory. But be careful! While most characters will strengthen your strategy, some choices might backfire, turning your plans against you. Build the ultimate team and race toward victory!

NJS 601.....\$25.99



## NORTH STAR GAMES

NATURE: AMAZON RAINFOREST  
MODULE EXPANSION

*Amazon Rainforest* is a module that can be added to the *Nature* board game.

NSG 765.....\$19.99



## PATHFINDER QUEST

*Pathfinder Quest* is a cooperative adventure board game for 1-4 players. Build your character(s) from the ground up by choosing their ancestry, class, and ability cards or dive right in and play a pre-built iconic hero! From character creation to combat challenges and exploration, each player's actions matter, with choices that ripple throughout the entire multi-session campaign. Designed to bridge the gap between quick, randomized dungeon crawlers and sprawling, prep-heavy delves, *Pathfinder Quest* offers a full campaign of 12 possible adventures, each lasting approximately 2 hours.

PZO 17001-BC.....\$119.99



## PATHFINDER RPG: ADVENTURE - SEASON OF GHOSTS (P2)

The small town of Willowshore has a big problem - it's cursed! When a group of heroes awaken in the woods after a festival to usher out the last day of spring and welcome in the summer time known locally as the season of ghosts, they find their hometown has been invaded by monsters, strange weather, and horrifying ghosts. Yet these manifestations of the ancient evil that threatens Willowshore are nothing compared to the harrowing secrets awaiting discovery in *Season of Ghosts*. This 368-page hardcover adventure compilation includes a complete *Pathfinder* campaign for character levels 1-12. The *Deluxe Special Edition* is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark, perfect for any collector.

HARDCOVER PZO 14008-HC.....\$79.99

SPECIAL EDITION PZO 14008-SE.....\$99.99



## PATHFINDER RPG: DARK ARCHIVE (REMASTERED) (P2)

From the fringes, the unknown beckons. *Pathfinder Dark Archive (Remastered)* contains secrets that any player or GM can use to reveal the paranormal lurking in their *Pathfinder* games, all updated to work perfectly with the remastered *Pathfinder Second Edition* rules! This spine-tinglingly secretive 224-page hardcover rulebook presents two new character classes perfect for delving into the unexplained: Unleash the untold power of your mind as the psychic or leverage supernatural secrets and mystic implements as the thaumaturge! The *Sketch Cover Edition* features a beautiful image of the original pencil sketch of the *Pathfinder Dark Archive* cover by superstar artist Wayne Reynolds. The *Deluxe Special Edition* is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark.

HARDCOVER PZO 12012-HC.....\$64.99

RETAILER EXCLUSIVE COVER EDITION PZO 12012-SK.....\$64.99

SPECIAL EDITION PZO 12012-SE.....\$84.99





### BOREAL FOREST

Whether the player characters are trudging through a difficult winter or delving deep into an ancient snowy forest to uncover fey rites, no Game Master wants to spend time drawing out every snow-covered tree or snowbank. Fortunately, with *Pathfinder Flip-Mat: Boreal Forest* you don't have to. One side of this double-sided Flip-Mat shows a deep forest locked in winter, with a frozen stream cutting through the woodland. The other side shows another part of the same forest welcoming the spring thaw. Spread this map on your table for some rugged wintry combat!

PZO 11034-FM .....\$19.99



### GRAND MANSION MULTI-PACK

Whether your party is attending a fancy gala for a noted celebrity or they're planning the heist of a lifetime, you might need a well-appointed mansion for them to explore and this *Pathfinder Flip-Mat Multi-Pack* has you covered. Two of the four sides show the ground floor and upper floors of the mansion, while the other two depict the basement and the lavish garden grounds. Instead of brushing up on your architecture skills, spread out *Pathfinder Flip-Mat: Grand Mansion Multi-Pack* on your table and get to the adventure!

PZO 11035-FM .....\$29.99



### STARFINDER RPG: ALIEN CORE (POCKET EDITION) (\$2)

Battles in outer space or on distant planets need aliens! Inside *Starfinder Alien Core Pocket Edition*, you'll find over 200 creatures, including science fantasy favorites like robots, spacefaring fey, and all-new dragons; alien beasts from friendly spiderlike empathnids to fearsome plantlike predator ksariks; and unique monsters that threaten the galaxy of *Starfinder*, like jinsul troopers and vicious Swarm components. You'll also find legacy *Pathfinder* creatures with a sci-fi update, like nanite-infested alghollthus, and *Starfinder* classics like akata and laser wolves.

PZO 22003-PE .....\$29.99



### STARFINDER RPG: ALIEN CORE TOKEN BOX

From the farthest reaches of the galaxy straight to your tabletop, the creatures from *Starfinder Alien Core* are here! This collection includes hundreds of creature tokens for use with *Starfinder Second Edition* or any other science-fantasy tabletop RPG. Printed on sturdy cardstock, each double-sided token contains a beautiful full-color image of an alien enemy or ally from *Starfinder Alien Core*. The tokens fit perfectly on *Starfinder* and *Pathfinder Flip-Mats* or any other 1-inch-grid battle map for your game, making them easy to mix with other miniatures or pawns to bring the many alien creatures of your *Starfinder* campaign to life!

PZO 20004-MC .....\$59.99



### STARFINDER RPG: FLIP-MAT - IMPERIAL BASES

Rebels always strike first! When the heroes need to infiltrate, escape, or overthrow an imperial military base, this map has you covered. One side features a formidable cliffside military base occupying a terrestrial planet. The other side shows a majestic magitech outpost that the heroes might encounter in a high-tech world, or even in another dimension.

PZO 21009-FM .....\$19.99



### CONQUEST: THE NEPENTHE CAMPAIGN - 2 PLAYER DELUXE STARTER

The set is ready for two players to build out the special *Nepenthe Campaign* or to clash on game tables in *Conquest Organized Play*. Play a rank and flank style of game with the Last Argument of Kings or the Skirmish style of play with the First Blood rule set, 2 copies of the quick start guides are included for both game play styles, with many points to get you started in our traditional game. With this *Deluxe Set* you are also getting the complete

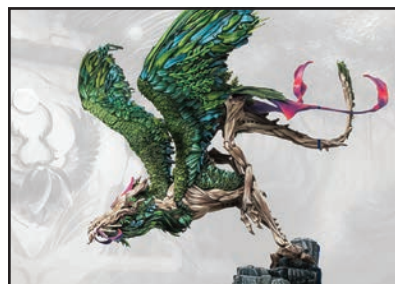
*Battle of Nepenthe Campaign* play, a classic tale of *Conquest* that fans have been aching for us to create a Campaign experience around.

PBG W1104.....\$299.99

### CONQUEST: OBJECTIVE ZONES - WEAVER COURTS LOGO

These contain a mixture of marbled peach and inlaid with easily readable navy pips. Pack of 24 resin 16mm dice. The Weaver Courts symbol replaces the ONE side.

PBG W8088.....\$32.99



### CONQUEST: WEAVER COURTS - COILL DRAIC

Coill Draics are aloof and solitary creatures who have inherited a part of the Dragons of old cold intellect and vast knowledge. Though fragmented and confusing, the breadth of their knowledge of the Faerann and history are without peer.

PBG WC402 .....\$154.99



### CONQUEST: LORE CAMPAIGN PACK - BATTLE OF NEPENTHE

A Campaign Book for the Spires vs Hundred Kingdoms battle, Folded Map, Special, Sculpted Miniatures of Frederik of the Hundred Kingdoms and Alchemist of the Nepenthe of the Spires, 2 Command Cards, 1 Infantry Base and Stand, 1 Brute Base and Stand, Assembly Instructions.

PBG W1102.....\$64.99

### CONQUEST: SPIRES - CONSUMPTION BEAST

Developed alongside the Desolation Beast, Consumption Beasts were originally meant to consume the dregs of a spawning pool before the Desolation Beasts were unleashed. This could be the last of the fluids and amniotic structures left in a vat after a successful spawn, but other, darker scenarios are equally common. tive properties of this battlefield terror.

PBG W1132.....\$139.99

### CONQUEST: SPIRES - DESOLATION BEAST

Originally developed by the Directorate to scour the spawning pools clean of any biological contaminants, Desolation Beasts have been repurposed to become absolute horrors on the battlefield. Their massive scuttling bodies undulate obscenely across the battlefield as they spew acids and enzymes on their hapless foes, dissolving flesh and bone with ease and even ravaging armor in enough volume.

PBG W1131.....\$139.99

### CONQUEST: WEAVER COURTS - FIRST BLOOD COHORT STARTER SET

A 1 player Cohort starter ready to play a Tournament out of this box - assemble your models and play this 1000 pt army for our skirmish style of play, First Blood! We also give you everything you need should you wish to play using The Last Argument of Kings rank and flank style of play.

PBG W6124.....\$99.00





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



CONQUEST: WEAVER COURTS - GEMRED KNIGHTS

Many look upon the Court of Winter and see only arrogance, cruelty and brutality. Others argue that Winters is as it must be: cold, ruthless and harsh. Gemred Knights guard the desolate northern frontiers of the Faerann in such small numbers that they must become the very personification of all of these traits: cruel, brutal, cold, ruthless and harsh.

PBG WC306 .....\$77.99



CONQUEST: WEAVER COURTS - SCALIE DANCERS

Among the myriad forms of war and violence that can be found within the Court of Summer, Scaille Dancers stand out as the most beautiful and deadly. Their iridescent wings, compound eyes, preternatural reflexes and whip-like swords meld into a deadly display of acrobatic prowess, making it look like they dance among their foes, rather than fight.

PBG WC305 .....\$64.99



CONQUEST: WEAVER COURTS - SCOTH DRAIC

The Weaver Courts remember the Days of Fire and Ash, when the heavens shook and mountains tumbled and the Dweghom rose for a completely different reason: that the day the True Dragons vanished. In their stead, appeared the Draics curious dracoforms born of the very life force of the Ferann, given form by something. They have been broadly broken into two categories: Scoth Draci are creatures of pure life and renewal, their mere presence awakening the land and vegetation near them.

PBG WC401 .....\$154.99

CONQUEST: WEAVER COURTS - WILL O'WISPS

The greatest, and perhaps most dangerous, goal of the Weaver Courts is their dream to make Ea a paradise, a dream realm where all strands of life work in perfect harmony together. The awakening of the Whisper has heralded a new age in this regard, but long before this sentence emerged, the Will o'Wisps danced through the glades and bogs of the Faerann. Not sentient, but clearly with purpose, these beings are understood to protect the forest.

PBG WC304 .....\$77.99

PENCIL FIRST GAMES

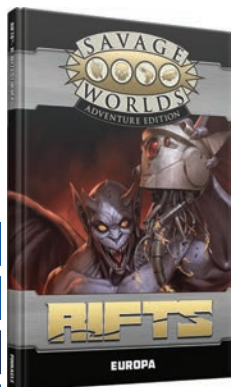
VINEYARD: A WINEMAKING GAME

Welcome to wine country! Vineyard: A Winemaking Game is a 1-4 player game about making wine in a delightful, sun-washed valley. Move workers through the winemaking steps and choose your upgrades. Become a specialist, find the perfect moments to benefit from the activities around the vineyard, and enjoy a streamlined experience of crafting wine! Set out on a winemaking journey to create sumptuous wine!

PFX 1800 .....\$54.99



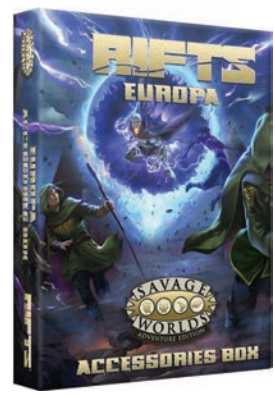
PINNACLE ENTERTAINMENT GROUP



SAVAGE WORLDS RPG: RIFTS - EUROPA

Beyond Atlantis and her Demon Seas lies Europe and the Mediterranean. Most of the continent is a monster haunted hinterland. At its heart, the New German Republic stands as a reminder of everything humanity has lost. New Camelot, Nova Roma, Tarnow, and the Sovietski all claw their way into a new dawn. Gargoyle Emperor Zerstrun, Pharoah Rama-Tut, Bres the Beautiful, and the Angel of Death all plot to dominate the continent.

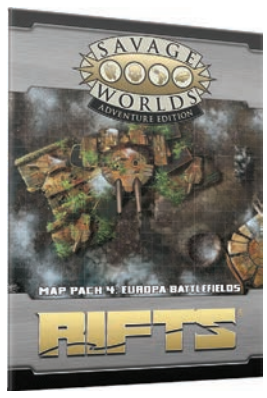
S2P 11227 .....\$44.99



SAVAGE WORLDS RPG: RIFTS - EUROPA ACCESSORIES BOX

Boxed Set Includes:- 6 all new Archetype Dossiers - Rifts for Savage Worlds: Europa Battlefields double-sided map - 6 sheets of pawns from the Savage Foes of Europa-30 x 24 poster map of Rifts Europe!

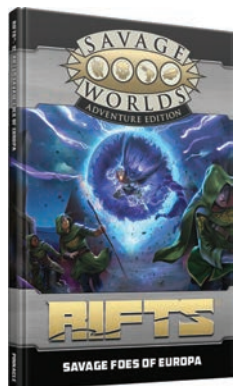
S2P 11229 .....\$29.99



SAVAGE WORLDS RPG: RIFTS - MAP PACK 4, EUROPA BATTLEFIELDS

This pack contains one large double-sided poster map (30 x 24) marked with a one inch grid. Ideal for use in your Rifts games, this map includes the branches and structures of a Millennium Tree. On the reverse is the futuristic battlefield of the Moscow Dead Zone. Combine with other Rifts maps to bring your post-apocalyptic tabletop to life.

S2P 11230 .....\$14.99



SAVAGE WORLDS RPG: RIFTS - SAVAGE FOES OF EUROPA

Beyond Atlantis and her Demon Seas lies Europe and the Mediterranean. Most of the continent is a monster haunted hinterland. Let the Adventures Begin! Savage Foes of Europa has all the bad guys (and good guys) you need to get your adventures in the post-apocalypse badlands off to a rip-roaring great start. It also contains Savage Tales for each of the major areas outlined in Europa and a Plot Point Campaign to tie it all together.

S2P 11228 .....\$29.99

PLAYPUNK

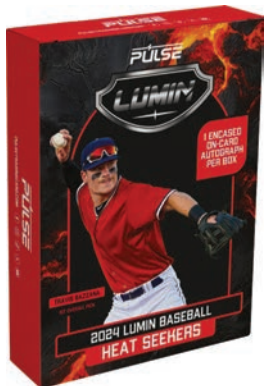
PULSE TRADING CARDS



ZENITH

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

PLY PPZEN235 .....\$34.99



PULSE 2024 LUMIN BASEBALL - HEAT SEEKER EDITION BOX

Step Up to the Plate with Lumin Baseball! Whether you're a casual collector or a die-hard fan, Lumin Baseball delivers the thrill of the game straight to your hands. Available in our exclusive Heat Seeker Boxes, each pack is a chance to score big. Chase the hottest prospects like Travis Bazzana, Nick Kurtz, Roman Anthony, Kristian Campbell, and Junior Caminero. Every rip could be a home run! Uncover the future of baseball, one card at a time. Heat Seekers Edition Box packaging: 1 card per box, 1 autograph per box.

PTC PUL1833.....PI

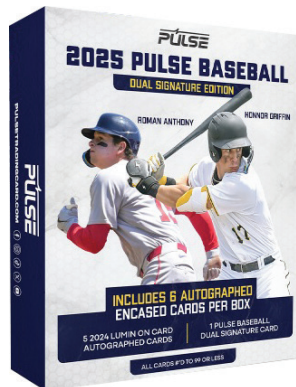




### PULSE 2025 BASEBALL - ALL STAR EDITION HOBBY BOX

The 2025 Pulse Baseball - All-Star Edition shines a spotlight on the games most exciting draft prospects and rising stars. Each box delivers four (4) on-card autographs from the 2024 Lumin Baseball series and two (2) autograph cards from players selected for the Futures Game and All-Star Game with every card numbered to 60 or less, sealed in jewel cases for top-tier presentation and protection. With an ultra-limited print run and a lineup stacked with the next generation of talent such as Paul Skenes, Jacob Misiorowski, Josue De Paula and Leo De Vries.

PTC PUL1854..... PI



### PULSE 2025 BASEBALL - DUAL SIGNATURE EDITION HOBBY BOX

6 guaranteed autographed encased cards per box: 5 x 2024 Lumin On-Card Autographs and 1 x Dual Signature Autographed Card. All cards numbered to 99 or less. Loaded checklist featuring stars prospects including Paul Skenes, Jacob Misiorowski, Konnor Griffin, Junior Caminero, Roman Anthony, Travis Bazzana and more!

