

ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



GAME TRADE MAGAZINE #124

GTM contains articles on game-play, previews and reviews, game related fiction, and self contained games or game modules, along with solicitation information on upcoming game, and video releases.

GTM 124\$3.99



MAD ZEPPELIN

At the height of the industrial revolution, the Great Empire is about to take delivery of many secret crates from its colonies. These crates contain all the Emperor needs to strengthen his rule on the Empire: steel, coal, ore, and above all: gold! For security reasons, the Emperor himself has hand-picked the crew of the *Nostris*, one of the armored zeppelins of the imperial fleet. However, neighboring nations are organizing the resistance, and traitors are secretly boarding the airship to thwart the Emperor's plans. *Mad Zeppelin* is a fast-paced card game of sabotage, as you use your traitors to throw the most cargo off the *Nostris* and ruin the Emperor's plans. Scheduled to ship in May 2010.

AEG 5202\$29.95

TOWED TANK DESTROYER PLATOON (M5 3")

BFM UBX22.....\$35.00

VINEYARDS

BFM BB116.....\$25.00

WARGAMES ILLUSTRATED #273

Scheduled to ship in June 2010.
BFM WI273\$8.00

CEACO



CAN YOU SEE WHAT I SEE? BINGO LINK

A picture-matching game based on the *Can You See What I See?* books of Walter Wick, complete with delightful images from the series. Scheduled to ship in April 2010.

GW1 7109\$15.99

ALDERAC ENTERTAINMENT GROUP

FEATURED ITEM



LEGENDS OF THE FIVE RINGS CCG: THE PLAGUE WAR

The Emerald Empire writhes in the grip of the Destroyer. Kali-Ma's forces attack from the north and south, and the Clans caught between are faced with a dark plague, as the dead rise to spread disease and claim more victims. Will the Clans be able to fight back the pull of self-preservation in order to save the Empire as a whole? Featuring the return of the original five elemental dragons now as celestial cards, with new spirit and mythical beasts joining the Clans, *The Plague War* introduces over 150 new cards for the *Celestial Edition* Tournament Environment. This expansion is introduced in three, unique, 84-card, pre-constructed starter decks (Crab, Crane, and Lion) offered in 6-count displays, and 11-card boosters packed in 48-count displays. Scheduled to ship in May 2010. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BOOSTER DISPLAY (48) AEG 15410-D\$177.12
BOOSTER PACK AEG 15410-S.....\$3.69
STARTER DECK AEG 15400-S.....\$13.99
STARTER DECK DISPLAY (6) AEG 15400-D\$83.94

APE GAMES



DUCK! DUCK! GO! (2ND PRINTING)

Every year rubber duckies from all walks of life train in bathtubs, spas, and small ponds around the world to prepare for the annual Kentucky Derby, the premier bathtub ducky race. This edition of *Duck! GO!* comes with five unique, random rubber duckies from a set of over 120 different, adorable quackers! Scheduled to ship in May 2010.

IMP APE0701\$24.95

BATTLEFRONT MINIATURES

FLAMES OF WAR

Scheduled to ship in May 2010.

DEVILS BRIGADE COMPANY

BFM UBX19.....\$40.00

DOGS & DEVILS

BFM FW216\$25.00

HEAVY ANTI-AIRCRAFT ARTILLERY PLATOON

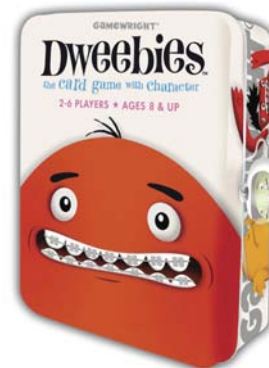
BFM UBX20.....\$25.00

RUILED MONASTERY

BFM BB115.....\$25.00

RURAL ROADS

BFM BB117\$25.00



DWEBBIES

Wacky and colorful characters called "Dweebies" are the focus of this matching and capturing card game. Scheduled to ship in April 2010.

GW1 242\$10.99



FORBIDDEN ISLAND

Designer Matt Leacock, best known for the smash hit *Pandemic*, returns with this game about treasure hunters set to explore a rapidly sinking island. Scheduled to ship in April 2010.

GW1 317\$15.99





HIDE AND EEK!

This children's game teaches memory, counting, and visual discrimination skills as a tiny mouse sets out to frighten 100 elephants. Scheduled to ship in April 2010. GWI 5519\$13.99



SUMO HAM SLAM

A dexterity-based game with magnetic components, combining the Japanese sport of Sumo with furry household pets. Scheduled to ship in April 2010. GWI 7111\$26.99



ORDERS UP!

In this game combining matching and hand-eye coordination, players race to fill the orders for the diner's customers, matching dishes to their own "guest check". Scheduled to ship in April 2010. GWI 7110\$15.99



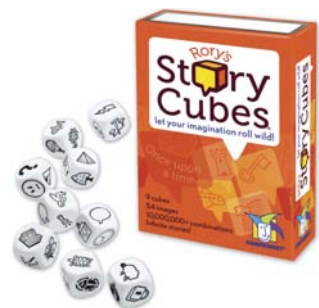
TAKE THE CAKE

Designed for younger players, *Take the Cake* is a simple color and shape matching game featuring delectable frosty desserts. Scheduled to ship in March 2010. GWI 5518\$12.99

CROCODILE GAMES

WAR GODS OF OLYMPUS MINIATURES

Scheduled to ship in June 2010.



RORY'S STORY CUBES

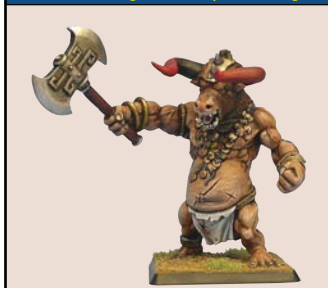
Described as a "pocket-sized story generator," this dice game is more about spinning stories than scoring points, but should make an entertaining party game or filler. Scheduled to ship in April 2010. GWI 318\$7.99



SOUNDS LIKE A PLAN

More of a true party game, *Sounds Like a Plan* challenges players to concoct schemes based on sound (or not-so-sound) advice. Scheduled to ship in April 2010. GWI 7108\$19.99