PTC PUL1866..... PI



### PULSE 2025 FOOTBALL - DUAL SIGNATURE EDITION HOBBY BOX

6 guaranteed autographed encased cards per box: 5 x 2024 Premiere Football On-Card Autographs and 1 x Dual Signature Autographed Card. All cards numbered to 99 or less. Loaded checklist featuring stars prospects including Drew Allar, Dan Marino, Steve Young, Sam Leavitt, LaNorris Sellers, Dylan Stewart and more!

PTC PUL1871..... PI



### PULSE 2025 FOUNDRY BASEBALL - HEAT SEEKER EDITION BOX

Step Up to the Plate with Foundry Baseball! Whether you're a casual collector or a die-hard fan, Foundry Baseball delivers the thrill of the game straight to your hands. Available in Max Boxes, Hobby Boxes, and our exclusive Heat Seeker Boxes, each pack is a chance to score big. Chase the hottest prospects like Roman Anthony, Travis Bazzana, Leo De Vries, and Jesus Made.

PTC PUL1846..... PI



### PULSE 2025 FOUNDRY BASEBALL - HOBBY BOX

Step Up to the Plate with Foundry Baseball! Whether you're a casual collector or a die-hard fan, Foundry Baseball delivers the thrill of the game straight to your hands. Available in Max Boxes, Hobby Boxes, and our exclusive Heat Seeker Boxes, each pack is a chance to score big. Chase the hottest prospects like Roman Anthony, Travis Bazzana, Leo De Vries, and Jesus Made.

PTC PUL1847..... PI



### PULSE 2025 FOUNDRY BASEBALL - MAX BOX (24)

Step Up to the Plate with Foundry Baseball! Whether you're a casual collector or a die-hard fan, Foundry Baseball delivers the thrill of the game straight to your hands. Available in Max Boxes, Hobby Boxes, and our exclusive Heat Seeker Boxes, each pack is a chance to score big. Chase the hottest prospects like Roman Anthony, Travis Bazzana, Leo De Vries, and Jesus Made.

PTC PUL1845..... PI



### PULSE 2025 FOUNDRY FOOTBALL - HEAT SEEKER EDITION BOX

Step Onto the Gridiron with Foundry Football! Whether you're a casual collector or a die-hard fan, Foundry Football brings the excitement of the game right into your hands. Available in Max Boxes, Hobby Boxes, and our exclusive Heat Seeker Boxes, every pack is a chance to make a big play. Chase the stars and rising talent like Drew Allar, Tyreek Hill, Colston Loveland, Edgerrin James, Omarion Hampton, Dan Marino, Jim Kelly, LaNorris Sellers, and more.

PTC PUL1841..... PI



### PULSE 2025 FOUNDRY FOOTBALL - HOBBY BOX

Step Onto the Gridiron with Foundry Football! Whether you're a casual collector or a die-hard fan, Foundry Football brings the excitement of the game right into your hands. Available in Max Boxes, Hobby Boxes, and our exclusive Heat Seeker Boxes, every pack is a chance to make a big play. Chase the stars and rising talent like Drew Allar, Tyreek Hill, Colston Loveland, Edgerrin James, Omarion Hampton, Dan Marino, Jim Kelly, LaNorris Sellers, and more.

PTC PUL1834..... PI



### PULSE 2025 FOUNDRY FOOTBALL - MAX BOX (24)

Step Onto the Gridiron with Foundry Football! Whether you're a casual collector or a die-hard fan, Foundry Football brings the excitement of the game right into your hands. Available in Max Boxes, Hobby Boxes, and our exclusive Heat Seeker Boxes, every pack is a chance to make a big play. Chase the stars and rising talent like Drew Allar, Tyreek Hill, Colston Loveland, Edgerrin James, Omarion Hampton, Dan Marino, Jim Kelly, LaNorris Sellers, and more — every rip could be a touchdown.

PTC PUL1842..... PI



### PULSE 2025 RETAIL BASEBALL SERIES 2 PACK

1 guaranteed autographed card per pack 1 card per pack. Loaded checklist with top prospects and stars, including Paul Skenes, Nick Kurtz, Jacob Misiorowski, Roman Anthony, Travis Bazzana, Junior Caminero, Jacob Wilson, and more! Series 2 includes cards from Pulses most popular 2024 and 2025 releases, including Lumin, Stratos, Meridian, and more.

PTC PUL1857..... PI



### PULSE 2025 RETAIL FOOTBALL SERIES 2 PACK

1 guaranteed autographed card per pack 1 card per pack. Loaded checklist with top prospects and stars, including Travis Hunter, Tyreek Hill, Cam Ward, Jim Kelly and more! Series 2 includes cards from Pulses most popular 2024 and 2025 releases, including Premiere, Stratos, Meridian and more!

PTC PUL1858..... PI

## Q-WORKSHOP



### IT WELCOME TO DERRY DICE SET (7)

QWS IT001 .....\$21.00





## TRIBAL DICE SETS (7)



### BLUE-GREEN & BEIGE

QWS STRB02 .....\$21.00

### PEARL & BROWN

QWS STRB01 .....\$21.00

## RAVENSBURGER

### DISNEY LORCANA TCG: GLIMMERS OF THE REALM

Introducing *Glimmers of the Realm*, a brand-new puzzle collection that transforms official card art from the *Disney Lorcana Trading Card Game* into beautifully crafted 1000-piece puzzles. Not to be overlooked is the fact that each of these puzzles includes a Glimmer Foil Mickey Mouse – True Friend card, ensuring it has collectability baked in for the existing players.



### 1000 PC PUZZLE - AMBER

RVN 12001621 ..... PI



### 1000 PC PUZZLE - RUBY

RVN 12001624 ..... PI



### 1000 PC PUZZLE - EMERALD

RVN 12001623 ..... PI



### 1000 PC PUZZLE - SAPPHIRE

RVN 12001625 ..... PI

### DISNEY LORCANA TCG: WHISPERS IN THE WELL

## SPOTLIGHT ON



### BOOSTER DISPLAY (24)

Booster display boxes offer players and collectors an exciting experience with 24 *Disney Lorcana TCG: Whispers in the Well* booster packs. Each box contains 288 cards, giving players the opportunity to customize and enhance their decks, or even build new ones. These boxes are perfect for discovering new cards, refining strategies, trading with friends, and unleashing the power of players favorite characters. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

RVN 11098812 ..... PI



## SPOTLIGHT ON



### ILLUMINEER'S TROVE

The ultimate treasure for both collectors and players, the Illumineer's trove contains a full-art storage box with six card dividers to keep your *Disney Lorcana TCG* cards safe and organized by ink. The Illumineer's trove includes eight booster packs and helps keep track of character and location damage with six dice featuring ghostly swirls. With the spin-dial counter, players will never question how close they are to claiming a story star as it lets them easily track their progress toward victory!

RVN 11098786 ..... PI



### PLAYMAT, JASMINE

RVN 11098802 ..... PI



### PLAYMAT, MICKEY MOUSE

RVN 11098803 ..... PI



### STARTER DECK CARTON (8)

Each *Disney Lorcana TCG* single-player deck includes everything a player needs to play right out of the box. Through these decks, players get a taste of the rich story and varied characters of the *Disney Lorcana TCG*. Two single-player decks are available for the *Disney Lorcana TCG* set *Whispers in the Well*. Each prebuilt deck has 60 cards and features cards from two inks, each with distinct play styles. The two ink combinations are Amber Emerald and Sapphire Steel. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

RVN 11098805 ..... PI

### DISNEY VILLAINOUS

## SPOTLIGHT ON



### TREACHEROUS TIDES

In *Villainous: Treacherous Tides*, each player takes control of one of two Disney characters, each a villain in a different Disney movie, specifically Davy Jones (*The Pirates of the Caribbean*) and Tamatoa (*Moana*). Each player has their own villain deck, fate deck, player board, and 3D character. On a turn, the active player moves their character to a different location on their player board, takes one or more of the actions visible on that space (often by playing cards from their hand), then refills their hand to four cards.

RVN 23483 ..... PI





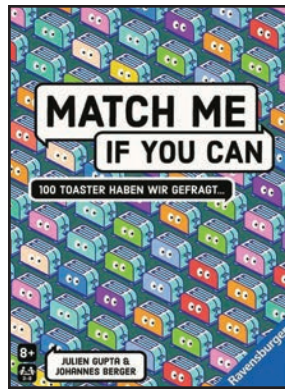
## SPOTLIGHT ON



### UNSTOPPABLE!

In *Disney Villainous Unstoppable*, you step into the shoes of one of four famous Disney villains - Maleficent, Ursula, Hades, or Scar - and must make clever use of your special abilities in order to achieve your evil plan while thwarting your opponents. In more detail, all players move on a shared game board that includes a distinct realm for each villain.

RVN 24828.....PI



### MATCH ME IF YOU CAN

100 TOASTER HABEN WIR GEFRAGT.

JULIEN GUPTA & JOHANNES BERGER  
Flämsburg

### MATCH ME IF YOU CAN

The party game *Match Me If You Can* features three hundred absurd questions that don't have right or wrong answers — all that matters is that your answer matches someone else's. Do that, and you get to level up your point marker.

RVN 24756.....PI

### GLORIOUS GUILDS OF BUTTONVILLE

The village of Buttonville is undoubtedly the most glorious village of all time aside from one small problem: There's no one there! In *The Glorious Guilds of Buttonville*, you slip into the role of a guild master and recruit new residents - quirky inventors, cunning traders, and fearless guards - to transform the sleepy little town into a place full of life and laurel wreaths. Each round, you take two cards, whether directly from the market or blindly from the deck.

RVN 24785.....PI



### MINECRAFT: CAVE ADVENTURE

RVN 76609.....PI



### SANDCASTLES OF BURGUNDY

Queen Crab is coming to visit Burgundy, and you want to decorate your village for her royal beach party. Find the right decorations and collect points. The animals of the royal guild will help you when you have finished decorating their shops - but can you find the animals before the others? In *The Sandcastles of Burgundy*, you collect points by finding the right decorations, so can you remember under which sand castle the animals of the royal guild are hiding?

RVN 24717.....PI



### GRAVITRAX: STAR WARS DEATH STAR SET

The *Star Wars Death Star Set* represents Gravitrax' system of modular marble runs first foray into new galaxies! With 200+ pieces, instructions for several large runs, and all the pieces you could need to invent death star strike runs of your own, this is a holiday must-have for builders and super fans alike!

RVN 23860.....PI

### HYLKIES

Your favorite characters from *Harry Potter*, uniquely illustrated in an iconic capsule shape that you can assemble yourself. The figures are quick and easy to assemble thanks to the numbered parts and make great collectibles: individually or as a whole series of *Hylkies*, in which the different figures stand perfectly next to each other. A must-have for true fans!



### DRACO MALFOY

RVN 12008005.....PI



### HAGRID

RVN 12008004.....PI



### HARRY POTTER

RVN 12008000.....PI



### HEDWIG

RVN 12008003.....PI



### HERMIONE GRANGER

RVN 12008001.....PI



### RON WEASLEY

RVN 12008002.....PI

## SPOTLIGHT ON



### STAR WARS VILLAINOUS: COLD TACTICS

In *Star Wars Villainous: Cold Tactics*, players choose to play one of two iconic villains from the *Star Wars* galaxy: Grand Admiral Thrawn or Count Dooku. Villains in *Star Wars Villainous: Cold Tactics* can also be mixed with those in *Star Wars Villainous: Power of the Dark Side*, *Star Wars Villainous: Scum and Villainy*, and *Star Wars Villainous: Revenge at Last*.

RVN 23485.....PI



### SWEET VICTORY

Compete to win in this fun, fast game of shifting and speed-stacking! Beginning with all the pieces in their starting setup on the stand, flip a card and race to match the image shown, using only one hand and grabbing only one piece at a time! Shift the pieces from pillar to pillar, grab the Trophy from the center, and claim Sweet Victory!

RVN 76590.....PI

## GAMES

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

GM

DEC 2025

61



# STRATEGY



## PRE-ORDER NOW!

### FOX IN THE FOREST DELUXE

- Deluxe Edition of the best-selling trick-taking game, *The Fox in the Forest*!
- Includes all-new illustrations, foil stamped cards, and acrylic point tokens!
- Three new gameplay modules add new twists! Play with one or play with all.

RGS 02862 .....\$25

## JANUARY RELEASE!

Ages 10+ 2 Players 30 Mins



## PRE-ORDER NOW!

### ROBO RALLY DICE

- Real-time, fast play stand-alone version of the classic *Robo Rally* board game!
- Simultaneously roll and place dice to program your robot to tag checkpoints, attach powerful upgrades, and race to win!
- Compatible with ANY factory game board from previous Renegade Games Robo Rally releases! Use these boards in the core game or boards from other releases in this game. The possibilities are endless!

RGS 02846 .....\$35

## FEBRUARY RELEASE!

Ages 14+ 2-4 Players 30-45 Mins



## PRE-ORDER NOW!

### THE VALE OF ETERNITY: CURSE

- Expansion to the award-winning game, *The Vale of Eternity*!
- Summoner tiles provide asymmetric starts and ongoing abilities!
- New Curse tokens and Curse Tree! Remove them before the end of the game or lose points.

RGS 02911 .....\$25

## FEBRUARY RELEASE!

Ages 14+ 2-4 Players 50 Mins

# ROLE PLAYING

## 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!

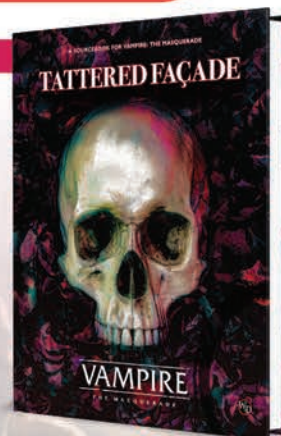
### VAMPIRE: THE MASQUERADE TATTERED FAÇADE SOURCEBOOK

- 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!

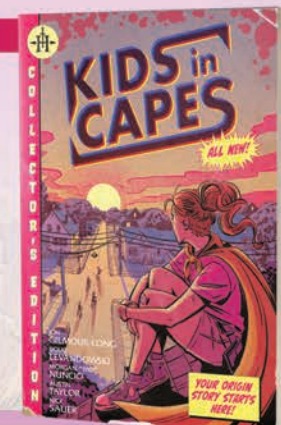
### KIDS IN CAPES

- 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+







## MINIATURE



## PRE-ORDER NOW!

## HEROSCAPE: PREMIUM WOUND MARKERS

- Premium oversized markers add clarity and flair to every battle.
- Distinct 1- and 2-Wound markers streamline wound tracking for multi-life figures.
- Elevate your Heroscape experience with durable, eye-catching accessories built for endless battles.

RGS 02915 ..... \$15

FEBRUARY RELEASE!

Ages 14+



## PRE-ORDER NOW!

## HEROSCAPE: CAVERNS OF VALHALLA TERRAIN EXPANSION

- Build sprawling underground battlefields with twisting dungeon corridors, towering rock outcrops, and dark shadows.
- Shadow tiles grant any small, medium, or large figure standing on them +1 to their Defense Value.
- Compatible with all Heroscape Master Sets, Battle Boxes, and Expansions.

RGS 02884 ..... \$60

FEBRUARY RELEASE!

Ages 14+



## PRE-ORDER NOW!

## HEROSCAPE: ARMY PAINTER STARTER SET

- Includes 10 Warpaint Fanatic Paint Colors and a paintbrush!
- Perfect for seasoned and new painters with its vibrant, high-quality colors.
- Get painting right away with the included Decker the Burrowbreaker miniature and Army Card!

RGS 02903 ..... \$45

FEBRUARY RELEASE! Ages 14+

## OFFERED AGAIN



## AVAILABLE NOW!

## RISK 2210 A.D. FRONTLINE EXPANSION

- The first time this compilation of Frontline Tournament prize expansions is available in retail!
- Combines four expansions last seen over 20 years ago into one comprehensive experience!
- Includes four modules each adding unique gameplay elements: Factions, Tech Commanders, Giant Amoebas, and Mars!

RGS 02754 ..... \$50

Ages 10+ 2-5 Players 240 Mins



## AVAILABLE NOW!

## VEGAS SHOWDOWN

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

RGS 02716 ..... \$40

Ages 12+ 3-5 Players 75 Mins



## AVAILABLE NOW!

## RISK 2210 A.D.

- Battle for the continents, as well as undersea, and on the moon!
- Human commanders lead mechanized troops known as MODS!
- 5 Decks of Command Cards for tactical surprises!

RGS 02646 ..... \$60

Ages 10+ 2-5 Players 240 Mins





## RESTORATION GAMES

### SPOTLIGHT ON



#### THUNDER ROAD: VENDETTA - CARNAGE AT DEVIL'S RUN EXPANSION

Legend tells of a place called Devil's Run, a land of fire with roads turned to slick glass from the burning sands. The few that emerge tell stories none believe. This expansion adds new road boards for the base game, featuring dangerous new terrain, ongoing damage and new damage effects, and FIRE!

REO 9402..... \$39.95

### SPOTLIGHT ON

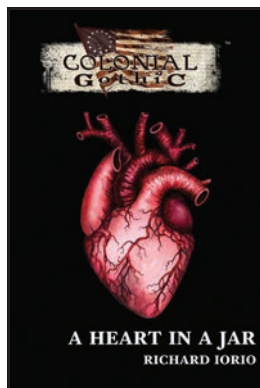


#### THUNDER ROAD: VENDETTA - CHOPPE SHOPPE EXPANSION

Some races are bigger than others. In the biggest race of all, you need a veteran leader and some extra gear to come out on top. This expansion adds crew leaders and car upgrades. Crew leaders provide custom command boards and variable player powers. Car upgrades add special effects to each of your cars.

REO 9403..... \$24.95

## ROGUE GAMES



#### COLONIAL GOTHIC RPG: A HEART IN A JAR

Philadelphia, 1775. When a respected Quaker bookseller vanishes without a trace, his abandoned house becomes a nightmare of blood, rats, and vengeful spirits. Tobias Palmer disappeared one spring day in 1769, leaving behind only questions. His wife, Evelyn, fled to New Orleans. The house passed to his brother Lawrence, who rented it to the merchant Wallace Shifter. That's when the terror began. Exploding pottery. Milk spoiling instantly. Drawers found mysteriously open. Then came the swarm - thousands of rats bursting through the walls like a black tide.

RUG 17760..... \$12.95

## ROLL & PLAY PRESS

#### TABLETOP TOKENS: FANTASY CREATURES (5E)

D&D tokens never looked so good. Jump into battle with this stunning set of 100+ D&D tokens. You'll never again have to worry about finding the perfect mini when combat kicks off the twelve token designs are incredibly versatile and can represent anything from Bandits to Krakens.

RPP 011TTC..... PI



## ROXLEY GAMES

### SPOTLIGHT ON



#### SANTORINI: SECOND EDITION

Santorini is an accessible strategy game, simple enough for an elementary school classroom while aiming to provide gameplay depth and content for hardcore gamers to explore. The rules are simple. Each turn consists of 2 steps: 1. Move - move one of your builders into a neighboring space. You may move your Builder Pawn on the same level, step-up one level, or step down any number of levels. 2. Build - Then construct a building level adjacent to the builder you moved.

ROX 305..... \$49.99

## SAVANA



#### SPARK RIDERS 3000: RIDER EDITION

Play as the crew of the Spark, the spaceship equipped with the most advanced AI in the universe. Your mission is to deliver precious cargo to the four corners of the galaxy to ensure the survival of humanity. Beware, alien pirates and hostile environments await you, so only the best will arrive in one piece. Spark Riders 3000 is a hybrid single player/co-operative tower defense and survival game for 1 to 4 players in which players must coordinate their actions to ensure the success of their mission. one of the ship's vital rooms destroyed.

SAV 019-RE..... \$49.99

## SIRIUS DICE

### SPOTLIGHT ON



#### DUNGEONS & DRAGONS: ADVENTURE DICE - ARTIFICER, CLEAR

SDZ 2002-27..... \$24.99

### SPOTLIGHT ON



#### MAGIC THE GATHERING CCG: AVATAR - THE LAST AIR BENDER 55MM SPINDOWN D20

This stunning 55mm spindown d20 brings together the worlds of Magic: The Gathering and Avatar: The Last Airbender in one unforgettable collectible. Whether you're tracking life totals in style or showcasing your fandom, this oversized die is a must-have for players and collectors alike. Featuring the iconic moment of Aang and Appa frozen in the iceberg, it's a powerful tribute to the beginning of an epic journey - and a striking display piece for any Avatar fan.

SDZ 3004-01..... \$49.99

#### RPG DICE SET (7)



#### GOLDEN BUZZ

SDZ 0026-06..... \$17.99

#### GOLDEN PUP

SDZ 0026-04..... \$17.99





#### MOON PANDA

SDZ 0026-02 .....\$17.99

#### SEAFOAM SHEPHERD

SDZ 0026-01 .....\$17.99



#### ROYAL NECTAR

SDZ 0026-05 .....\$17.99

#### SHIMMERPAW

SDZ 0026-03 .....\$17.99

### SLIGHTLY RECKLESS GAMES

#### BERSERKR RPG



#### BERSERKR RPG: CORE RULEBOOK

Ragnarok is here, reimagined and unleashed through the frostbitten realms of Norse mythology. Fate and fury collide. This book includes core mechanics, character creation, deadly classes, and immersive worldbuilding, bringing Norse Mythology to life. Whether you walk the path of the Odin, Loki, or somewhere in-between, this is your guide to survival in a world where steel and the fate of the nine realms are intertwined.

##### REGULAR EDITION

SRG 02000 .....\$45.50

##### LIMITED EDITION

SRG 02001 .....\$58.50

#### BLOOD & ICE SOLO RULES

Embark on your own Norse saga with the Berserkr Solo Rules Zine. This specialized guide provides everything you need to navigate the perilous realms of Norse mythology on your own.

SRG 02004 .....\$16.90



#### CHARACTER SHEETS

You'll burn through character sheets as fiercely as a Viking raid through enemy lands. These character sheets? They're the sagas of your destiny. Craft your warrior, carve your tale in the runes of history. 50, A5, full colour tear-off character sheets.

SRG 02002 .....\$19.50



GAMES

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

GTM

DEC 2025

65

GET THEM NOW!





FATE OF FIRE

Fate of Fire is a 30+ page scenario zine booklet set in the world of Berserk. A self contained adventure that can be used as an intro to the game or part of a larger campaign. SRG 02005 .....\$19.50



GM SCREEN

SRG 02003 .....\$26.00



pieces across the board, visually charting the path toward the end of the world. Crafted with striking Norse motifs and symbols, the board is not only a functional gameplay tool but also an immersive piece of art. SRG 02009 .....\$26.00



LEGENDARY WEAPONS, ARMOUR AND THINGS

This compact zine dives deep into the arsenal of Norse mythology, featuring over 20 legendary weapons and items. A5, full colour, richly illustrated. Perfect for players and GMs eager to expand their armamentarium in the epic world of Berserk. SRG 02006 .....\$13.00



POLYHEDRAL DICE SET

SRG 02008 .....\$26.00

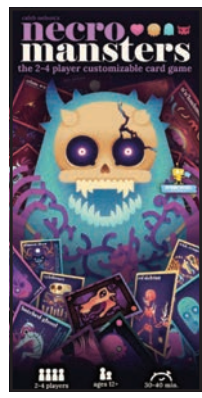
RAGNAROK BOARD & TRACKER

Master the fate of the realms with the Berserk Ragnarok Tracker Game Board. As players make choices and take actions, they move

SPEEDROBO GAMES

NECROMANSTERS: CORE SET

Why, hello there. Welcome to our exciting world of ghost, ghouls, and grisly graveyard duels! In this card game, you and a group of up to 3 friends will be battling it out under the light of the blood moon. Not with your own hands of course, that would be silly. You'll be collecting and summoning undead friends to do the fisticuffs for you, obviously! Choose your team of necromancers! Construct a morgue deck of your favorite spirits, meat, and bones! Bring your strongest Monsters into battle! But most importantly, have fun or else. MWAHAHAHA! SPD RB01000 .....\$24.95



SPIELWIESE



SNAKE CHARMERS

Truth, traps, treachery. Who can you trust? And for how long? Snake Charmer's is a bluffing deduction game in which trust has an expiration date! Together you must drive away the night, but they lurk among you: the snake charmers. To win, you must uncover who is playing WITH you, and who is PLAYING you. Can you root them out in time? Or will you become one yourself? HBG ESSCH01EN .....\$19.99

STEAMFORGED GAMES



WARMACHINE: CORE RULEBOOK

The Core Book offers the core ruleset alongside an expanded look into the world of the Iron Kingdoms. Inside, players will find the complete core rules for play the award-winning miniatures game, as well as a quickstart guide. This book is ideal for players who want more than rules - it's built for those who love worldbuilding, lore, and collectible game books on their shelves. SFL SFIK-RPG371 .....\$44.99

WARMACHINE: FROZEN & FORGOTTEN 2-PLAYER SET

Unleash the Dusk Final Hunt and the Orgoth Graveborn. Choose the enigmatic Dusk final Hunt or eternal Orgoth Graveborn, give control of the other to a friend, and go head-to-head in cinematic battles for hours of entertainment. This box is an excellent way to get into Warmachine or expand your existing collection. SFL SFIK-DOSS326 .....\$99.99



STILLFLEET STUDIO



THE BLISTER CRITTERS RPG: GROWING PAINS (PILOT EPISODE)

Growing Pains is a plantastic, zine-length Pilot Episode (starter adventure) for Blister Critters. Written for first-time Producers and players, this pilot episode is the perfect start to a kinda gnarly year season of Blister Critters. When Jenny Broadstripe, your rough n tumble Burrow leader, reveals shes found an end to the Burrows ongoing food crisis, your Pack is thrust into a perilous adventure of scientific intrigue and discovery! This episode features several Stuff-laden locations, a diverse cast of NPCs ranging from bovine Beasts to plant-eating Pests, and a whole new category of plant-based beings in the Blister Critters world Plitters! SFS 70210 .....\$15.00

STRONGBOX GAMES



MANTLE OF THE KEEPER

In Mantle of the Keeper, players take on the role of one of six Chosen that the Ascended have selected to compete in the Keeper Trials. Players must leverage their Chosen's unique combat style and favor abilities to gain the upper edge on their opponents in battle. Each round, players will strategize how to traverse the arena's terrain, avoid hazards, and play their Chosen's individual deck of cards to deliver attacks and devastate their foes. SFG MOTKDELUXE .....\$59.99

STUDIO H



LEADERS

In this strategy game for 2 players, you'll create a team and combine the abilities of unique champions to defeat the opposing Leader! To win, either position two of your champions adjacent to your opponent's Leader or skillfully maneuver to fully surround them. HBG SHLEA-EN .....\$36.99



## TALON STRIKES STUDIOS



### NIGHT MARKET

Dive into the heart of Taiwan's lively food culture, where every ingredient tells a story. As daylight breaks, find yourself amidst the vibrant labyrinth of Taipei's streets, hustling to gather the freshest ingredients. As twilight sets in, the magic unfolds. With deft hands and a discerning palate, transform your day's bounty into a symphony of enticing dishes that echo the authentic flavors of Taiwan. Your strategy, intuition, and ability to satiate the city's culinary cravings are your tools to thrive in the *Night Market*.

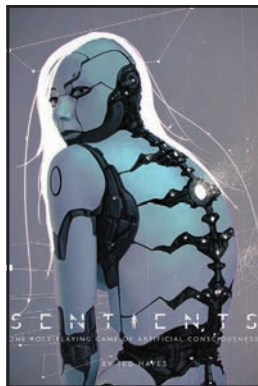
TSS 801 ..... \$70.00

## TEDBOT GAMES

### SENTIENTS RPG: CORE RULEBOOK

*Sentients* is a sci-fi tabletop RPG of artificial consciousness, liberation, underground resistance, and newfound emotion where you play a newly awakened android fighting for survival in 2071. Designed for a GM and 25 players, teen and up.

TGO 01 ..... \$50.00



## TUESDAY KNIGHT GAMES

# SPOTLIGHT ON



### MOTHERSHIP RPG: CORE SET

Everything you need to play in one horrifying box. It's complete with all the *1e* (First Edition) core rulebooks, an introductory module, and a set of dice. When we first started designing *Mothership*, this was the set we envisioned.

TKG MRPG-B51 ..... \$59.00

### MOTHERSHIP RPG: A POUND OF FLESH

*A Pound of Flesh* is a toolkit for building your own run-down, back-water, black market space station. And all in a compact zine format. Written by Donn Stroud and Sean McCoy, it includes: The fully developed space station Prosperos Dream, packed with dozens of locations, NPCs, and tools for running adventures in the city-sized station. Tools for generating your own space station. Rules for customizing your character with cybermods.

TKG MRPG-M2-1E ..... \$20.00



### MOTHERSHIP RPG: ANOTHER BUG HUNT

*Another Bug Hunt* the official introductory adventure for *Mothership*. The players' crew must re-establish communications with a remote terraforming colony. However, when they arrive they find an abandoned colony and the remains of a bloody assault. From the award-winning *Mothership* team. It includes: Four interconnected scenarios, stitched together into a micro-campaign.

TKG MRPG-M4-1E ..... \$20.00



### MOTHERSHIP RPG: DEAD PLANET

*Dead Planet* is the first module for the *Mothership* sci-fi horror roleplaying game. It's packed to the brim with usable, gameable content for any sci-fi rpg, including: *The Screaming on the Alexis*: A one-page adventure on a derelict ship filled with corpses and a strange artifact. A planetcrawl of the *Dead Planet* with several locations, including *The Red Tower*, a five-level underground bunker filled with a horde of Gaunt, a terrifying, nightmare-inducing creature.

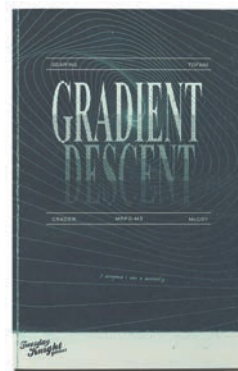
TKG MRPG-M1-1E ..... \$20.00



### MOTHERSHIP RPG: DELUXE SET

The fastest way to build your collection. All the *1e* (First Edition) core rulebooks in addition to four official modules. If you've just heard of *Mothership*, or you want to make sure your collection is complete, look no further than the *Deluxe Set*.

TKG MRPG-BX1 ..... \$99.00



### MOTHERSHIP RPG: GRADIENT DESCENT

*Gradient Descent* is a sci-fi horror megadungeon set in an abandoned android factory controlled by a powerful rogue AI known as MONARCH. Built from the ground up for the *Mothership* sci-fi horror roleplaying game. Written by Luke Gearing (*Fever Swamp*, *Acid Death Fantasy*) and illustrated by RPG newcomer, Nick Tofani.

TKG MRPG-M3-1E ..... \$20.00



### MOTHERSHIP RPG: ORPHANS

*Orphans* is a one-shot starter adventure zine for *Mothership* RPG. Written by Luke Gearing, it includes: Imuen Station, a small refueling station, recent victim of a harrowing massacre. A pair of teens who have gone missing, on the run from the corporate captors. AUNTIE, a terrifying creature made of moss and bones who stalks the corridors, protecting the teens... for now.

TKG MRPG-M5-1E ..... \$20.00



### MOTHERSHIP RPG: PLAYER'S SURVIVAL GUIDE

The *Player's Survival Guide* has all the rules you need to play, including Character Creation, How to Play, Violent Encounters, Stress & Panic, Shore Leave, Weapons and Equipment, and more! Everything has been streamlined with an eye to being fast and easy for new players to learn.

TKG MRPG-PSG-1E ..... \$15.00

## GAMES

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

GMT

DEC 2025

67





**MOTHERSHIP RPG: SHIPBREAKER'S TOOLKIT**

The ultimate guide to space travel in the *Mothership* universe. *The Shipbreaker's Toolkit* gives you all the tools for operating, maintaining, and, if the need arises, battling spacecraft.

TKG MRPG-SBT.....\$20.00



**MOTHERSHIP RPG: STORAGE BOX**

We looked for one and we never found it, so we built it ourselves. A storage box for all your *Mothership* zines. It's the exact same size as the *Core Set*, so it'll look great on your shelf. And it comes with label stickers for the box so you can keep everything organized (Sean's a bit of a stationery nerd).

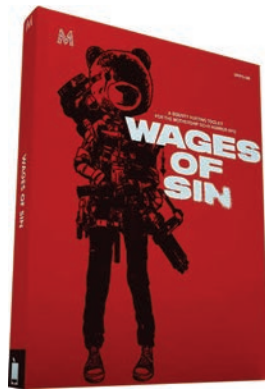
TKG MRPG-BSB1.....\$10.00



**MOTHERSHIP RPG: UNCONFIRMED CONTACT REPORTS**

*Unconfirmed Contact Reports* is your guide to running terrifying encounters with strange entities and horrendous abominations. It comes complete with a section on designing your own horrors, and over 40 unique, fully illustrated monstrosities of our own!

TKG MRPG-UCR.....\$20.00



**MOTHERSHIP RPG: WAGES OF SIN**

*Wages of Sin* is your guide to crime on the Rim. It contains 100 bounties, each a story the players steer: they decide who lives and who dies. For criminal campaigns, it features 10 bounty hunters to hunt the players down. If they get captured, it has a court system and (if we hit our achievements) a prison colony: they can look to serve out their time or plan a daring breakout. Play doesn't stop when you get caught.