SPOTLIGHT ON



MINOTAUR WITH AXE

CDG WGO706\$24.95



MINOTAUR WITH FLAIL

CDG WGO707\$24.95

SPOTLIGHT ON



SATYR ARCHER UNIT

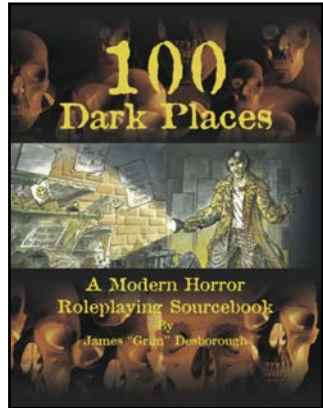
CDG WGO304\$35.95



SATYR HERO, WITH GRECIAN URN

CDG WGO112\$8.95

CUBICLE 7 ENTERTAINMENT



100 DARK PLACES

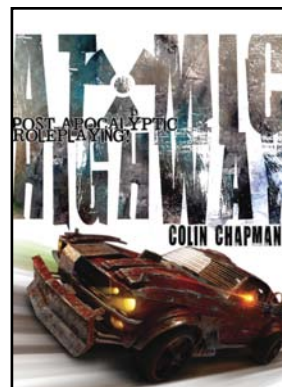
This roleplaying supplement contains one-hundred system-neutral adventure seeds designed for modern horror games culled from the twisted mind of James "Grim" Desborough. Scheduled to ship in June 2010.

CB7 5104\$24.99



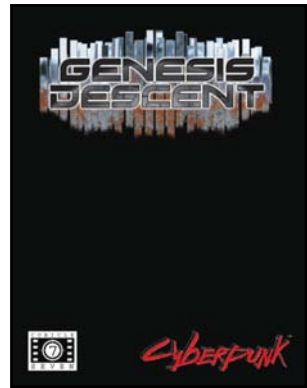
the King's Musketeers are pitted against a plethora of corrupt nobles, black magicians, fell demons, and twisted secret societies in *All For One: Regime Diabolque*. Scheduled to ship in June 2010.

CB7 30008\$34.99



ATOMIC HIGHWAY

Civilization came crashing down! Billions died! A new Dark Age has begun! Now, the descendants of the apocalypse's survivors scavenge the remnants of the Before Times, struggling to build a new life amidst the ruins of the old. Tear along the shattered highway as a road warrior, track down monstrous threats as a brave tribal warrior, or unearth the wonders of the past as a canny scavenger in *Atomic Highway*, an original, post-apocalyptic roleplaying game setting that utilizes the *V6 Engine*. Scheduled to ship in June 2010. CB7 6000\$29.99

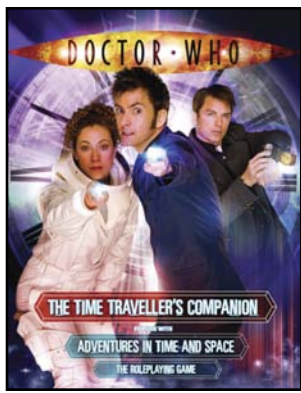


CYBERPUNK 2020: GENESIS DESCENT

Life on Earth in 2054 is tough for many. Climate change and natural disasters have not only torn many from their usual way of life, but have also prompted conflict over scarce resources. Meanwhile, as technology brings more and more comfort to the privileged, political and civil unrest has seen the geo-political landscape change. From the ghettos and organized crime of shattered Los Angeles and London, through the halls of corporate-controlled states and their near-orbit control centers, *Genesis Descent* utilizes R. Talsorian's *Cyberpunk Interlock* system to explore this dark, stark techno-thriller, near-future setting. Scheduled to ship in June 2010. CB7 1300\$39.99

ALL FOR ONE: REGIME DIABOLQUE

Strap on your sword, salute the King, and prepare to fight the creatures of darkness! Explore a France of swashbuckling action, powerful magic, daring deeds, courtly intrigue, witty repartee, and vile monsters as


DOCTOR WHO RPG: THE TIME TRAVELLER'S COMPANION

Time flies when you're having fun, but flying through time can present a whole host of problems! This supplement for *Doctor Who: Adventures in Time and Space* gives more information on Time Lords, temporal mechanics, and time machines, and offers an in-depth look at earth's pivotal role in time and space, covering pre-history to the 51st Century. Scheduled to ship in June 2010.

CB7 1103\$39.99


GAMESCAPES: CATHEDRAL OF LIGHT / CRYPT OF DARKNESS

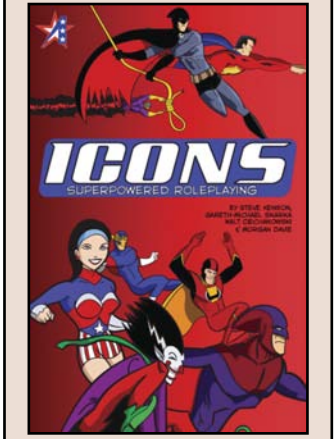
There aren't many locations as iconic as the cathedral, or as well-trodden as the crypts beneath it. Here, in one double-sided set of maps you get the pair, as illustrated by master artist Jason Engle. Printed with the classic 1" square grid overlay, *Gamescapes* are crafted to the highest quality on sturdy, laminated cardboard and coated with an easy-wipe surface. Scheduled to ship in June 2010.

CB7 5609\$12.99


GAMESCAPES: LAIR OF THE NECROMANCER / WELL OF SOULS

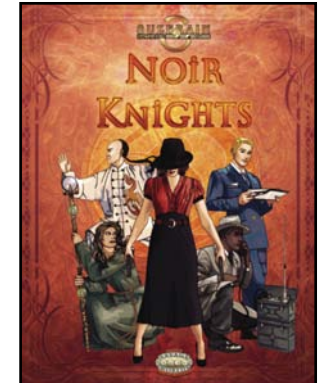
Like all arcane masters, necromancers need a lair, a place to hone their art and summon minions. On the opposite side of the Lair is the Well of Souls, where the great necromancers carried out their ritual of undead. Printed with the classic 1" square grid overlay, *Gamescapes* are crafted to the highest quality on sturdy, laminated cardboard and coated with an easy-wipe surface. Scheduled to ship in June 2010.

CB7 5610\$12.99

SPOTLIGHT ON

ICONS: SUPERPOWERED ROLEPLAYING

Steve Kenson, the designer of *Mutants & Masterminds*, delivers a superpowered new roleplaying game inspired by the fast-playing, old-school games and the new generation of narrative roleplay! Within its pages are complete rules for character creation, abilities, and powers, random adventure generation, a rogue's gallery of villains, a complete adventure, and all the superheroic action you can handle! Scheduled to ship in June 2010.