TKG MRPG-M6-1E.....\$50.00



**MOTHERSHIP RPG: WARDEN'S OPERATIONS MANUAL**

*The Warden's Operations Manual* takes you from prepping your first session, to running it, to prepping the rest of your campaign in a simple, easy-to-read format. It's chock full of simple advice to improve your horror game, as well as basic procedures for preparing great scenarios for your players.

TKG MRPG-WOM.....\$20.00

**ULTRA PRO INTERNATIONAL**

**HOLOLIVE TCG: STITCHED PLAYMATS**



**AZKI**

UPI 16804.....PI



**HOSHIMACHI SUISEI**

UPI 16802.....PI



**TAKANASHI KIARA**

UPI 16803.....PI



**TOKINO SORA**

UPI 16805.....PI



**USADA PEKORA**

UPI 16806.....PI

**POKEMON TCG**



**4-POCKET PREMIUM SNAP BINDER GREEN**

UPI 16721.....PI



**CATERPIE EVOLUTIONS STITCHED PLAYMAT**

UPI 16720.....PI



**ENERGY 65CT DECK PROTECTOR SLEEVES COLORLESS TYPE**

UPI 16751.....PI



**ENERGY 65CT DECK PROTECTOR SLEEVES DARKNESS TYPE**

UPI 16748.....PI



**ENERGY 65CT DECK PROTECTOR SLEEVES DRAGON TYPE**

UPI 16750.....PI



**ENERGY 65CT DECK PROTECTOR SLEEVES FIGHTING TYPE**

UPI 16747.....PI



**ENERGY 65CT DECK PROTECTOR SLEEVES FIRE TYPE**

UPI 16743.....PI



**ENERGY 65CT DECK PROTECTOR SLEEVES GRASS TYPE**

UPI 16742.....PI





**ENERGY 65CT DECK PROTECTOR SLEEVES LIGHTNING TYPE**  
UPI 16745..... PI



**ENERGY 65CT DECK PROTECTOR SLEEVES PSYCHIC TYPE**  
UPI 16746..... PI



**ENERGY 65CT DECK PROTECTOR SLEEVES METAL TYPE**  
UPI 16749..... PI



**ENERGY 65CT DECK PROTECTOR SLEEVES WATER TYPE**  
UPI 16744..... PI

## USAOPOLY/THE OP

### MONOPOLY



**THE TODAY SHOW**  
USO MN051-730..... PI

**WU-TANG CLAN**  
USO MN180-777..... PI

## VAN RYDER GAMES

### FINAL GIRL: A DEMON IN THE SHADOWS



## FEATURED ITEM



### FEATURE FILM EXPANSION

History is repeating itself... Berith has possessed another nun. This time, its sweet Ursula, and Berith is shedding innocent blood through her. Hell only leave when her heart stops. You know you'll have to kill her, but you refuse to just let her soul be condemned to eternal damnation. You're determined to expel the demon and save Ursula. Requires the *Final Girl: Core Box* to play.

VRG FG018 ..... \$24.99

## SPOTLIGHT ON



## GAMES



**MINIATURES SET**  
VRG FG018M ..... \$9.99

### FINAL GIRL MINIATURES SETS



**A ROTTEN HARVEST**  
VRG FG017M ..... \$9.99



**FRIGHTMARE ON MAPLE LANE**  
VRG FG005M ..... \$9.99



**CARNAGE AT THE CARNIVAL**  
VRG FG004M ..... \$14.99



**HAPPY TRAILS HORROR**  
VRG FG001M ..... \$9.99

### FINAL GIRL: SERIES 1 MINIATURES SETS



**HAUNTING OF CREECH MANOR**  
VRG FG002M ..... \$9.99



**SLAUGHTER IN THE GROVES**  
VRG FG003M ..... \$9.99

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

GTM

DEC 2025

69





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

## FINAL GIRL: SERIES 2 MINIATURES SETS



**A KNOCK AT THE DOOR**  
VRG FG008M .....\$14.99



**INTO THE VOID**  
VRG FG006M .....\$14.99



**MADNESS IN THE DARK**  
VRG FG010M .....\$9.99



**ONCE UPON A FULL MOON**  
VRG FG009M .....\$9.99



**PANIC AT STATION 2891**  
VRG FG007M .....\$14.99

## FINAL GIRL: SERIES 3 MINIATURES SETS



**DON'T MAKE A SOUND**  
VRG FG015M .....\$14.99



**THE FALCONWOOD FILES**  
VRG FG013M .....\$9.99



**HELL TO PAY**  
VRG FG012M .....\$9.99

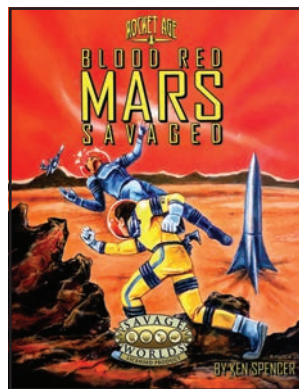


**THE KILLER FROM TOMORROW**  
VRG FG011M .....\$14.99



**THE MARREK MURDERS**  
VRG FG014M .....\$9.99

## WHY NOT GAMES



### ROCKET AGE: BLOOD RED MARS SAVAGED (SWADE)

Welcome to the 1938 that never was and the Solar System that should have been! Blood Red Mars Savaged is a radium punk sci-fi game of exploring the Mars, fighting Nazis, Stalinists, aliens, and the bizarre environments the Red Plane. It is a game of ancient ruins hiding long lost technology, strange beasts, RAY guns, chromed rocket ships, radium fuel, hot exhaust, and fins. So many fins on things you didn't know you could put fins on.

WNG 0542.....\$45.00

## WIZKIDS/NECA

### DUNGEONS & DRAGONS: ICONS OF THE REALMS

## SPOTLIGHT ON



### DIRE WORG

These sapient predators can speak and often taunt their prey, enjoying the taste of fear in their meals. Dire worgs are larger than common worgs and possess a supernaturally terrifying howl. They frequently hunt alongside ettins, ogres, and trolls. The *D&D Icons of the Realms: Dire Worg Boxed Miniature* looms large on a 75mm base. This preprinted *D&D* miniature is perfect for your next adventure in a foreboding forest or the Feywild!

WZK 96396.....\$24.99

## SPOTLIGHT ON



### KRAKEN

Ancient weapons of the gods, krakens slumber in the deepest oceanic abysses, awaiting their time to rise and dominate the world. These massive, many-tentacled horrors are one of *Dungeons & Dragons'* most iconic terrors of the deep! With writhing tentacles, storm-calling power, and a presence that warps the very seas around it, this awe-inspiring miniature captures the monstrous majesty of the titan that lurks in sunken rifts and shattered caverns. The *D&D Icons of the Realms: Kraken Boxed Miniature* looms large on a 100mm base.

WZK 96397.....\$69.99



## SPOTLIGHT ON



### DUNGEONS & DRAGONS: ICONS OF THE REALMS - MONSTER MANUAL COLLECTION II BOOSTER BRICK (10)

You've seen the new 2025 Monster Manual art on the page, now bring it to life on your tabletop with the D&D Icons of the Realms: Monster Manual Collection II - 10 Ct. Booster Brick. From Air Elementals to Werebears this set is filled with popular monsters inspired by the latest designs to fit into any campaign! Collect all 47 pre-painted miniatures in this set of randomly sorted monsters, each creature dynamically posed and ready for battle. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. WZK 96394.....\$199.90

### DUNGEONS & DRAGONS: NOLZUR'S MARVELOUS UNPAINTED MINIATURES



#### DIRE WORG

These sapient predators can speak and often taunt their prey, enjoying the taste of fear in their meals. Dire worgs are larger than common worgs and possess a supernaturally terrifying howl. They frequently hunt alongside ettins, ogres, and trolls. The D&D Nolzur's Marvelous Miniature: Dire Worg Boxed Miniature looms large on a 75mm base. This unpainted D&D miniature is perfect for your next adventure in a foreboding forest or the Feywild!

WZK 90848.....\$19.99

#### KRAKEN

Ancient weapons of the gods, krakens slumber in the deepest oceanic abysses, awaiting their time to rise and dominate the world. These massive, many-tentacled horrors are one of *Dungeons & Dragons'* most iconic terrors of the deep! With writhing tentacles, storm-calling power, and a presence that warps the very seas around it, this awe-inspiring miniature captures the monstrous majesty of the titan that lurks in sunken rifts and shattered caverns.

WZK 90849.....\$54.99

### DUNGEONS & DRAGONS: REPLICAS OF THE REALMS - YETI TYKE LIFE-SIZED FIGURE

Add a ferociously cute Yeti Tyke to your cozy cave this Winter! There's nothing sweeter than a baby magical creature if you dare to venture close. Life-sized at almost 12" tall! Made from soft foam that's hand painted to show off each tuft of fur, curled claw, and precious little teeth!

WZK 96343.....PI



### WONDERFUL WORLD BOARD GAMES

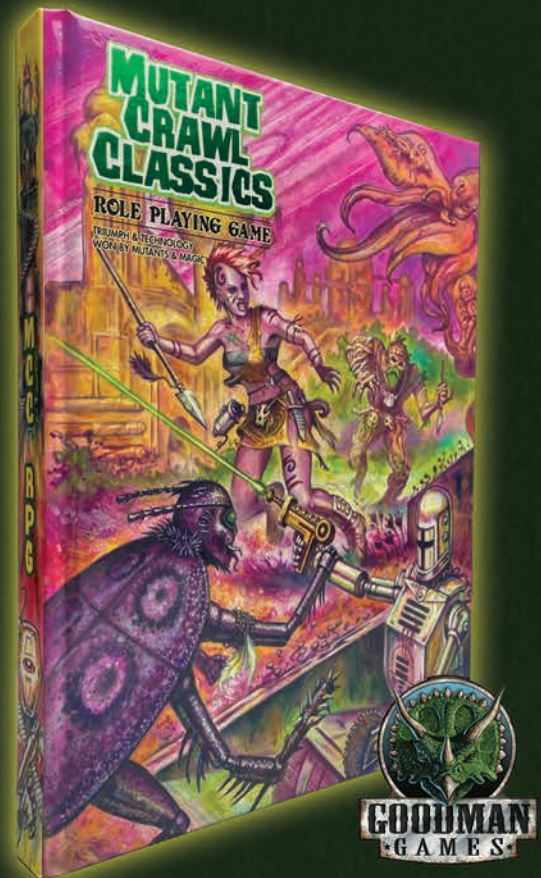
#### SEVEN GRAVE

In this game, you can enjoy not only serious one-on-one battles, but also up to two-on-two team battles. You are the dead spirit master, the leader of the seven corpses, leading the battle between the living beings and the earthly realms. There are different characters with special abilities. Play the proper corpse card in every battle to defeat your opponent! With tense 1-on-1 duels and thrilling 2-on-2 team battles, every match is a clash of wit, strategy, and dark resurrection.

WWB GSG001.....\$15.00



# RAID THE RUINS. FORGE YOUR FATE.



**HARDCOVER:**

GMG6200 | \$39.99

**SOFTCOVER:**

GMG6201 | \$24.99

## AVAILABLE NOW!

# MUTANT CRAWL CLASSICS

GAMES

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

GMG

DEC  
2025

71



CRY HAVOC AND RELEASE THE DRAGONS OF WAR WITH

# BATTLEZOO DRAGONS

## BATTLE DRAGONS

In warfare, those who adapt with innovative strategies can gain a big advantage over their adversaries, and what could make more of an impact than going to battle with dragons on your side? With *Battlezoo Dragons: Battle Dragons*, available for both 5th Edition and Pathfinder 2nd Edition, you can add five new types of dragons to your game, each specializing in a different kind of battle. Battle dragons work perfectly as adversaries and allies, especially for games involving combat or conflicts... but they're even available as playable characters! Your battle dragon character is fully balanced with other party members, thanks to a special ritual allowing them to grow their strength to challenge the most powerful great wyrms and archdragons without waiting for a millennium to grow over time.

*Battlezoo Dragons: Battle Dragons* has everything you need to become a battle dragon as a player or build an epic battle, a long-term war, or an entire campaign around battle dragons as the GM. The options are limitless!

Try to survive being targeted by a vicious hunt dragon, who seek out the most powerful and dangerous prey of all — you! Sign on the dotted line to hire a mercenary dragon to join your side for any sort of conflict... but be careful; they might have included a hidden clause in the terms and conditions that forces you to pay up more than you bargained for. Fight or flee before the terrifying wrath of a rage dragon or avoid it entirely by being careful of how you act in the first place...you won't like them when they're angry!

An expanded supplement at the end includes powerful new great wyrm statistics for classic imperial dragons based on Asian folklore and the cycle of five elements known as the Wuxing for *Pathfinder 2e*, and statistics of imperial dragons of all ages for 5e!

The book begins with an expansive lore introduction, where the book's in-world narrator, the draconic scholar Kallizandrex, examines the military history of dragons across wars and conflicts, with examples covering all five types of battle dragons. Here's an entry from that section so you can see for yourself!



## DRAGONS AND THE ART OF WAR

BY KALLIZANDREX, SAGE AETERNAL

Nothing quite boils the blood like the bellows of battle and war, or so I have been told by many a veteran battle dragon. I must admit that the idea of dragons dedicated to combat and war for their own sake once perplexed me. I spent the first century of my research on all matters draconic (with a focus on the lux aeterna ritual, of course), dismissive of the few rumors I heard whispered of "battle dragons." What dragon out there isn't capable of great violence, after all? Don't many of us naturally become incarnations of violence as we grow and age? Would a battle dragon simply not be a dragon who chooses combat as their passion instead of some other activity, such as alchemy or arcane studies, essentially like a draconic ravager?

To my overconfidence, then, it seemed a pointless distinction, and one I hadn't realized at the time was referring to an obscure family of dragons. Alas, I was young, arrogant, and therefore very wrong. My fatal flaw was my lack of obsessive intellectual curiosity for the possibility that these archaic references detailed something entirely new for my understanding. Fortunately, that was a flaw I hammered out of myself over the coming decades. As I would find out, quickly and humbly, there are, in fact, dragons out there—an entire family of five heritages, in fact—for whom combat,

fighting, and the many aspects of warfare are a calling. Learning this was undoubtedly a formative experience for me, one that influenced my scholarly methods,

as well as how I categorize and publish my various treatises today. In terms of the battle dragons specifically, while I have long since acknowledged my inner ignorance, I have never quite put what I found about them down in writing beyond scattered notes. So, let today be the day I rectify my mistake as I present my findings!

In this manuscript, I shall be detailing a family of five dragon heritages whose natures are tied to combat and battles: the duel dragon, hunt dragon, mercenary dragon, rage dragon, and warlord dragon. As you might guess, each of these names represents these dragons' passions and pursuits both during and outside of times of unrest. The names are also indicative of the dragon's innate powers, which synergize with their namesake obsessions. When battle dragons decide to delve into their martial abilities, they eventually become dedicated masters of the battlefield and formidable opponents. This calling allows them to enshrine their name with pride alongside the annals of the most exalted battle dragons.



### KEY TAKEAWAYS ABOUT BATTLEZOO DRAGONS BATTLE DRAGONS:

- Massive new playable ancestry/species for *Pathfinder* 2e and 5e
- 5 different battle dragon heritages/subspecies: duel dragon (who fight duels and competitions as sport), hunt dragon (who hunt and stalk humans as well as even more powerful intelligent prey), mercenary dragon (who fight for any who pay their contracts), rage dragon (who enter an uncontrollable fury when wounded or agitated), and warlord dragon (who lead armies into battle)
- Draconic ravager and dragon mage archetypes for *Pathfinder* 2e and dragon class for 5e to infuse even more draconic power
- Bonus supplement with 5 mighty imperial dragons great wyrms for *Pathfinder* 2e and 25 imperial dragons of all ages for 5e

#### BATTLEZOO DRAGONS: BATTLE DRAGONS (P2)

RFC 25100 ..... \$39.99 | Available Now!

#### BATTLEZOO DRAGONS: BATTLE DRAGONS (5E)

RFC 25101 ..... \$39.99 | Available Now!

#### BATTLEZOO DRAGONS: BATTLE DRAGONS LIMITED EDITION (P2)

RFC 25102 ..... \$59.99 | Available Now!

#### BATTLEZOO DRAGONS: BATTLE DRAGONS LIMITED EDITION (5E)

RFC 25103 ..... \$59.99 | Available Now!

Mark Seifter has been the design lead on over 200 Tabletop RPG game titles and worked on even more for various companies in the Tabletop RPG industry, including Paizo. Some of his credits as primary design lead include *Pathfinder* 2nd Edition Gamemastery Guide and *Pathfinder* 2nd Edition Advanced Player's Guide, and he was one of the four leads on the creation of *Pathfinder* Second Edition. Now he works as the Director of Game Design for Roll for Combat. You can check out Mark's Youtube channel, Arcane Mark, with Linda Zayas-Palmer.



# Rage Dragons

## CRUSH YOUR ENEMIES

For barbarians, a rage dragon is equally a subject of reverence and an aspirational opponent. Legends and tales among some barbarian clans relay how their rage was a gift from a great wyrm rage dragon whom the clan worshiped. Others claim that their rage originated from slaying a great wyrm rage dragon, either as a blessing or a curse. Whatever the origin, a significant number of aeternal rage dragons follow the way of the barbarian, and they're easily accepted into barbarian clans of other ancestries simply because of their nature.

A rage dragon, particularly one with a strong desire to travel and explore the world, has a powerful rationale to undergo the lux aeterna ritual: the ritual allows the rage dragon to gain full control over their temper without the centuries of training and self-discipline usually required to do so. The process also curtails the bloodlust associated with the dragon's rage, such that the dragon can easily differentiate friend from foe.

While some older traditionalist dragons scoff at this "shortcut" or "declawing" out of arrogance, most rage dragons are receptive to their aeternal peers, as they understand the benefits. Some families even offer the ritual as a rite of passage to their children, in hopes of granting them freedom and a social life otherwise not possible in their remote homes. As a result, many aeternal rage dragons tend to be on the younger side, about equivalent to a human teenager or young adult when they undergo the ritual. Older traditionalist dragons who refused the ritual initially occasionally find they need to perform it later in life after their rage goes out of control and their health declines.

The rage dragons least likely to consider the ritual are those who see their unbridled fury as a weapon to terrorize communities into providing them tribute. As a result, there are stories of adventurers engaging in schemes to afflict a rampaging rage dragon with a condition that forces them into performing the ritual to remove it. Whether they're true or not, they seem too convoluted—if they can do that much, why settle on a temporary solution? Before long, the dragon could very well become a vengeance-seeking villain who walks among them, waiting for the best chance to take action.

The aeternal ritual also has another benefit for the rage dragons. For reasons I'm still researching, it's easier for aeternal rage dragons to study the source of their innate rage once they've undergone the ritual. Traditionalist rage dragons attempting to do so have to contend with the fact that it's not a science—on the one hand, it might require a mortal wound to trigger their rage, and on the other, the very process of studying it might trigger their fury, rendering observation all but impossible, even by an assistant. For an aeternal rage dragon, however, studying their rage is usually a manageable issue, if not a completely insignificant worry. The only problem is that they can't necessarily generalize their findings to help traditionalist rage dragons since it's unclear whether the lux aeterna ritual changes the very nature and source of the rage.

As adventurers, rage dragons generally don't let their traveling companions know about their nature and the danger of their inner rage, particularly if the rage dragon is of the sociable sort and doesn't want to burden their companions with worry. However, in certain warrior cultures, their rage could even enhance the dragon's status. These communities often become genuine homes for an aeternal rage dragon, where they can be accepted as they truly are.



# Warlord Dragons

**BATTLEZOO  
DRAGONS:  
BATTLE  
DRAGONS**

## Introduction

**Chapter 1:  
Battle  
Dragon Lore**

**Chapter 2:  
Aeternal  
Battle  
Dragons**

**Chapter 3:  
Battle Dragon  
Bestiary**

**Supplement:  
Imperial  
Dragons**

**Appendix**

Warlord dragons undergo the lux aeterna ritual for the same reasons as other dragons do, though filtered through their own unique preferences. For warlord dragons, the lux aeterna ritual is simply another tool in their arsenal, albeit one that requires careful consideration. Is it their destiny to resort to the ritual, or are they meant to defy it? These are the sorts of questions a warlord dragon asks themselves before performing the ritual.

In a few cases, the warlord dragon might not have been the one who decided to undergo the ritual. Occasionally, an army or overlord can get a bit overzealous in retaining their great commander and pressure a warlord dragon to perform the ritual against their better judgment. While ultimately performing the ritual is the dragon's choice, with the right kinds of pressure, it can seem like no choice at all. To the warlord dragon, such an act is usually a great betrayal, and most legends depicting such an incident don't have a joyous ending. In that regard, the stories serve as cautionary tales, though in truth, whether it's the lux aeterna ritual or anything else, only fools attempt to coerce a dragon into acting against their will.

Given the nature of their views, aeternal warlord dragons tend to be older in comparison to aeternal dragons from other dragon heritages. For many, the process can be akin to a rebirth or new start at life, almost like a resurrection or reincarnation. The aeternal warlord dragon often finds they need to learn who they are and what they're capable of all over again. How to be an effective commander, soldier, or warrior sometimes must necessarily become secondary in priority to questions of their very identity. The relearning can last decades, meaning the warlord dragon must endure seeing their short-lived allies age and witness the triumphs and failures of the army they once commanded from the sidelines. It's rather convenient, then, that for many warlord dragons pursuing their destiny, history grants them a period of peace—or at least a semblance of it as machinations stir in the background—to find themselves before the next war calls.

Other than a change in abilities and physiology, there is also a significant change in an aeternal warlord dragon's mentality. The exact change is uncertain, with some dragons simply becoming less reserved, while others begin to question the value of a single life after their sacrifice and become more willing to sacrifice their soldiers for the greater good. Most of the time, it's the dragon's companions who notice this change first, while the aeternal warlord dragon doesn't feel their personality is much different. The greatest boon some aeternal warlord dragons find is the camaraderie of being part of the army, rather than being the imposing figure distantly looming over those they command. Some aeternal warlord dragons find pride in charging into battle while abreast with their allies. The thrill of the battle closer to the ground is also an entirely new experience to delight an aeternal warlord dragon used to a view from above.

## A COMPLEX CALLING

Traditionalist warlord dragons tend to see the lux aeterna ritual as a temptation they must resist and an irreversible choice they should avoid. Among the battle dragon family, warlord dragons are the least likely to perform the ritual. That said, traditionalist warlord dragons don't feel any disdain or contempt for the ritual itself or for any kin who performed it. Rather, they consider aeternal warlord dragons to be individuals who made a sacrifice for their greater destiny.

**BATTLEZOO DRAGONS:  
BATTLE DRAGONS (5E)**

RFC 25101 .....\$39.99

**Available Now!**

**BATTLEZOO DRAGONS:  
BATTLE DRAGONS  
LIMITED EDITION (5E)**

RFC 22013 .....\$59.99

**Available Now!**





## FIRST-RATE RATIONS

Mercenary dragons out on contract must often perform tedious tasks that require them to remain out in the field for extended periods of time, in which case, there might not be enough food for a dragon readily available. This is doubly true if they're a leader of a mercenary company, either with other mercenary dragons or mortal mercenaries. As such, rations are a necessity, but nonetheless, most dragons wouldn't touch the kind of disgusting food that mortal leaders feed their soldiers on the trail. Instead, they prepare sumptuous rations that can fulfill all of their nutritional needs while also tasting surprisingly good. This helps raise morale among their subordinates as well, but it also leads to an unusual quirk among other soldiers: it's often considered to be good luck to defeat a mercenary dragon's platoon because then you can pillage their tasty rations! Of course, winning against a mercenary dragon is easier said than done.

## Mokapuwoxis, the Elusive Bargain

While mercenary dragons like to downplay the prevalence, scholars are aware that many of the oldest surviving mercenary dragons began to dabble in contracts involving souls. However, that still doesn't mean *all* of them do. One of the most well-known counterexamples is Mokapuwoxis, the Elusive Bargain. Of course, Mokapuwoxis's tale still isn't necessarily one to inspire others to hire a powerful mercenary dragon lightly, even if she's never had any interest in gathering anyone's soul in the bargain.

Even so, the foolish and the desperate still attempt to contract the mighty great wyrm, and some even succeed. For a long time, no one quite understood why Mokapuwoxis would refuse some contracts with emperors for a king's ransom and accept other contracts with beggars for mementos that were little more than baubles, but eventually, scholars of draconology curious about her actions managed to put together three basic rules that can help predict the Elusive Bargain's actions. These rules were gathered and hypothesized based on observation, never something Mokapuwoxis directly stated, and she's been known to act in ways contradictory to them at times, as suits her whims. Still, they are the best guess we have now as to how she might react to any given offer for a contract.

**First Rule:** The Elusive Bargain is much more likely to accept contracts to do something she's never done before, and she rarely accepts contracts for mundane or formulaic tasks. Given she's lived for over a millennium, it's hard to imagine what contracts are truly new to her, but even a hint of novelty raises the chances that she'll agree to consider a contract.

**Second Rule:** Mokapuwoxis doesn't value an offered reward objectively based on how much it's worth in an open market. Instead, she decides the value based on how much it hurts her would-be employer to lose it, especially if the reward is one of a kind. It might cut into an emperor's tax budget noticeably to fill a giant crate with gold, but the gold itself didn't have any meaning to him, and if necessary, he could do so again. But if a beggar were to offer up the simple wedding band that served as the last remaining tie to their husband, the loss would have more meaning.

**Third Rule:** The Elusive Bargain enjoys using contracts to grant wishes or desires that seem impossible for anyone to achieve, but she also always keeps to the exact letter of the contract.

This often means that those who hire her wind up receiving something that isn't what they really wanted, much like a wish twisted by magic, so let the buyer







### BATTLEZOO DRAGONS: BATTLE DRAGONS

#### Introduction

#### Chapter 1: Battle Dragon Lore

#### Chapter 2: Aeternal Battle Dragons

#### Chapter 3: Battle Dragon Bestiary

#### Supplement: Classic Great Wyrms

#### Appendix

beware. Sticking to this rule, Mokapuwoxis requests that those who wish to contract her deliver the precise wording of their request, written and drafted by their own hand, without assistance. She doesn't act like a devil who intentionally inserts malicious loopholes in the fine print. Instead, it's almost a game for her, allowing her contractor's own words to come back and haunt them. After all, she can't be blamed if they're the ones who came up with the wording! When someone is clever enough to cover all their bases, rather than being angry, the Elusive Bargain is delighted. Perhaps because she enjoys a good challenge, these are the few whom she might choose to contract with a second time... provided they have something equally precious they're willing to lose in exchange for her further assistance.

### GREAT WYRM MERCENARY DRAGON

### CREATURE 20

RARE GARGANTUAN DIVINE DRAGON

**Perception** +35; darkvision, scent (imprecise) 60 feet

**Languages** Common, Draconic, Diabolic, Emyrean; *truespeech*

**Skills** Acrobatics +32, Athletics +37, Diplomacy +37, Intimidation +37, Legal Lore +41, Medicine +35, Society +37, Stealth +34

**Str** +10, **Dex** +6, **Con** +8, **Int** +7, **Wis** +7, **Cha** +7

**Rules of Engagement** As young mercenary dragon.

**AC** 45; **Fort** +36, **Ref** +30, **Will** +33

**HP** 375; **Immunities** paralyzed, sleep

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 40

**Duty as Called** ➤ As young mercenary dragon.

**Escape Clause** ♦ As ancient mercenary dragon but once per hour and the dragon recovers to 50 Hit Points (even if that's more than they had before the triggering damage) instead of being reduced to 1.

**Perpetuity Clause** If the dragon dies while they have a contract active, the dragon's soul is automatically captured in a gem of their choice within their hoard. If this gem isn't destroyed within 2d4 days, the dragon is revived, fully healed. In lieu of destroying the gem, a creature can trap the dragon in the gem with a successful DC 47 Occultism or Religion check, which takes 10 minutes to attempt. On a failure, they can't attempt to do so again. If sealed, the dragon can't free themselves, but another creature can attempt to break the seal by spending 10 minutes and succeeding at an Occultism or Religion check against the same DC.

**Reactive Strike** ➤ Jaws only.

**Speed** 60 feet, fly 140 feet

**Melee** ♦ jaws +38 (reach 20 feet), **Damage** 4d8+18 piercing plus 2d8 persistent bleed

**Melee** ♦ claw +38 (agile, reach 15 feet), **Damage** 4d8+18 slashing

**Melee** ♦ tail +36 (reach 25 feet), **Damage** 4d12+18 bludgeoning plus 4d6 piercing

**Melee** ♦ wing +36 (reach 20 feet), **Damage** 2d12+18 slashing

**Divine Innate** Spells DC 42; **9th** *seize soul* (contractor only); **8th** *pinpoint* (contractor only); **7th** *regenerate*; **6th** *blessed boundary*; **3rd** *alarm*, *ring of truth*; **2nd** *sure strike*; **Constant** (7th) *truespeech*; **Cantrips** (9th) *message*

**Breath Weapon** ♦♦ As young mercenary dragon, except 60-foot cone and as written below.

- **Force Pulse** (arcane, force) 21d6 force damage (DC 41 basic Reflex save).
- **Force Wall** (arcane, force) DC 42 Fortitude save, pushes 40 feet on a failure and 70 feet on a critical failure (this guarantees hitting the wall on a critical failure, rather than moving the full distance).

**Draconic Frenzy** ♦♦ As young mercenary dragon.

**Draconic Momentum** As young mercenary dragon.

**Exclusion Clause** As young mercenary dragon.

**Promises Made** ♦♦ As adult mercenary dragon except DC 42.

**Penalty Clause** ♦ (divine) As ancient mercenary dragon but 6 temporary Hit Points per creature level.

### TURNSCALE

Surprisingly, many mercenary dragons sign contracts for services they personally dislike, yet they adhere to the terms of the contract. I've always wondered why this is the case, as I assumed they could easily find less odious contracts. Therefore, I asked several mercenary dragons to explain their choices. They justified their actions to me in this way: taking on a contract to perform a task they abhor allows the dragon to perform reconnaissance, scouting, and delving into the secrets of a potential foe, all while that adversary smilingly pays them for it. Once they complete the old contract, they can leverage their insider knowledge to negotiate a new contract with their former employer's enemies. Mercenary dragons don't consider their actions a betrayal—in their minds, they performed their contract admirably and diligently, despite disagreeing with it in principle. And what happens after the initial contract is complete is simply business. There are very few remedies for a person who finds themselves in a contract with a mercenary dragon who is actively looking to betray them in the relatively near future (by draconic standards); canceling the contract unilaterally could stop the mercenary dragon from spying, but that would then provide them with an excuse to perform retributive actions through penalty clauses.

### BATTLEZOO DRAGONS: BATTLE DRAGONS (P2)

RFC 25100.....\$39.99

Available Now!

### BATTLEZOO DRAGONS: BATTLE DRAGONS LIMITED EDITION (P2)

RFC 22012.....\$59.99

Available Now!

**PATHFINDER**  
COMPATIBLE





# ALTAY

## SEAFARERS:

IT'S TIME TO SAIL ACROSS ANCIENT SEAS!



### ALTAY: DAWN OF CIVILIZATION - SEAFARERS EXPANSION

AGS ARTG030..... \$34.90 | Available January 2026!

On the shores of a long-forgotten sea, a long, long time ago, there lived a people. They were simple folk, but their wisdom was great, and their songs shaped the waves and lured the creatures of the depths to do their bidding. Their name is not recorded in stories, and the few who remember them call them Waterfolk. With the passing of centuries, all the peoples of Altay learned how to build great ships and how to sail them across the vast ocean and explore distant lands. Over time, the mysteries of the seas were revealed, great sea-faring empires were born, and the memory of the Waterfolk became legend.

*Altay - Seafarers* is an expansion for the deck-building civilization game *Altay - Dawn of Civilization* opening the gates to the seas and the mysteries of the ancient Waterfolk. It adds new rules for building and using ships, new action cards - Shipwright, Sailor, and Explorer, a new technology (Astronomy), and a new faction to play with, the Waterfolk.

Designed by Ole Steiness and Paolo Mori, with beautiful art by Pauliina Hannuniemi, *Altay - Dawn of Civilization* is a game for two to four players that combines deck-building, civilization development, and area expansion elements to create an easy-to-play, yet challenging, experience. The game is set in a mythic age at the dawn of time. In a secluded region nestled deep within a vast continent, four mysterious societies have cultivated distinct cultures over countless years, maintaining a fragile balance. They now confront a new challenge: an influx of human settlers, bearing advanced crafts, weapons, techniques, and an entirely different way of life. As the leader of one of *Altay's* Elder Peoples, players have the choice of how to react to this challenge.

*Altay's* game board depicts a region where the four factions clash, with diverse terrain types and the presence of varied resources. Players assume control of one of four factions, each of them with

a unique starting deck: the Elvenfolk, dwellers of the forests, the Earthfolk that live deep in caves, the Smallfolk by the shore, or the Firefolk, that come from beyond the Land, on the other side of the fire.