CB7 5007\$29.99


SUZERAIN: NOIR KNIGHTS

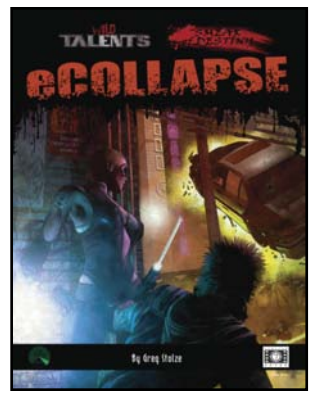
America is a nation of dust and determination! Ride the rails and prove your mettle as industry and legend clash in a time of folk heroes, hobo mages, and secret societies in *Noir Knights*! Rooted in the *American Grit* realm, players in *Noir Knights* portray government agents investigating paranormal activity across a hard-boiled film noir America set in the 1930s Great Depression. Whether it's a cardboard city of hobos protected by magic wards scratched into dumpsters, swampland encounters in Florida backwaters full of unnatural activity, or supernatural conspiracies in Washington D.C.'s corridors of power, the truth is out there! Scheduled to ship in June 2010.

CB7 5608\$34.99


THE KERBEROS CLUB (HERO SYSTEM)

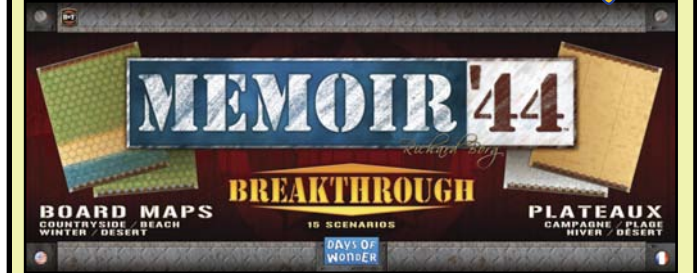
Play the heroes and villains of a Strange century! Doctor Archibald Monroe, the erudite chemist and physician-chimpanzee. Lady Mirabel, who by darkness defends Whitechapel as the terrifying Night Hag. When the victims and enthusiasts of magic and bizarre science meet in an infamous club for "the Strange," thrilling action is sure to follow! Scheduled to ship in June 2010.

CB7 5406\$39.99


WILD TALENTS: ECOLLAPSE

Welcome to the future - a world of passion, power, and poorly-considered philosophies. The economy's in a coma, civil order runs on inertia, and biotech "superpowers" are so cheap that bus station schizophrenics are getting them. What do you do? How do you fight for your beliefs? Riot? Sacrifice? March on Washington? Maybe put on a mask and cape? A complete setting for *Wild Talents* and the *One-Roll Engine* tweaked to emphasize the role destiny plays in heroism and villainy, *eCollapse* features a dedicated rules set, the *Smear of Destiny*, that uses cards and memory to emphasize player engagement. Scheduled to ship in June 2010.

CB7 5405\$19.99

DAYS OF WONDER
FEATURED ITEM

MEMOIR '44 BREAKTHROUGH EXPANSION

The new *Memoir '44 Breakthrough Expansion* brings additional depth to the *Memoir '44* battlefield. It features two super-sized, double-sided, hard-mounted *Breakthrough* board maps with Countryside, Beach, Winter and Desert battlefields. Each board is made of nine folded panels stretching to an impressive 13 x 17 hexes deep and are produced at the very largest size possible with current printing technology. Also included are 15 *Breakthrough* scenarios with such classics as *Operation Crusader*, *Operation Amherst*, and two different renditions of the battle for Sword Beach. *The Memoir '44 Breakthrough Expansion* is not a standalone product and requires a complete copy of the *Memoir '44* game and various additional expansions depending on the scenario being played. Scheduled to ship in May 2010.

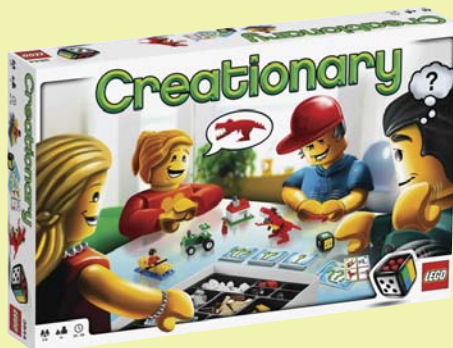
DOW 730015PI

DECISION GAMES
WORLD AT WAR #13

Scheduled to ship in June 2010.

DCG WAW-13\$29.99

FEATURED ITEM



LEGO GAME: CREATIONARY

Roll the *LEGO* Dice to select one of four exciting building categories: vehicles, buildings, nature, or things. With three levels of difficulty you can show off your building skills, while the others guess what you are creating. Scheduled to ship in August 2010.

DIA 3844PI

LEGO GAME: HARRY POTTER HOGWARTS

Between the moving staircases and secret passages at Hogwarts School of Witchcraft and Wizardry, it can be tricky to find your way around. Be the first to successfully navigate the magical castle to collect all your homework items and get back to your common room! Scheduled to ship in August 2010.

DIA 3862PI



LEGO GAME: LAVA DRAGON

Prove you are the bravest knight of all by being the first one to summon the dragon from the top of the volcano. Avoid the lava and block your opponents as you climb to victory. Scheduled to ship in August 2010.

DIA 3838.....PI

LEGO GAME: MAGIKUS

Be the first to collect four special ingredients to cast the magic spell in the cauldron. Steal ingredients from your opponents to slow them down and help you win the game. Scheduled to ship in August 2010.

DIA 3836PI



LEGO GAME: MONSTER 4

Night has fallen in the graveyard and the monsters have come out to play with the skeletons. The first to get four of their monsters in a row wins. But keep an eye out for the spider jumping in and scaring you off! Scheduled to ship in August 2010.

DIA 3837PI

LEGO GAME: PIRATE CODE

Who can be the most cunning pirate of them all? Guess the other players' secret codes before they discover yours and become the pirate captain. Scheduled to ship in August 2010.

DIA 3840PI



LEGO GAME: RACE 3000

Do you have what it takes to cross the finish line first and win the trophy? Use shortcuts, overtake, or turbo boost past your opponents while avoiding oil slicks on your way to victory lane! Scheduled to ship in August 2010.

DIA 3839.....PI

LEGO GAME: RAMSES PYRAMID

Created in cooperation with award-winning game designer Reiner Knizia! Stop the Mummy King Ramses from conquering all of Egypt with his army of mummies. Unlock the crystal-coded layers to climb to the top of the pyramid and defeat the Mummy King, taking his crown and the treasures within. Scheduled to ship in August 2010.

DIA 3843PI



LEGO GAME: MINOTAURUS

The mighty Minotaur, a mythical creature, protects a secret temple hidden deep inside a labyrinth. Be the first to lead your heroes to the temple, avoiding the Minotaur and cleverly placing walls to block your opponents. Scheduled to ship in August 2010.