During each turn, players employ their cards to generate resources, erect new settlements, expand across the board, engage in offensive or defensive maneuvers against adversaries, or obtain new cards to augment their decks, symbolizing the integration of the Elder Peoples with the newcomers and their crafts.

The *Seafarers* expansion, designed by Roberto Di Meglio and Fabio Maiorana, introduces a brand-new game board, the *Forgotten Sea*, where players can establish harbors and expand their civilizations through maritime routes. The new board is designed to make the most of this new mechanic: players start in limited territories where not all resources are available, and before long they will have to sail to expand their realm and culture. However, the navigation mechanics can also be applied on the board of the *Altay* base game to cross its "inner seas."

The key card that introduces navigation into the game is the Shipwright, which is added to players' starting decks and allows them to deploy ships, represented by new wooden tokens unique to each faction. Using ships, players can build across the sea and send their warriors on overseas conquests; ships can also take part in battles in coastal areas. The Sailor and Explorer further enhance the possibilities offered by the new mechanic by adding crews (also represented by dedicated wooden tokens) and making it easier to expand one's territory.

The new faction included in *Seafarers*, the Waterfolk, are magical creatures inspired by merfolk, who can move across the seas without needing ships and are able to extract precious resources from the ocean depths thanks to their special characters, the Wavebender and the Wavesinger. This new people comes with a new starting deck and a new set of printed wooden buildings, for an entirely different playstyle, combining flexibility, resource control, and manipulation of discarded actions.

Whether you choose to master the sea with ships or harness the ocean's power with the Waterfolk, *Altay - Seafarers* expands the world of *Altay - Dawn of Civilization* with new strategies, challenges, and the thrill of exploration.





# BATTLETECH<sup>TM</sup> ACES

SOLO AND CO-OP  
WARFARE  
IN THE HINTERLANDS



CAT35490  
\$79.99





# BUILDING WORLDS: MONSTER FIGHT CLUB'S FOREST TERRAIN RETURNS WITH A BLOOMING NEW TWIST

If there's one thing that tabletop gamers know, it's that the battlefield matters almost as much as the battle. Whether you're staging an epic fantasy skirmish, creeping through a dense wilderness on an RP adventure, or setting the scene for a dramatic ambush, terrain can transform a simple game night into a fully immersive experience. Monster Fight Club has always believed that terrain should be both beautiful and practical, eye-catching enough to inspire stories, but durable enough to last for years of gaming.

That's why we're thrilled to announce the return of our acclaimed *Forest Terrain*, with a fresh new addition that fans have been asking about for years: *Blossoming Forest*!

For those already familiar with Monster Fight Club's terrain, the return of our *Verdant Green Forests* and *Autumn Forests* is exciting news on its own. These have been best-sellers, beloved for their vibrant colors and simplistic, natural realism. But with the arrival of our *Blossoming Forest*, players can now add a whimsical, magical, or even otherworldly touch to their tabletops. Whether you want to recreate the enchanted forests of folklore, the tranquil gardens of a fantasy empire, or the radiant blossoms of spring, this new set will open countless storytelling possibilities.

## WHAT'S IN THE BOX?

Every Forest set is designed to give you a complete and instantly playable piece of scenery straight out of the package. Inside, you'll find three durable, pre-painted trees with removable canopies. One tree stump, for added realism and tactical cover, and a double-sided neoprene area mat, printed with a leaf-covered forest floor on one side and a tranquil pond on the other.

This means you're not just buying "a few trees", you're adding a ready-made mini-ecosystem to your tabletop. The removable canopies let you change how dense your forest looks, the stump gives variety and visual interest, and the mat ties everything together, ensuring your forest looks cohesive no matter how you arrange the trees.

## DURABILITY MEETS DESIGN

When designing our Forest line, we knew gamers wanted more than just good looks. Terrain often gets heavy use, set up, packed away, transported, and handled across dozens of game nights. That's why our trees are built with durability in mind. They're sturdy enough



MONSTER SCENERY: BLOSSOMING FOREST

MFC 10103 ..... \$45.00 | Available Now!



MONSTER SCENERY: AUTUMN FOREST

MFC 10101 ..... \$45.00 | Available Now!





to hold up to years of play and convention use, but lightweight enough to move around the board without hassle.

Unlike flocked or static-grass trees that shed material everywhere, Monster Fight Club's trees won't leave your gaming table covered in green fuzz. The canopies are solid and pre-painted; you'll never have to worry about touching them up or cleaning loose bits off your minis. Better yet, the trees are washable. Spilled a drink on your table? Got dust collecting from long storage? No problem, just wipe or rinse them clean, and they're ready for the next session.

This level of practicality makes our terrain especially great for retailers and game stores. Whether you're setting up a demo table or running weekly organized play events, you can trust that these trees will keep looking great without constant upkeep.

### EASY TO STORE, EASY TO USE

Another feature that sets our terrain apart is how simple it is to store. The removable canopies don't just give you options during gameplay; they also make the trees stackable. You can easily nest the tops together to save space, whether you're a tournament organizer packing up after a convention or a gamer trying to keep your hobby room organized.

The neoprene mats are equally user-friendly. They roll or lay flat, resist creasing, and provide a stable base that keeps your forest from sliding around the table. Plus, because they're double-sided, you essentially get two settings in one. Do you want your adventurers trudging through thick foliage or pausing by the quiet pond? Just flip the mat over, and your scene instantly changes.



#### MONSTER SCENERY: VERDANT FOREST

MFC 10100..... \$45.00 | Available Now!

### BRINGING THE SEASONS TO YOUR TABLETOP

The beauty of Monster Fight Club's Forest line is that it doesn't just give you trees; it gives you moods. Each foliage color palette creates a different atmosphere. Verdant Green is perfect for summer campaigns, jungles, and untamed wilderness. Autumn Orange brings a fiery sense of change, evoking falling leaves, crisp air, and looming battles before winter. Blossoming Pink (our newest addition!) offers something entirely different: a sense of wonder, magic, and elegance. These trees are ideal for fantastical realms, dreamlike battlefields, or serene gardens.

With these three options, you can mix and match sets to create forests that shift with the seasons or reflect the unique geography of your campaign world.

### WHY TERRAIN MATTERS

At Monster Fight Club, we believe that terrain isn't just decoration, it's storytelling. A battlefield filled with character draws players deeper into the game, sparking imagination and fueling tactics. Trees provide cover, break line of sight, and create choke points. But more than that, they develop a sense of place. They make your battles feel grounded, like they're happening in a real world, not just on a blank mat.

And because our Forest sets are ready to go straight from the box, they make it easier for gamers of all experience levels to enhance their tables. Whether you're a veteran miniatures painter or brand-new to the hobby, you can add our terrain to your setup without any extra prep work.

### FAN-FAVORITE, BACK BY POPULAR DEMAND

We've been humbled by the excitement from our community about the return of the Forest line. Gamers have consistently told us how much they love using our trees to bring their tables to life, and the calls for cherry blossoms have been some of the loudest we've heard. By bringing back the Green and Autumn sets, and adding the much-requested Pink, we're not just restocking a product. We're listening to the community and expanding the possibilities for tabletop worlds.

### READY TO GROW YOUR FOREST?

Whether you're staging epic battles, setting the scene for a roleplaying adventure, or just looking to bring some seasonal flair to your tabletop, Monster Fight Club's Forest Terrain line has you covered. With durability, ease of use, and striking aesthetics, these sets are more than just terrain; they're tools for storytelling.

**So, gather your adventurers, set your scene,  
and let the forest grow.**

...





## WHY I CHOSE



## P3 PAINTS

### STARTER SET PAINTS

PIGMENTS. PAINT. PERFECTED. SFG CLEANFORGED GAMES



#### P3 PAINT: STARTER SET (10 PAINTS)

SFL SFP3-N128..... \$47.98

Available Now!

When we set out to bring P3 paints back, I knew we had to start with a solid foundation — a set that would work for both new painters and veterans alike. So, when it came to picking those 10 key colors for the starter set, I knew it had to be just right. I chose the paints I personally reach for the most — the ones that, over the years, I've used again and again.

These are the workhorse colours, the ones that end up on nearly every miniature I paint. Whether you're basecoating a whole army, highlighting a character model, or adding those finishing touches, these are the paints that always earn their place on the painting desk.

**Cygnar Blue & Khador Red** – Two of the most iconic faction colors in Warmachine. If you've painted a Cygnar or Khador model, you know these are must-haves.

**Ordic Olive** – Great for mercenaries, military uniforms, and those more naturalistic greens.

**Midlund Flesh** – One of the most versatile skin tones in the range, perfect for human characters.

**Battlefield Brown** – A deep, rich brown that gets constant use for leather, wood, and shading.

**Cygnus Yellow** – Not just for bright effects, but also a powerful mixing color that breathes life into highlights and blends.

**Tamar Black & Morrow White** – Absolute essentials. If you paint, you'll need these. Simple as that.

**Cold Steel & Solid Gold** – Because metallics matter! These two metallics work everywhere—weapons, armor, trim, you name it.

I genuinely believe this set is a great foundation, whether you're just starting out or already deep into the hobby. It's also a practical selection—if you've painted a lot, you know some colours run out faster than others, and these are some of those colours. If you're anything like me, you'll be grabbing refills

sooner rather than later.

So yeah — this isn't just a "starter set" for the sake of having one. It's a painter's set, full of colors that will earn their keep on your painting desk. Hope you love them as much as I do!

Cheers,  
Mat Hart  
Creative Director, Steamforged Games



Originally developed in 2006, P3 Paint became beloved by hobbyists everywhere for its creamy consistency and superior blending. In 2024, we at Steamforged Games took on the mantle of resurrecting P3 Paint — including that cult-favourite liquid gold, created in collaboration with hobby legend, Mike McVey himself! (No pressure!).

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

brilliant metallics, offering a great beginning palette for any army, monster, or piece of terrain.

But the P3 range doesn't stop there. Individual bottles are already stocking the shelves of your favourite gaming stores, and Wave 2 is on the horizon.



Mat has been a key part of this project, spending a huge amount of time testing and tweaking formulas before landing on P3's next evolution, which we launched through crowdfunding last year. This quickly became one of the most funded paint crowdfunding campaigns ever, and this fan-favourite paint range has only gone from strength to strength ever since.

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

And we're just getting started. With development of Wave 2 already underway and fantastic feedback across the board, P3 Paint has proven to be a beloved paint that we've not only revived, but improved. There's never been a better time to upgrade your paint collection, or grab the Starter Set and begin your painting hobby in style.

### DISCOVER THESE NEW AND UNIQUE COLOURS TO STIR YOUR CREATIVITY!

The P3 range includes a whole host of must-have colours, whilst catering for painters at every experience level. The Starter Set is the ideal way to kick off any hobby painting project. This set includes 10 essential paints, carefully selected to give you the best range of base colours for bringing your ideas to life — whether you're painting miniatures, statues, or dioramas. This includes 8 rich acrylics and 2

Indulge yourself in this expansive selection of 100 paint options. The P3 range offers a starter friendly kaleidoscope of colours, so whatever your skill level, these versatile paints will have you painting like a pro in no time. Need to replenish your prized Coal Black? Want to grab that one colour you can't get anywhere else? Or do you just need a lot of Murderous Magenta? Our individual bottles will have you covered. Check them out in a local game store near you.

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



*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.*



# SOOTHSAYERS

## SOOTHSAYERS

PTZ 73415 ..... \$30.00 | Available Q1 2026!

Capture the Empress, the Moon, even Death itself in this mystical engine-building game, in which you harness the arcane powers of the tarot to bend the universe to your will. *Soothsayers* distills deep strategy into a fast 30–60 minute experience, where 2–5 players compete in a tense race to claim the tokens of Fate.



### TAROT REIMAGINED

Featuring iconic illustrations from the Rider-Waite tarot deck, *Soothsayers* enables players to capture the major arcana of the tarot to wield thematic, game-altering powers. The Magician helps you ascend to higher levels; Death sacrifices old powers for greater ones; and no players may follow The Hermit.

The game revolves around tarot's four suits, each tied to a core action:

- ① **Swords - Capture** the major arcana to gain their powerful abilities.
- ① **Cups - Draft** new cards to your hand from the market or deck.
- ① **Wands - Ascend** to higher levels, upgrading future actions.
- ① **Pentacles - Earn** coins or exchange them for precious Fate tokens.

Each turn, the active player selects one of the four actions by placing a crystal ball atop that suit on their tableau.

### HIGHLY INTERACTIVE STRATEGY

Once a player selects an action, the other players then face a decision: follow the action to gain its benefit or pass to earn coins according to the level of their pentacles suit. However, *Soothsayers* features a unique pay-to-follow mechanic: if your tableau is at a lower level than the active player for their selected action, you must pay the active player the difference in

coins in order to follow the action. This creates a constant tension. Do you invest in keeping pace with your rivals, or specialize in one path to reap the rewards? With players never left idle, the game maintains an engaging rhythm where every decision ripples across the table.

The race for victory is just as interactive. To win, players must collect Fate tokens, but many of these can be taken directly from opponents. Ascend higher in a suit than a rival, and you'll steal their token for besting them on that path. Capture a stronger tarot under a suit, and you'll seize the Fate tied to it. These mechanics keep the table in a state of thrilling brinkmanship where no lead feels safe, and every play carries the potential to swing momentum.

### SIMPLE ACTIONS, LAYERED DECISIONS

New players can jump into *Soothsayers* quickly, because each turn boils down to choosing one of four straightforward actions: capture, draft, ascend, or earn. Each action advances your status significantly, so all of them feel like good options, enticing players every turn. With the crystal ball serving as both a visual and tactile guide, new players quickly understand the rhythm of selecting an action, succeeded by all other players following or passing.

While every turn feels straightforward, the strands of fate entwine to reveal unexpected depth. *Soothsayers'* multi-use cards serve at times as a means to upgrade your actions, fodder to capture powerful tarot, or sacrifices to obtain the game-winning Fate tokens. Add to this the unique abilities of the tarot themselves, with powers that stack, synergize, and sometimes break the rules entirely, and each game becomes a puzzle of timing and opportunity. The result is a landscape where small choices build up into huge turns, and clever combos can turn the tide in dramatic fashion. *Soothsayers* welcomes new players, but also rewards mastery.

*Soothsayers* includes a second deck of major arcana with completely different powers to significantly boost the re-playability of the game. These can be played standalone for a whole new experience or randomly blended with the original deck to seed the potential for countless new combos.

### CLAIM YOUR DESTINY

*Soothsayers* brings tarot's mysticism into an interactive, dramatic contest where every decision matters. With its blend of accessible rules, layered depth, and constant player engagement, it transforms familiar symbols, such as the Fool, the Devil, and the Hanged Man, into living forces that shape the game's unfolding drama. Whether you're steadily accruing coins, leaping ahead in a suit, or seizing a rival's Fate, each choice feels weighty, thematic, and impactful.

The result is a game that's as evocative as it is strategic. In 30–60 minutes, *Soothsayers* offers tension, creativity, and the thrill of outmaneuvering your opponents in a contest of foresight and boldness. Fate is never fixed, but always in flux and waiting to be claimed by those wise and daring enough to bend it to their will. *Soothsayers* is a game where the future isn't foretold, it's seized.

Jeff Grisenthwaite is a game designer from Chicago with games that feature high interactivity, low downtime, and big moments. In 2025 alone, his game designs have won the Ion Award for Best Strategy Game, a Silver Medal from the Independent Toy Awards, 3rd place in the Cardboard Edison Awards, and a Dice Tower Seal of Approval.



# SOLVE CRIMINAL CASES IN A CITY OF ANIMAL SUSPECTS



## A CARNIVORE DID IT!

**HOR HG278..... \$18.00 | Available Now!**

In the bustling streets of Furrow Heights, nobody's quite what they seem. *A Carnivore Did It!* invites players into a puzzle investigation game where animal suspects whisper statements — some true, some false — and only by logic and deduction can you unmask the culprit(s). With 2,000 cases to crack spanning 20 difficulty levels, this game offers both quick mysteries and long-haul campaigns for detectives of all stripes.

At the start of each game, players select a case from a Dossier, which determines the number of suspects, the number of culprits, and how many statements are true or false. Suspects are laid out in a circle, and each makes exactly one statement — which may or may not be true. Your task is to carefully analyze these statements and cross-reference them with the Dossier's constraints. Follow the logic, spot contradictions, and unmask the guilty party (or parties)! Every puzzle is self-contained, but mastering the logic patterns can give players an edge in more challenging cases later on.

There are two game modes. Open Case Mode lets you jump right into the action: Pick any case from the available pool and test your skills immediately. It's perfect for a quick session or for warming up before a more intense challenge. Campaign Mode, on the other hand, provides a structured path for a true detective experience. Players select a difficulty bracket — Normal, Advanced, or Hard — and tackle ten cases in a row. Each case comes with time thresholds awarding 3, 2, or 1 star depending on your speed. Fail too often, and you risk losing your "badges" (your lives), adding tension and stakes that make every decision feel meaningful. Campaign Mode is designed to balance accessibility for newcomers with enough challenge to engage veteran puzzle solvers.