DIA 3841PI



LEGO GAME: ROBO CHAMP

Be the first to build a robot with all the correct color parts to win this year's trophy and be named the Robo Champ. However, if an opponent takes a part you need you may have to steal it back to achieve victory. Scheduled to ship in August 2010.

DIA 3835PI

DISCOVERY BAY GAMES



GUESTIMATION

In *Guesstimation*, unlike other trivia games, you don't have to know the exact answer — you just have to be the closest guess. It's that easy! The questions will make you laugh, reminisce about your youth, or start counting the hairs on your head! Scheduled to ship in May 2010.

DBG 1126\$29.99



HINK PINK

Hink Pink is a word riddle answered with a pair of rhyming words! In this hilarious new party game based on the classroom classic, the rhymes fall in three categories: Hink Pinks are one syllable, Hinky Pinkies are two syllables, and Hinkity Pinkities are three syllables. Scheduled to ship in May 2010.

DBG 1117\$19.99

ELFINWERKS

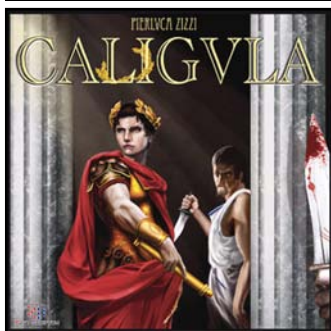
JERUSALEM

Twelfth Century Jerusalem is not a place for the faint of heart. Threatened by foes from without, beset by intrigue within: the Holy City is the stage for constant struggles of power and control. Which Crusader family will reign supreme? Can you raise your castle to tower over your rivals? In *Jerusalem*, players compete for control of the critical areas of political and economic power in the medieval city of Jerusalem. The Royal Palace, the Holy Sepulcher, the Tower of David, the church, the market, even the Templar Knights are all arenas of conflict and opportunity for your plots and intrigues. Scheduled to ship in June 2010.

ELF RG2009\$55.00



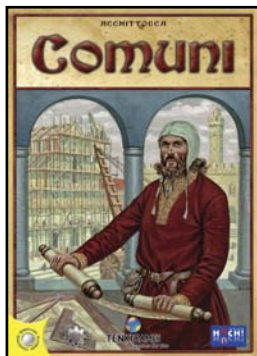
OFFERED AGAIN



O/A CALIGULA

Caligula puts you and your friends in the togas of the true powers in Imperial Rome: the guys holding the knives! Send your legates throughout the empire to further your own plans and seize valuable opportunities. Marshal your resources with care, and when the moment is right, strike! Secure your favorite on the throne, and all the wealth and glory of Rome will be yours for the taking!

ELF 1006\$30.00



O/A COMUNI

In northern Italy during the 12th century, there were strong, self-ruling cities called *comuni*. Although they usually collaborated peacefully, there was much cultural, military, and economic competition. In *Comuni*, as ruler of one of these cities, your goal is to increase the wealth and status of your city by building various diverse structures that are the core of the Economic, Military, Cultural, and Religious life.

ELF TG0060\$50.00

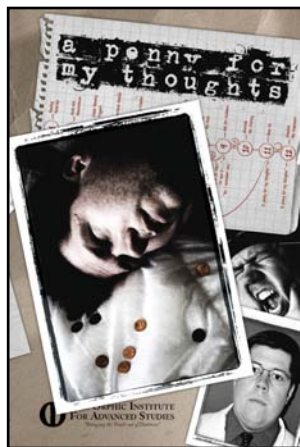


O/A LUNGARNO

Gold rules over all! In fourteenth century Pisa, the great families are the key to success, wealth, and power. The center of this quest for wealth and power is the Lungarno district, along the banks of the river Arno. Here, merchants compete to make deals with the most prestigious families, while master builders erect splendid palaces, tower houses, plazas, and more to impress the great families. Can you overcome your rivals and dominate Lungarno?

ELF RG2004E\$35.00

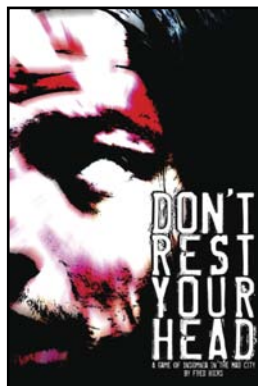
EVIL HAT PRODUCTIONS



A PENNY FOR MY THOUGHTS RPG

Using an original system based on principles of improvisational theater, players in *A Penny For My Thoughts* portray patients at the Orphic Institute, exploring personal stories of lost memories and their identity by engaging in an experimental treatment. Scheduled to ship in May 2010.

EHP 7002\$15.00



DON'T REST YOUR HEAD RPG

You can't sleep. It started like that for all of us, back when we were garden variety insomniacs. But then something clicked. That was when you took a long walk down the streets of the Mad City, stopped being a Sleeper, and started being Awake. But that click you heard wasn't from the secret world snapping into place. It was the sound of the Nightmares flicking off the safety and pointing a gun at your head! *Don't Rest Your Head* is a sleek, dangerous little game, where players are all insomniac protagonists with superpowers, fighting exhaustion and madness to stay alive - and awake - for just one more night, in a reality gone way wrong. Scheduled to ship in May 2010.

EHP 1000\$15.00

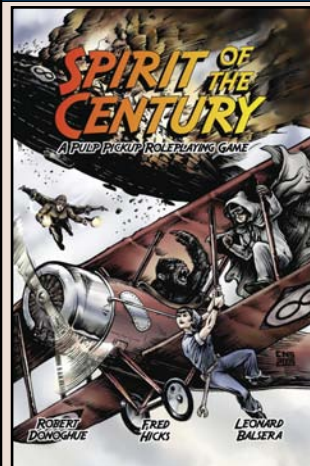


DON'T REST YOUR HEAD RPG: DON'T LOSE YOUR MIND EXPANSION

A pair of government agents stalk a run-away girl armed only with a teddy bear. They are never heard from again. A psychopathic hero wields every blade that ever murdered, carving off pieces of his personality in an effort to beat back the Nightmares. A temptress lures the cruel and vile to assault her — only to trap them in a prison built from her own ribcage. This is the story of the Awake. From the depths of their terrible and deliberate Madness, they face Nightmares both strange and dire, always knowing they are only a few moments away from becoming what they fight. This supplement for *Don't Rest Your Head* explores the darkest depths of Madness for your game with twenty-six unique Madness Talents that push the boundaries of imagination. Scheduled to ship in May 2010.

EHP 1001\$20.00

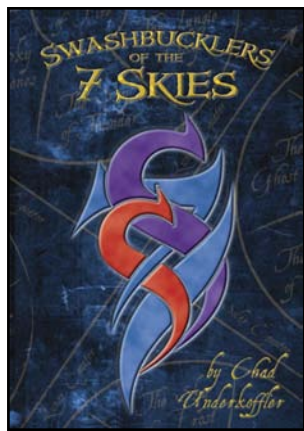
SPOTLIGHT ON



SPIRIT OF THE CENTURY RPG

The deadly Doctor Methuselah seeks to unravel time itself with his solution to the Eternity Equation! Gorilla Khan stalks darkest Africa from conquered Atlantis! Mad scientists, strange sorcerors, and power-hungry dictators all seek to undo the fate of humanity. It's the final century of the second millennium — and you are our last hope! *Spirit of the Century* is a complete, stand-alone pulp role-playing game based on the award-winning *Fate* system. Scheduled to ship in May 2010.

EHP 2000\$30.00


SWASHBUCKLERS OF THE 7 SKIES RPG

Skyships ply the 7 Skies, soaring from Cloud-Island to Cloud-Island for conquest, espionage, trade, and piracy. Kingdoms clash, cultures collide, and secrets abound. Heroes and villains roam Above the Blue, seeking action, intrigue, adventure, and style. Will you be one of them? Enter the world of *Swashbucklers of the 7 Skies*, the latest game from Chad Underkoffler featuring the PDQ system! In S7S you'll find a richly detailed setting of sky-ships, piracy, intrigue, mysticism, musketeers, and more, whether you're sailing through the haunted Ghost Sky, battling pirates from the inconstant isle of Ilwuz, intriguing in the Spider Empress' court of Barathi, or chasing thieves across the rooftops of Agua Azul. Scheduled to ship in May 2010.

EHP 7001\$30.00

FANTASY FLIGHT GAMES

A GAME OF THRONES LCG: KING OF THE NORTH CHAPTER PACK

The fifth installment in the *Defenders of the North* cycle of chapter packs for the *A Game of Thrones: The Card Game*, *A King in the North* features a new version of Margaery Tyrell for your Baratheon deck, the mighty Osha for your Stark deck, the formidable wildling Varamyr Sixskins, and much more. This 40 card pack features 20 never-before-seen cards designed to augment existing decks and add variety to the *A Game of Thrones: The Card Game* metagame. Scheduled to ship in May 2010.

FFG GOT55\$9.95


A GAME OF THRONES LCG: LORDS OF WINTER EXPANSION

Prepare for a long winter! *Lords of Winter*, the deluxe expansion for *A Game of Thrones: The Card Game*, will take the cold honor of House Stark to new heights this spring! Featuring a wealth of new strategies, tactics, and deck-building options, this 165-card (three copies each of 55 cards) expansion includes Eddard and Catelyn Stark, Winterfell, and "The King of the North", Robb Stark, and offers deck lists for two exciting theme decks (Tullys of Riverrun and Direwolves of the North). Scheduled to ship in May 2010.

FFG GOT58\$29.95


ANIMA TACTICS: THE WANDERER BOXED SET

The *Wanderer Boxed Set* collects a selection of the oldest *Anima Tactics* wanderer figures at a reduced price: Sophia Ilmora, Tsubasa Kurokami, Akio Kageshima, Faust Orbatos, Khaine D'laereu, and Derek Shezard. Scheduled to ship in May 2010.

FFG CS0006\$39.99

ANIMA TACTICS: NEUTRAL FACTION - LEGACY OF SOLOMON

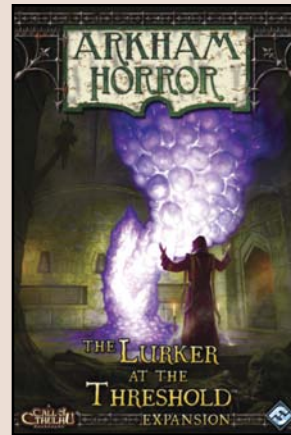
The artifact known as the *Legacy of Solomon* is an unrivaled horror, a weapon built in a forgotten age that has unfortunately fallen back into the hands of mankind. It is a huge suit of exo-armor almost 13 feet tall. The most advanced and destructive weapon built during the Solomon Empire, its original name has been lost to the mists of time, its current name is reference to its origins and its role as the true legacy of a dead civilization. Scheduled to ship in May 2010.

FFG CS3028\$49.99

ANIMA TACTICS: NEUTRAL FACTION - TYPE-005

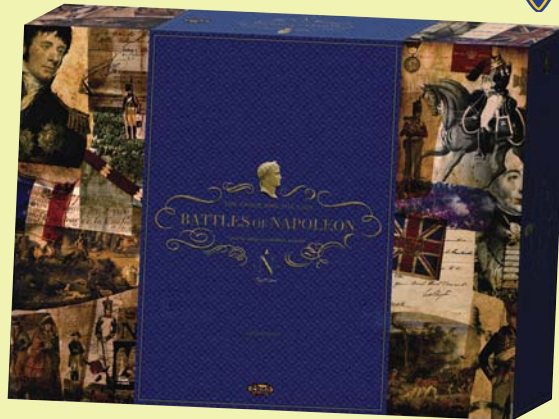
The Type-005 is the first real success of the Black Sun necromantic weapons program. An elite soldier of inhuman speed, strength, and resistance, a Type-005 is capable of creating animated blades and projectiles from its own bones. Featured in April's *Black Sun Boxed Set*, this Type-005 comes in a blister singly with a different body than the Type-005 in the boxed set. Scheduled to ship in May 2010.

FFG CS3029\$10.99

SPOTLIGHT ON

ARKHAM HORROR: LURKER AT THE THRESHOLD EXPANSION

Across *Arkham*, strange doors to other worlds have been opening. They seem to be a living part of an ancient and arcane creature that has been reaching out, tempting the unwary with eldritch power. Now people are vanishing without a trace and it's up to a handful of bold investigators to confront the profane being who dwells just beyond these passages. But even working together, will they be able to destroy these unnatural and deadly gates without themselves striking a terrible bargain with the Lurker at the Threshold? This expansion for the *Arkham Horror* board game comes complete with one Herald Sheet, 18 new Gate markers, 110 new Ancient One cards, and 56 new Investigator cards, including new items, new spells, Relationship cards, and horrific Dark Pacts made with the powers from beyond. Scheduled to ship in May 2010.