One of the game's most remarkable aspects is its pure deduction mechanics: *A Carnivore Did It!* rewards logical thinking alone. Each suspect's statement could be true or false, and the only tools players have are observation, deduction, and careful reasoning. Every solution feels earned, not lucky, and even experienced detectives will find themselves challenged by the subtleties of how statements interact. The satisfaction of finally solving a tangled web of lies is immediate and rewarding, making the game especially appealing to puzzle enthusiasts.

The game is also highly scalable and solo-friendly. You can play alone, working through cases at your own pace, or gather friends

to collaborate — or even compete — to find the culprit. Difficulty is adjustable through Campaign Mode, allowing new players to gradually build their skills while still providing experienced players with tough, multi-layered investigations. The structure ensures that sessions can be short or extended, casual or intense, without ever feeling forced. Each game feels purposeful, whether it's a single quick case or a marathon campaign.

Replayability is another core strength. With thousands of unique cases, you're unlikely to exhaust the game any time soon. Each scenario is designed to feel distinct, offering different numbers of suspects, culprits, and statements to analyze. The variety keeps each session fresh, and the escalating complexity of Campaign Mode ensures that there's always a new puzzle to challenge your mind. Even after mastering easier cases, the higher levels demand precise logic, careful observation, and clever deduction, giving the game long-term appeal for players who love sustained mental challenges.

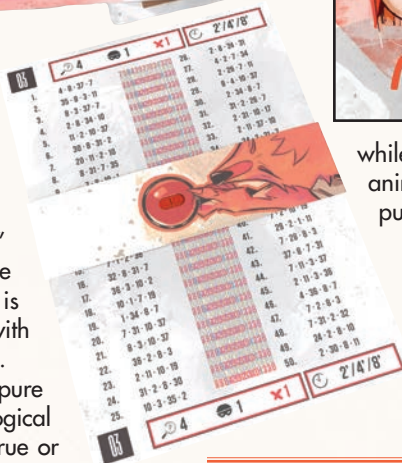
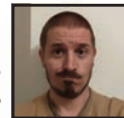
Finally, the game's clever and whimsical theming brings its puzzles to life. Set in a city of anthropomorphic animals, suspects range from sly cats to flamboyant peacocks. The animal characters add charm and personality without overcomplicating the mechanics. Playful design and consistent thematic presentation make the experience immersive

while keeping the rules approachable. The lighthearted animal theme ensures that even the toughest logic puzzles feel fun rather than intimidating.

Whether you're testing your wits solo, investigating with friends, or working through a full Campaign, *A Carnivore Did It!* rewards patience, observation, and clever reasoning. For anyone who loves a puzzle, a mystery, or just a cast of colorful animal characters, this game is a must-try addition to your detective toolkit.

...

Alessandro Pra' is the Lead Editor at Horrible Guild, an Italian board game and RPG publisher. With a passion for music, photography, and free software, Alessandro brings a creative and analytical approach to game design and editing. When not immersed in copywriting, he enjoys diving into fictional worlds — whether books, movies, or video games — walking by the sea, or playing the saxophone.







### Let's start off with a little bit about yourself.

"I've been with our parent company, Accessory Power, for over 15 years. Initially my role was sourcing new product ideas for the company, then I moved over to designing and working with our factories overseas. I wanted to get into design because I've always been the creative type — drawing, painting, and playing metal music on my bass. My father and I were really into photography, and at the time Digital SLR Cameras were the hot new thing, so I designed cases and backpacks for DSLR Cameras and all kinds of other consumer devices, which eventually evolved into cases and accessories for tabletop."

### How did that happen?

"We're a small company, so our employees are a pretty tight group. Several of our people love gaming and got together for a D&D session at a local brewery. When our DM arrived, he was carrying all of his D&D stuff in two large blue tote bags with a certain Swedish furniture maker's logo. We all kind of looked at each other and said "We can do better" —after all, we make cases! And so, I worked directly with our gamers and designed a bag specifically for TTRPG. Each feature of our RPG Adventurer's Bag came from our own people: the book storage, the foam tray for minis, and even the game mat straps."

### What is the goal for ENHANCE Gaming?

"We set out to make unique products specifically designed for gamers, with all types of tabletop gaming in mind. We aren't held to one type of gaming —we make products for Board Games, Miniature Games, Trading Card Games, as well as RPG. We try to provide premium, unique accessories with as much functionality as we can fit into a beautiful design. Our Dice Carrying Case isn't just a case for your dice, it also separates into a Dice Tray."



### Tell us more about the Collector's Edition bags!

"We wanted to design something that evokes the fantastical — featuring gunmetal hardware and robust faux-leather accents, paired with Green, Red, Blue, Purple, or Black Dragonhide. (Don't worry — no actual dragons were harmed in the making of these luxurious bags.)"

The *Collector's Edition* style and dragon-scale aesthetics came about as we thematically designed our bags. Gamers are investing serious time and money into their gear; they deserve a case that reflects that commitment.

We've 're-hatched' our *Dragonhide Collector's Edition* bags with new models. The latest versions of our *Board Game Backpack* and *Board Game Shoulder Bag* now feature collapsible sides for easier storage. We've also introduced three *TCG Deck Box Bags* in *Collector's Edition Dragonhide*, and our popular *DM RPG Backpack* — now also available in all five *Dragonhide* colors — boasts additional book storage and three foam trays for miniatures."

### What is in store for the future of ENHANCE Gaming?

"ENHANCE Gaming is all about making gaming a more immersive experience. Whenever we see an opportunity to create something new that hasn't been done before, we'll do it with modern tech and an antique aesthetic. Be on the lookout for our new *Crystal Swirling Light*, similar to our *LED Sorcerer's Potion Light*, with mysterious, swirling and illuminated liquid inside. Like all our products, we designed it with quality in mind — it can be used in any space, but it really sets the mood for a gamer's dungeon."

### Any other ENHANCE Gaming products gamers should be on the lookout for?

"Our *ENHANCE Designer Series* of Backpacks & Satchels. With a little style and panache of color, our *Designer Series* of bags and backpacks provides RPG and TCG players more storage options, no matter what your personal style is."

For those looking for a more rugged look, the *ENHANCE Venture Series* has the perfect messenger or backpack for you featuring durable heavy-weight canvas. Great for everyday use, the *Venture RPG Backpack* comes with its own dedicated dice tray; paired with the optional *Venture Dice Roll Case*, you'll be ready to roll wherever life's adventure takes you."

Be on the lookout for our new & improved rubberized *Deluxe Game Grid Mat*. At ENHANCE Gaming, we cherish customer feedback and identify ways to improve our products. With that in mind, our new *Deluxe RPG Grid Mat* is the perfect addition to any map-based RPG, and comes with dry-erase markers and a protective sleeve, and more importantly, lays completely flat when rolled out! Our *Acrylic AoE Damage Marker* complements the *RPG Grid Mat*, allowing your players to visually see the damages their spells wrought on the battle field."

At ENHANCE Gaming, we're always on the lookout for more ideas — what accessories do you need to ENHANCE your game?"

...

Brice is the Wholesale Account Manager for ENHANCE Gaming. As a fellow gamer, he wants to challenge you to a round of Lords of Waterdeep, winner take all!

TABLETOP DICE CASE: COLLECTOR'S EDITION - BLACK	
ACP ENTTCED200BKEW..... PI	Available Now!
BOARD GAME SHOULDER BAG: COLLECTOR'S EDITION - RED	
ACP ENTTCFE200RDEW ..... PI	Available Now!
TCG TRAVEL BAG: COLLECTOR'S EDITION - BLUE	
ACP ENTTCFK200BLEW..... PI	Available Now!
TCG SMALL BACKPACK: COLLECTOR'S EDITION - GREEN	
ACP ENTTCFQ200GNEW ..... PI	Available Now!

TCG SMALL BACKPACK: COLLECTOR'S EDITION - PURPLE	
ACP ENTTCFQ200PREW..... PI	Available Now!



# THE ART OF...

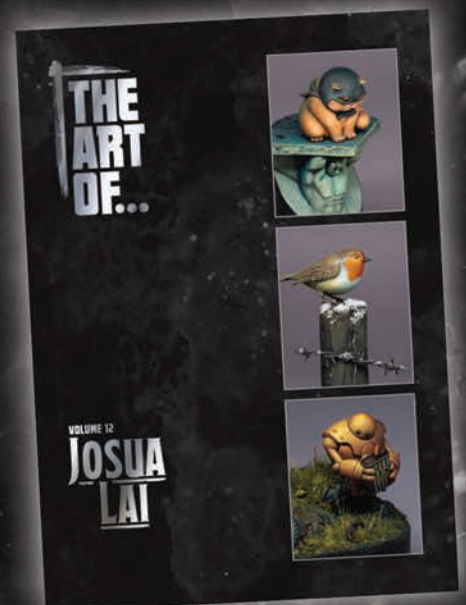


## BUILDING A LIBRARY OF GREAT ART BOOKS!

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

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

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



**VOLUME 1 – \$50 VOLUMES 2-12 – \$42**

Visit [davetaylorminiatures](http://davetaylorminiatures) for more information



# PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR

## EPISODE #88: ALSO 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 Krajewski, and occasionally by other painters who each bring great advice and their own style to the conversation.

### PICKING A SCHEME AT RANDOM

Last month you got to see my *Inner Sphere* mechs painted up in a color scheme that works well for one of the canon houses – *House Steiner*.

This month I wanted to paint up the Clan mechs. I spent quite a bit of time trawling through the wonderful *BattleTech: Universe* hardback book. To say I ended up suffering from some “analysis paralysis” would be an understatement. There is so much cool information in the book. Sometimes I would find a clan I liked the name of, or the iconography, but I wasn’t fussed on the lore. Other times it was the “standard scheme” but I didn’t care for the sigil. What to do?

In the end, I decided to take the advice of many a veteran *BattleTech* player – just paint them however you like!

Glancing around my painting desk, I saw The Army Painter’s *Rainforest*, a very vibrant green that I haven’t really had the chance to play with yet. Rather than my usual choice of a “complementary” scheme that would have seen me pair *Rainforest* with a desaturated purplish-red, I decided to go for an “analogous” scheme where the colors chosen sit next to each other on the color wheel. In this case they were *Temple Gate Teal* and *Scarab Green*. I would then tie them all together with a wash of *Military Shade*, a brownish-greenish wash perfect for giving the vibrant *Rainforest* a gritty, lived-in look.

These miniatures are now (apparently) giving *Clan Jade Falcon* vibes, so I’ll have to do a little more digging to see if they suit my style.

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 *Matt White Spray Primer*. The upper portions and greaves were painted with The Army Painter *Rainforest*.



The remaining panels of armor were painted with The Army Painter *Temple Gate Teal*.



The various smaller panels (such as the toes) were picked out in The Army Painter *Scarab Green*.



The was given a wash of The Army Painter *Military Shade*.



All areas were highlighted by mixing The Army Painter *Ice Yellow* into each of the particular basecoats. .



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*.

## COCKPIT WINDOWS

While cockpit glass on giant, sci-fi mechs could be made from almost any material, this was an opportunity to push in some string color/hue contrast. With the vast bulk of these Battlemechs being cool greens, it made sense to go with a warm and vibrant red.

After painting the cockpit glass Matt Black, I added some *Blanched Berry*, followed by *Fiery Vermillion*. Once dry, and to get a glossy finish, I painted the window panels with The Army Painter *True Blood* effects paint.



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





## DAGGERHEART RPG: CORE SET (DRP DH-CORE)

From Darrington Press, reviewed by Eric Steiger

 16 & Up	 2 & Up
 2+ Hours	 \$59.99

Ever since the 1990s, RPG systems have tended to fall into two categories: “crunchy”, rule-focused games that focus on tactical combat, stat optimization, and technical precision, and narrative games, that use the rules as guidelines for collaboration between the players and GM for telling a story. *Daggerheart* may not be the first RPG to attempt both of these goals at once...but it might be the most successful one to do so in a long time.

*Daggerheart* is brought to us by Darrington Press and the folks at *Critical Role*, the most famous series of tabletop game video tubers, who recently managed to sell out Madison Square Garden with a live-play RPG session (this was not a sentence I ever thought I would write). It's a fantasy RPG system that clearly draws its inspiration from the group's wealth of experience, and it seems almost tailor-made for the kind of collaborative, spotlight-shifting narrative that enthralled us with their campaigns of *The Legend of Vox Machina* and *The Mighty Nein*.

The core mechanic of *Daggerheart* is the Duality Dice, a paired set of d12s in which one represents Hope and the other Fear. Task resolution involves rolling both dice, adding them, applying a modifier based on the attribute or skill being tested, and comparing the total result to the difficulty of the task. However, whichever die rolled higher will affect both the outcome of the task, and the future. If you rolled “with Hope,” your character gains some kind of narrative benefit, even if they failed at the roll, as well as a point of Hope. If you rolled “with Fear,” there will be some kind of catch to the outcome (even if they succeeded), but the GM will receive a point of Fear in their own pool. Hope can be spent on a variety of benefits, such as drawing on a relevant experience to give a bonus to a roll, helping an ally (giving them a +1d6 bonus), using a class-specific feature, or initiating a “tag team event,” in which you and a teammate perform a feat of derring-do so spectacular you are restricted to one per session. On the other hand, the GM spends your Fear to interrupt the group narrative, invoke a threat from the environment, or strengthen an adversary through their own experience or special powers. In the event that you rolled the same on both dice, that constitutes a critical success, regardless of the roll, automatically succeeding, with Hope and an extra bonus (notably, there is no such thing as a critical failure).

One example of both the Hope/Fear system, and the narrative fluidity of the game, comes from the fact that *Daggerheart* has no initiative system to determine when the GM acts in relation to the players in combat. Instead, the narrative rests with the players until one of them fails an action roll, rolls with Fear, or the GM chooses to spend a point of Fear to take the narrative back. This way, the story continues smoothly and dramatically... until it doesn't, and the GM wrests control back in order to present a surprise obstacle or challenge.



Despite the narrative fluidity, combat rules and powers are extremely detailed and specific, so it's rare that a player needs to ask “am I allowed to do this?” Instead, the player has an array of options for nearly any situation, depending on their character class, background, and experiences, and veteran RPGers will have a plethora of tools at their disposal for character customization and min-maxing options to get the most out of every combat roll (and role).

In addition to a solid rules set, the book that it's wrapped in is simply gorgeous. Full-color art, beautifully laid-out with easy to find chapters (color-coded on the sides) and ribbon marks make learning the game an incredibly enjoyable experience. Additionally, the game comes with decks of cards to track your hero's powers and abilities, letting you easily see your options at a glance instead of having to review your character sheet each time.

In a sea of “traditional fantasy RPG systems, but with more narrative options”, it's clear that the Critical Role folks put their success to good use and came up with a game that is fun to play, fun to run, and fun to read. I highly recommend giving it a shot.

...

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





**STARFINDER RPG: GM CORE HARDCOVER (S2) (PZO 22002-HC)**

From Paizo Publishing, reviewed by John and Dell Kaufeld

 16 & Up	 2 & Up
 2+ Hours	 \$69.99

Fans and players launched into the new world of *Starfinder Second Edition* (2e) when the *Player Core* released in early August. The next core rule book, the *Starfinder 2e GM Core*, takes players and game masters in new directions as it explains and expands everyone's understanding of the game.

Strap in as we grab the controls and fly straight into the creative maelstrom to discover the top five things you need to know about the *Starfinder 2e GM Core*!

**FOR THE NEW GM**

The *GM Core* dedicates its first 50 pages to the art of organizing and running a roleplaying game. Yes, there's a lot of info specific to *Starfinder 2e* — as you'd expect from this guide — but there's also a significant amount that explains how to create a fair and fun environment for your players regardless of the system you use.

The biggest thing this book gives to new GMs is guidelines to get them started and explicit permission to make rulings, and, more importantly, mistakes.

Nobody gets everything right all the time (us included). What sets an experienced GM apart from a new one is the confidence to make a call when you're unsure and to bounce back if it turns out you were wrong. The chapters on preparing adventures, running your sessions, and dealing with special situations give GMs at all levels insight they need.

**BUFFING UP EXPERIENCED GMS**

For GMs with plenty of sessions under their belts, the *GM Core* provides depth, details, and lots of new ideas.

Since we both GM'd games under the 1st edition *Starfinder* rules, the section on running *Starfinder 2e*'s encounter mode answered all kinds of questions. The basic information about that mode made sense to both of us, but it also left us feeling like we were missing something. The *GM Core* took care of that beautifully.