FFG VA63\$24.95

FEATURED ITEM

BATTLES OF NAPOLEON: THE EAGLE AND THE LION

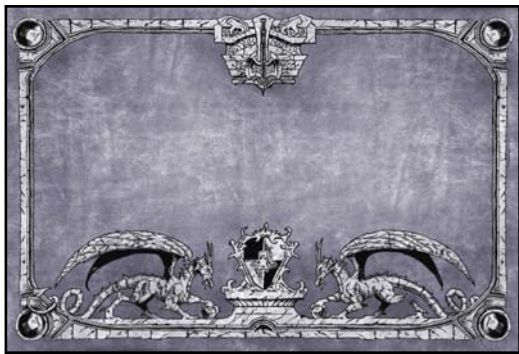
For twenty years, from 1796 until the final defeat at Waterloo in 1815, Napoleon Bonaparte and his generals fought on the battlefields of all Europe. Now you can recreate the excitement and danger of the Napoleonic Wars on your tabletop! *Battles of Napoleon* is a war simulation system that pits the forces of the French against the forces of the British, and this first game in the series, *The Eagle and the Lion*, includes ten gripping scenarios. Scheduled to ship in May 2010.

FFG BN01\$99.95


CALL OF CTULHU LCG: MURMURS OF EVIL ASYLUM PACK

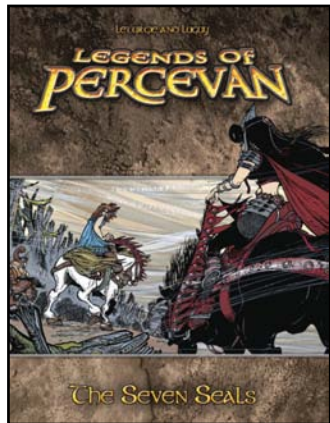
Murmurs of Evil, the second *Asylum Pack* in *The Yuggoth Contract* cycle for *Call of Cthulhu: The Card Game*, is a fixed, 60-card pack containing 20 never-before-seen cards based on the dark mythos of master horror writer H.P. Lovecraft and is designed to augment existing decks and add variety to the *Call of Cthulhu* metagame. Also included is the second installment in a gripping new short story by Nate French. Scheduled to ship in May 2010.

FFG CT35\$14.95



DRAGON SHIELD: GREY PLAYMAT

Dragon Shield playmats are a high-quality gaming accessory designed to protect your valuable cards from spills and other hazards while easing game play. This 60cm x 40cm playmat features two gorgeously-rendered dragons, facing each other across a miniature battlefield. Its gray surface provides the perfect neutral background, ideal for bringing out the vibrant colors of your cards without clashing. Scheduled to ship in May 2010. FFG DSH62\$12.99



LEGENDS OF PERCEVAN: THE SEVEN SEALS

Although no longer in service to his king, Percevan remains committed to the ideals of knighthood. He will travel to the desert sands to defend the innocent and risk everything to protect the world... and everything is, indeed, on the line as an old enemy threatens to bring about the Apocalypse! Even with the assistance of powerful magical allies, does Percevan stand a chance against the Four Horsemen? The red-haired knight won't be coming through this adventure unscathed, but such is the legend of Percevan. This volume of the *Legends of Percevan* collects three stories: *The Master of Stars*, *The Seals of the Apocalypse*, and *The Seventh Seal*. Scheduled to ship in May 2010. FFG GN04\$19.95



TALISMAN: THE HIGHLAND EXPANSION

Legends say all magic in the land comes from an enchanted stream that flows from the tallest mountain. Atop the tallest peaks, the magical waters are at their most pure and potent, and the banks are littered with precious gems. But one must beware, for within the Highland dwells the feared Eagle King, guardian of the source of magic. Intruders and fortune-seekers will receive no mercy, for he has not forgotten that jewels stolen from him now adorn the Crown of Command itself! *Talisman: The Highland* adds a new Region to the game for heroes to explore. A custom-fitted map board and over 100 new cards bring this mountainous realm vividly to life, while six brand-new characters, each represented with a superbly detailed plastic miniature, offer fantastic new playing experiences. Scheduled to ship in May 2010. FFG TM06\$39.95



WINGS OF WAR: WORLD WAR I - FLIGHT OF THE GIANTS

Flight of the Giants is the first expansion set for *Wings of War*, introducing into the game early bomber planes, with new rules to handle their extended crews and fighting capabilities. You can now maneuver a huge Zeppelin Staaken, a Friedrichshafen G.III, or a Handley Page O/400, avoiding the fire of enemy fighters and searching for your target. *Flight of the Giants* features eight different bombers of the Allies and the Central Powers, such as the Felixstowe F.2A, Zeppelin Staaken R.VI, and Caproni Ca.4. Scheduled to ship in May 2010. FFG WW20\$34.95

FLYING BUFFALO



D6 DECISION DICE

This d6 Die is used to determine who the starting player is in any game you're playing. For instance, if the elderly man or infant symbol is rolled, the oldest and/or the youngest player goes first. If the ABC symbol is rolled, the player whose name is first alphabetically goes first. Scheduled to ship in June 2010. FBI 0258\$2.95

GAMES WORKSHOP

WHITE DWARF #366

Scheduled to ship in June 2010. GAW WD-366\$9.00

GALE FORCE NINE



D&D 4E DUNGEON MASTER'S TOKEN SET

GF9 72700\$29.99

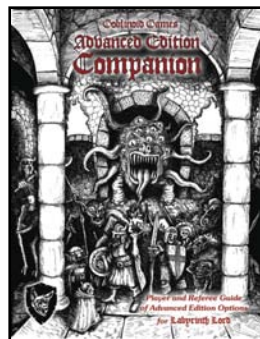
D&D 4E KING'S ROAD VINYL GAME MAT

GF9 72752\$19.99

D&D 4E RATFANG SEWERS VINYL GAME MAT

GF9 72751\$19.99

GOBLINOID GAMES



LABYRINTH LORD: ADVANCED EDITION COMPANION

Introduce essential *First Edition* monsters, spells, and magic items to your *Labyrinth Lord* campaign with the *Advanced Edition Companion*, featuring advanced player and referee options that allowing you to play the race and class possibilities from the "advanced" *First Edition* 1978 rules for the world's most popular fantasy roleplaying game. Scheduled to ship in May 2010. IMP GBD1002\$22.95

GORILLA GAMES

Battlestations

BATTLESTATIONS: BOT WARS

This campaign sourcebook for *Battlestations* details the fight against the evil bots, and contains rules for player character bots as well as information on gas grenades, new needler ammo, and bot ship configurations. Scheduled to ship in May 2010. OOC 1001\$14.95

IRON WIND METALS

CLASSIC BATTLETECH MINIATURES

Scheduled to ship in June 2010.