**DESIGNING GAMES AND CAMPAIGNS**

The *GM Core* delivers an amazing scaffold to help new or experienced designers with campaign structure, world building, and the myriad decisions that go into every step of that process. This chapter — the longest and most detailed section in the book — could easily stand by itself as a must-own reference.

The book walks readers through a design funnel, starting with the broad brushstrokes of your campaign concept and gradually narrowing your view through multi-session adventures to individual encounters. At every step along the way, it gives you tangible, actionable insights into questions to ask, decisions to make, and suggestions to get you started.

Once you have the high concepts in place, it leads you through the fascinating process of building your game worlds. You can ask big questions like whether you want an endless universe or a limited

one with wildly imaginative constraints. You can ask small questions like where you should put the shopping area in the settlement where your player characters begin their explorations.

**DIGGING INTO THE LORE**

Speaking of exploring, the *GM Core*'s lengthy section on the Pact Worlds will set every lore-lover's heart on fire.

The chapter opens with one of the best Pact World maps we ever saw and keeps getting better from there. You get information about Near Space, the Vast, and the Great Beyond. You also get overviews and updates from each planet in the Pact Worlds, from Aballion to Apostae.

This section also digs into the factions, deities, and religions that fill the *Starfinder* universe. It even gives you guidelines for adventuring among the planes.

**WHAT ABOUT STARSHIP COMBAT?**

For everyone eagerly anticipating more details about how starship combat will work in the new edition, the *GM Core* delivers a basic system for cinematic space combat. Think of your favorite sci-fi film starship moments, with exciting camera swoops and ships slipping dangerously close to each other while firing massive salvos. That's cinematic space combat.

You aren't counting hexes and worrying over the exact way your ship faces. Instead, you feel the engines go to full power and experience the thrill of exploring strange new worlds. Yes, and someone will probably shoot back at you while you do all that, so the rules outline types of starships, common builds, and the armament to keep you safe.

For the full tactical space combat experience, you'll need to wait for the upcoming *Starfinder 2e Tech Core* book slated to be released in 2026.

**VERDICT**

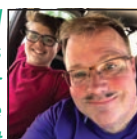
There's something for everyone to love and use in this book. The early chapters read like a masterclass in the art of organizing a game group and running memorable adventures that involve every player at their level. The information on running encounters, exploration, and downtime bring these key game elements into sharp focus.

The later sections on campaign design and world building are a toolbox of ideas and systems useful to GMs, aspiring scenario designers, and writers crafting stories set literally anywhere in a sci-fi universe. And the lore chapters in the back are solid gold for every *Starfinder* fan.

Highly recommended!

...

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?





## MYSTIC VALE: ESSENTIAL EDITION (AEG 7115)

From Alderac Entertainment Group, reviewed by Brian Herman

 14 & Up	 2 - 4 Players
 45 - 60 Minutes	 \$89.99

They say the best things come to those who wait, and in the case of *Mystic Vale*, I've found that to be absolutely true. When AEG first released the game back in 2016, I was immediately intrigued. I love a good deckbuilding game, and *Mystic Vale's* revolutionary "card crafting system" completely blew my mind. It directly addressed one of my biggest frustrations with traditional deck-builders: the inevitable deck bloat. As your deck expands, your strategy often becomes diluted; but this system promised something smarter, tighter, and more engaging.

I mentally filed *Mystic Vale* under my "someday" list, watching over the years as AEG continued to release expansion after expansion. Each one made the game more tempting, but I held off. And I'm so glad I did, because now we have *Mystic Vale: Essential Edition* — a generously packed release that includes the core game and three expansions in a single box, complete with storage trays and bags for easy organization. It's the best of all worlds in one tidy, beautiful package.

The setting of *Mystic Vale* is just as rich as its mechanics. The land is dying, corrupted by a cursed, wicked king whose rot has seeped into the soil. In a last-ditch effort to restore balance, the Druidic Council dispatches 2-4 noble Druid clans to purify and heal the land's blight. This is where players come in: as competing clans working not only to heal the world, but also to earn the most prestige while doing so.

Each game begins with players receiving a starting deck of 20 sleeved tarot-sized cards, many of which are partially, or even entirely, blank. A display of "Advancements" and "Vales" is laid out for players to purchase, and a pool of victory point tokens is set aside based on the number of players. The game ends when this pool is depleted, and the player with the most points wins.

If you've never seen the card crafting system before, it's one of the most unique mechanics in modern tabletop gaming. Instead of buying new cards to add to your deck, you buy translucent "Advancements"

that slide into the sleeves of your existing cards, effectively upgrading them over time. Each card has up to three possible slots for these upgrades — top, middle, and bottom. So instead of shuffling an ever-growing deck, you're evolving a static one, making every card better and more impactful.

In contrast, "Vales" are separate cards that don't go into your deck but instead sit in front of you once purchased. These provide ongoing abilities, one-time effects, or end-game scoring bonuses. Vales are another layer of strategic depth which make your engine more efficient as the game progresses.

One of *Mystic Vale's* most clever twists on the deck-building formula is how you draw your hand. Rather than drawing a fixed number of cards, each turn begins with a "Prep Phase," where you reveal cards one at a time from your deck, placing them face-up in a row. All cards in the game are public knowledge; there are no hidden hands here. Some cards contain a "decay" symbol, representing the creeping rot of the land. Once you reveal your third decay symbol, you must stop. The next card becomes your "on-deck" card for the next turn.

However, you can attempt to push your luck and reveal more; but if another decay symbol appears, you spoil and lose your turn entirely. It's a beautifully tense system that keeps players constantly weighing risk versus reward.

This mechanic, paired with the card crafting and open information, creates a unique blend of strategy, luck, and long-term planning that sets *Mystic Vale* apart from anything else in the genre. There's an elegance to how everything interacts; how the decay system pressures your decisions, how card crafting encourages creative deck evolution, and how Vales offer external powers to build upon.

After spending time with the *Essential Edition*, I can confidently say this was the best way to experience the game for the first time. You're not just getting the base game; you're getting years of thoughtful expansions that deepen and refine the core experience. And the production quality? Top-notch. Everything has a place, the art is beautiful, and the organization makes set-up and teardown a breeze.

If you, like me, have been waiting to dive into *Mystic Vale*, now is the perfect time. With the *Essential Edition*, AEG has delivered a complete and satisfying package that showcases the game at its most innovative and energizing.

...

Brian Herman has over 30 years' experience in playing, criticizing, designing and developing games of all kinds. He has read several books and therefore has opinions about why *Chaotic Good* is the best alignment, and how Han was the only shooter in the cantina. His favorite games include a wide array of genres, from *Ark Nova* and *Apiary* to classics like *Magic: The Gathering* and old-fashioned sessions of *Dungeons & Dragons*.





## NOCTURNE (AEG 1056)

From Alderac Entertainment Group, reviewed by Whitney Grace



10 &amp; Up



1 - 4 Players



30 - 45 Minutes



\$39.99

When I first saw *Nocturne's* box, visions of Beatrix Potter's illustrations danced through my head like fireflies on a bioluminescent mushroom field. Let that image flow through your mind for a minute then you'll understand the scope of *Nocturne's* gameplay. *Nocturne* is a gentle game without conquering or over the top humor. I could see it best enjoyed by refined players who eschew crazy chaos and prefer the finer things in life like high fantasy, tea-related items, anthropomorphized animals in the children's literature way, and printed books over digital.

*Nocturne* tells the story of fox mystic who cast spells and collects items over a single night. It's a simple story with intriguing puzzles that enhance the plot line and the same can be said of the components. Each *Nocturne* game comes complete with a rulebook, four character cards, 35 concoction cards, 12 moonlight goal cards, 24 unique solo mode cards, 10 unique starter concoction cards, 12 unique twilight goal cards, a score pad, a forest sprite board, 44 spell tokens, 12 skull tiles, 12 firebird feather tiles, 12 mushroom tiles, 12 herb tiles, 12 mysterious egg tiles, five cursed treasure chest tiles, 10 ancient rhinestone tiles, and five mirror stone tiles.

The game begins at nightfall when each player is granted a character card and spell token set to match their character color. The character cards and spell tokens are arranged face-up in the play area. Next, the *starter* concoction cards are shuffled, and one is dealt facedown to each player. The concoction cards (it's a different deck) are also shuffled then placed in a face down deck among the players. With the moonlight and twilight goal cards, shuffle them, deal three, and place them facedown in a deck (return the rest to the box). Put the shadow tokens in sequential order near the arranged decks, then shuffle the item tiles. Arrange the item tiles in a grid while setting the remainder aside. Lastly, place the sprite board near the grid, and set up the item tiles on it; now, it's time to play *Nocturne*.



Over the course of the night, players as their fox mystics play two rounds: twilight and moonlight. The evening or game begins with the first phase: spell casting. The first mystic places their lowest value token on any forest tile, followed by the second mystic casting a more powerful spell or passing. Spell casting occurs when a tile is selected, and a higher value token is set adjacent to it. Whoever places the



highest spell token wins the tile. After the spell casting, players can either use their spell tokens in play again or dedicate them to the sprite board.

Whenever players earn a tile, they should check to see if they satisfy twilight goals. Satisfying twilight goals involves detailed requirements and placements for each tile that add to the entertainment of the game. The rounds aren't complete in sequential order for each turn, like other tabletop games, instead they're finished when specific conditions are met. It's a fun, new twist on the usual play format.

The twilight round ends when all the forest tiles are won. The first step in ending the twilight round is resolving the forest sprite board. Mystics flip over tiles with their spell tokens and select a tile of their choice; next they're awarded shadow tokens based on the value of their spell tokens. All tokens are then turned back to individual play areas with the lowest value tokens discarded. The moonlight cards are flipped face, item tiles are arranged in a grid resembling the one from the beginning of the game, and the forest sprite board is refilled.

The moonlight round is similar to the twilight round. Mystics can use their shadow tokens in lieu of spell tokens. Once again, the forest sprite board is resolved, except players are gifted mirror stone tiles and these can be used to copy spell tokens. After this round, scoring occurs, and points are awarded based on tiles, tokens, and cards.

*Nocturne* is an intense game that mirrors the details found in a high fantasy novel. The rule book has clear instructions and examples to assist players. There is also a more advanced setup and a solo mode for adventuresome fans. The involved game schematics build a deep story without overwhelming players and make it a game worthy of replay.

*Nocturne* is the perfect choice for a relaxing time or when you may want to detox from screens. Otherwise, you may not enjoy the entire effect of being a fox mystic in an enchanted forest of sprites.

...

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.





# WANDERHOME RPG: HARDCOVER EDITION (SJK WANDERHC)

From Steve Jackson Games, reviewed by Thomas Riccardi

 14 & Up	 2 - 5 Players
 60 - 120 Minutes	 \$70.00

Long after wars ravaged it, the world of Haeth is healing. The world is populated by anthropomorphic characters (i.e. animal folk), and you begin a journey with your fellow friends to explore the realm. Will you become energized by new discoveries, or will you become mired down in sorrow, not able to continue on? This is the setting of a great new role-playing game from Possum Creek Games, an imprint of Steve Jackson Games. Welcome to the world of *Wanderhome*.

*Wanderhome* is different from most of the other role-playing games out there: in most games you create a character, go on quests, and battle monsters to gain experience points and level up to take on new and more difficult challenges; *Wanderhome* has none of that.

You begin with a few choices when it comes to the characters that you will play in the form of Playbooks. Each Playbook is self-explanatory, and you begin by selecting an animal. Next, you choose two traits that your character is good at, and two they wish they were good at. The rest unfolds naturally as each individual playbook guides you through choosing your character's appearance, things your character can do, and things that can be done during a seasonal holiday.

There are seven trait categories your character can possess and they are Artistic, Grounded, Intellectual, Personal, Physical, Social, and Traumatized. For example, one of the Physical traits is Adventurous which could allow you to charge headfirst into trouble or to declare where you are going next.

Another thing that separates this from other role-playing games is the ability to run this either with or without a guide. All of the players can impact the story as it moves forward, and if they do not like the way that an adventure is going, they can steer it in another direction. This makes for rich stories that can be told with everyone taking part, rather than being spoon fed by a game master. However, for the first time it is recommended that you play with a guide to make things easier.

There are also non-playable characters in the game called Kith, and while the guide can take over these characters each of the players can do so as well to drive the story in a different direction. One of the base mechanics of the game is tokens which can be earned and spent in a variety of ways. For example, you can gain a token simply by giving away something that you hold dear or basking in the beauty of the world and describing that beauty to the entire table. Tokens can be spent on things such as easing the pain of another or keeping someone safe from dangers throughout the world.

There are various places spread out through the world of Haeth, and there are five seasons called Leap, Bright, Breath, Silt, and Chill. You can choose to add these seasons in longer sessions as they follow along with the great arc of the year. Each of these seasons comes with holidays that are celebrated throughout the land. They might be a symbolic great gathering called Candlefeast which is to give each other hope through a dark time in their lives, or Bloody Night in which the dead are mourned. All of the

places that the characters can visit are called natures, and there are six which include comfortable, verdant, liminal, sprawling, lonely and desolate. Each of these natures has a name and a description along with things that this place can always do, two aesthetic elements about the place, as well as one piece of folklore.

If you want a role-playing game that is like no other, then you need to give *Wanderhome* a try as it has an amazing premise. With a very simplified system, a way to build rich and exciting worlds and the ability for everyone to add to the story this is a game that needs to be played and experienced. For more information on this and other games head over to [possumcreekgames.com/](http://possumcreekgames.com/) and get ready to explore the world of Haeth.

...

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





# ENHANCE<sup>®</sup>

## COLLECTOR'S EDITION DRAGON HIDE

TRADING CARD GAME



ROLE-PLAYING GAME

### RPG BACKPACK

ENTTCFR200RDEW

- Designed for Dungeon masters
- Fits 6-8 RPG books
- 3x figures tray (24 minis)
- DM screen / laptop pocket
- 3x exterior pockets



### RPG TRAVEL CASE

ENTTCFD200BLEW

- Designed for Dungeon masters
- Fits 4-8 RPG books
- 1x figures tray (16 minis)
- Battle mat holder
- 3x accessory pockets



### TRADING CARD BAG

ENTTCFK200BKEW

- Fits standard & toploader binders
- Zippered card defender screen keeps cards in place
- Customizable interior
- Adjustable reinforced dividers



### GAME BOX BAG

ENTTCFE200GNEW

- Holds up to 22lbs of games
- Fits 4-6 board games
- Collapsible for easy storage
- Reinforced semi-rigid structure
- Multiple pockets for organization



### COMPACT CARD BACKPACK

ENTTCFQ200PREW

- Multiple pockets organization
- Zippered card defender screen keeps cards in place
- Customizable interior
- Adjustable reinforced dividers



Available colors: Red, Blue, Black, Green, Purple



**ORDER NOW!**

Accessories not included





## Greetings GTM Fans!

For our final 2025 issue, *Game Trade Magazine* is bringing you a fast-paced and fun giveaway!

One lucky winner will receive a copy of the fun family favorite, *Dice Words*, courtesy of our friends at Thames & Kosmos! 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 November 17th and will close on December 20th, 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).

**ENTER TO WIN!!!**  
**[www.GTMGiveaway.com](http://www.GTMGiveaway.com)**



### CONSIDER YOURSELF LEGALLY DISCLAIMED:

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



# ALIEN

THE ROLEPLAYING GAME

## EVOLVED EDITION

Topping charts and capturing hearts since its release, *ALIEN The Roleplaying Game* has become a fan-favorite across the globe, inspiring new standards for horror and sci-fi RPGs while winning a dozen top awards over the years, including Best Game at the ENNIE Awards. Now the time has come for an evolution.

*"Move over, Dungeons & Dragons, Free League has released Alien: The Roleplaying Game, and it is as great as it is terrifying."*

— THE GAMER

*"I can't lie to you about your chances, but ... you have my sympathies."*



WINNER OF THE  
GOLD ENNIE AWARD  
FOR BEST GAME

™ & © 2025 20th Century Studios



FREE LEAGUE

COMING NOVEMBER 18



# KINFIRE COUNCIL IS A 2025 GOTY CONTENDER

This is a game that knows exactly what it is trying to be — an asymmetric, competitive worker placement Ameritrash with a strong thematic core and a surprising amount of interaction.

**Matthew Smail**  
**BIG BOSS BATTLE**



# BACK IN STOCK!

**INCREDIBLE  
DREAM**  
KINFIRECHRONICLES.COM



**KINFIRE**  
DELVE  
MSRP \$24.99  
AYA11010001

**KINFIRE**  
CHRONICLES  
MSRP \$179.99  
AYA10010102

**KINFIRE**  
COUNCIL  
MSRP \$74.99  
AYA12020001

**a Gentle Rain**  
MSRP \$19.99  
AYA30010101