GALAHAD MECH GLH-2D (TRO 3075)

IWM 20-495\$12.25

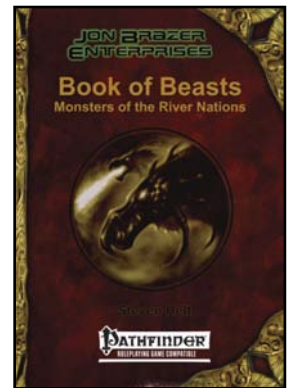
M1 MOLTKE MAIN BATTLE TANK (1) (JIHAD HOT SPOTS 3076)

IWM 20-497\$12.25

THUNDERBIRD TRB-D36 AERO-FIGHTER (TRO 3075)

IWM 20-496\$12.95

JON BRAZER ENTERPRISES



BOOK OF BEASTS: MONSTERS OF THE RIVER NATION (PATHFINDER SUPPLEMENT)

Scheduled to ship in June 2010. IMP JBE0303\$9.99

KOPLOW GAMES

ROCK, PAPER & SCISSORS

Koplow Games has translated the ultimate classic "Rock, Paper, Scissors" into dice form with the *Rock, Paper and Scissors Game!* Featuring two quality 12-sided dice, each game has everything you need to play any variation you can imagine! The *Rock, Paper and Scissors Game* can be purchased as an individual poly-bag with header, or as a pre-packed display with 36 games, a sturdy metal rack, and header. Scheduled to ship in May 2010. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

DICE GAME

KOP 12715\$3.00

DICE GAME DISPLAY

KOP 12829\$108.00

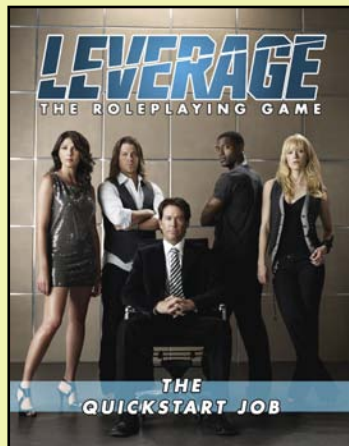
FEATURED ITEM



LEVERAGE ROLE PLAYING GAME HC

The rich and powerful, they take what they want. You steal it back. You were bad guys, but there are worse people out there. The weak and the helpless need you. You provide... leverage. Using the award-winning *Cortex System* as its foundation, the *Leverage RPG* includes all the rules you need to create a team of rogues, plan a job, and get it done... even if it means going to Plan B. Scheduled to ship in June 2010.

MWP 1025\$44.99

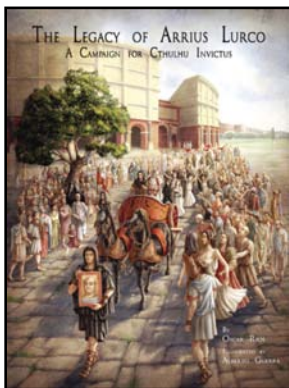


LEVERAGE RPG QUICKSTART GUIDE

Featuring sample characters, simplified rules, and an introductory adventure, this 16-page *Quickstart Guide* to the *Leverage Role Playing Game* puts you in the middle of a dysfunctional but highly-specialized group of con-artists, criminals, and crooks who are trying to turn over a new leaf. Scheduled to ship in March 2010.

MWP 1026\$4.99

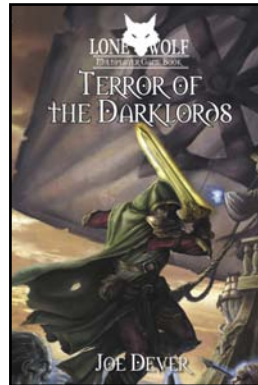
MISKATONIC RIVER PRESS



CTHULHU INVICTUS: THE LEGACY OF ARRIUS LURCO

Several years ago a wealthy patrician, one of the owners of the Reds chariot racing faction, vanished in Crete. He was found weeks later wandering aimlessly with no memory of where he'd been or what had happened to him. What starts as an attempt to recover his lost memories soon becomes an epic struggle pitting investigators against sinister cults, inhuman minions, and the awesome powers of a Great Old One in this campaign for *Cthulhu Invictus*, set in Rome, Achaia (Greece) and Cyrenaica (Crete). Scheduled to ship in May 2010.

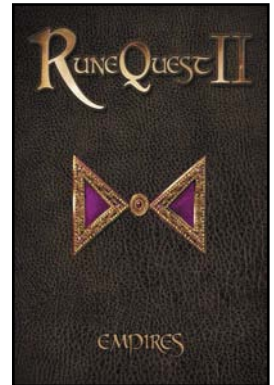
MRP 0009\$29.95



LONE WOLF RPG: TERROR OF THE DARKLORDS

The first major campaign for the *Lone Wolf Multiplayer Gamebook*, *Terror of the Darklords* is an epic adventure that will take the players from their quiet Kai monastery, through conspiracies spreading across Sommerlund, to the heart of the Darklords territory. Facing the greatest enemies the Darklords can array against them, the players will find themselves at the heart of great events, stalling a new invasion that threatens to sweep Sommerlund off the map and bring a new dark age to Magnamund. Scheduled to ship in June 2010.

MGP 1315\$24.99

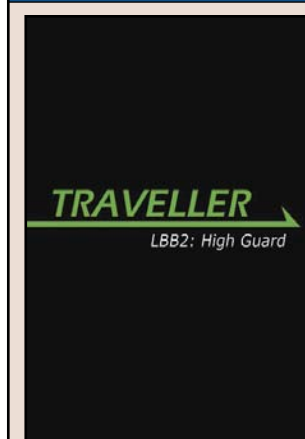


RUNEQUEST II: EMPIRES

A huge resource by *RuneQuest* maestro Lawrence Whittaker, *Empires* is a complete guide on founding, growing, and running your own empire. Whether you are a single knight responsible for a border keep and a village, or part of a huge dynasty in command of a continent sprawling empire, *Empires* contains everything you need to know about taming the wilderness, building castles, governing populations, and trading or waging war with your neighbors. Scheduled to ship in June 2010.

MGP 8184\$34.99

SPOTLIGHT ON



TRAVELLER RPG: LITTLE BLACK BOOK 2 - HIGH GUARD

Command the stars themselves with the most powerful fleets ever assembled. Dedicated to Naval characters, whether actively serving on a frontline warship or semi-retired on a rusting tramp freighter, *High Guard* expands the possibilities of space combat with a new and highly evolved starship construction system and a wealth of choices for weapon emplacements and other additions. Scheduled to ship in June 2010.

MGP 3842.....\$19.99

OPEN DESIGN

COURT OF THE SHADOW FEY (GSL)

Created by award-winning designer Wolfgang Baur, *Court of the Shadow Fey* is an exciting 4th Edition *Dungeons & Dragons* adventure that propels characters into the fan-favorite Shadow Realm as they navigate a deadly web of courtly intrigue and seduction to confront the lords and ladies of the Shadow Fey. Scheduled to ship in June 2010.

OPD CSF\$24.95



GAMES

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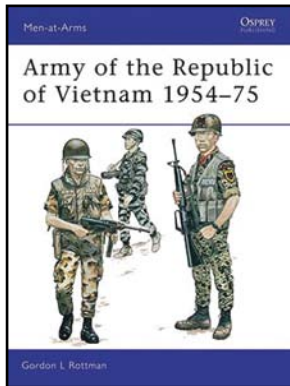


ON MILITARY MATTERS

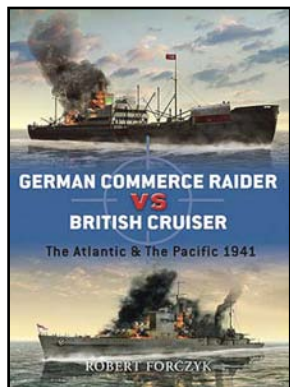
MINIATURE WARGAMES MAGAZINE #326
 Scheduled to ship in June 2010.
 OMM MOR326\$8.00

WARGAMES SOLDIERS & STRATEGY #56
 Scheduled to ship in June 2010.
 OMM WSS056\$10.00

OSPREY PUBLISHING

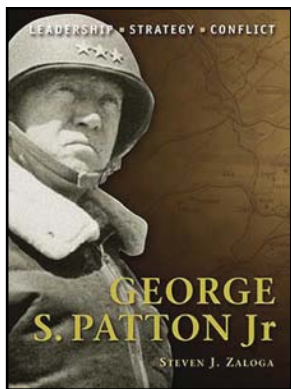


ARMY OF THE REPUBLIC OF VIETNAM 1954-75
 Rottman's latest title discusses the original reorganization of Vietnam forces, from the original colonial structure implemented by the French into the first national army of Vietnam. Scheduled to ship in June 2010.
 OSP MAA458\$17.95

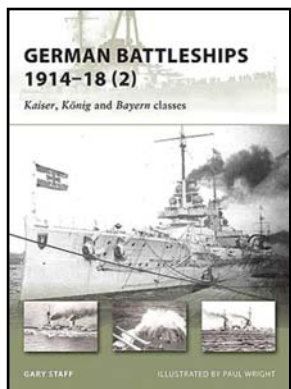


GERMAN COMMERCE RAIDER VS BRITISH CRUISER
 During World War II, the Kriegsmarine armed a number of merchant vessels with concealed guns and torpedo tubes for surprise attacks against Allied shipping. To counter this deadly threat, the Royal Navy employed cruisers and their intelligence-gathering apparatus to find and destroy the disguised German commerce raiders. Scheduled to ship in June 2010.
 OSP DUE027\$17.95

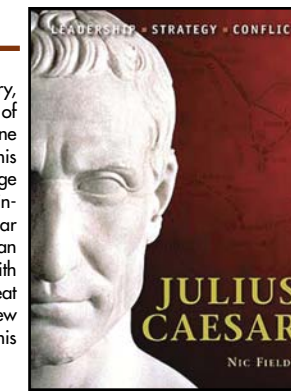
JULIUS CAESAR
 One of the greatest military commanders in history, Julius Caesar's most famous victory - the conquest of Gaul - was to him little more than a stepping stone to power. An audacious and decisive general, his victories over the Gauls allowed him to challenge for the political leadership of Rome. Leading a single legion across the Rubicon in 49 BC, Caesar launched a civil war which would end the Roman Republic and usher in the Roman Empire, with Caesar at its helm. This examination of the great general's life covers his great victories and few defeats, looking at the factors which lay behind his military genius. Scheduled to ship in June 2010.
 OSP CMD004\$18.95



GEORGE S. PATTON
 George S. Patton Jr. was the iconic American field commander of World War II, and widely regarded as the US Army's finest practitioner of mechanized warfare. This title examines Patton's colorful life and leadership in three wars, with a concentration on his command in World War II. Including an analysis of Patton's mind and motivations, strict training methods, and the controversies surrounding Patton and his relationship with his soldiers and with Eisenhower, author Steven Zaloga's text offers a concise but important look into the life of one of the most famous commanders of World War II. Scheduled to ship in June 2010.
 OSP CMD003\$18.95

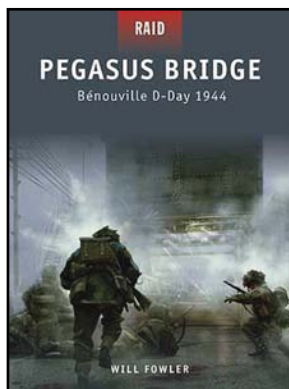


GERMAN BATTLESHIPS 1914-18: KAISER, KONIG AND BAYERN CLASSES
 Supported by official documents, personal accounts, official drawings, and specially commissioned artwork, this volume is an informative history of the key classes Kaiser, König, and Bayern that formed the backbone of the German Imperial Navy throughout World War I, detailing the technological revolution that had taken place to enable the building of these large dreadnought classes. Scheduled to ship in June 2010.
 OSP NVG167\$17.95



MIRAGE III VS MIG-21: SIX DAY WAR 1967
 Although the opposing forces of the Six Day War were both flying comparable third-generation Mach 2 jet fighters, the pilots were trained to different standards, and were expected to utilize different tactics. Using the latest research, first-hand accounts, and specially commissioned artwork, Shlomo Aloni tells the dramatic story of the dogfights in the skies over the Middle East. Scheduled to ship in June 2010.
 OSP DUE028\$17.95

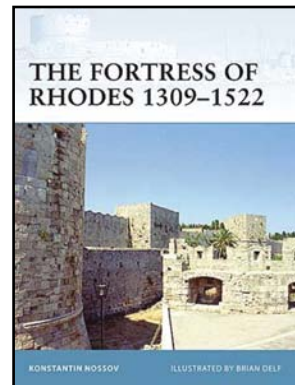
OPERATION NORDWIND 1945: HITLER'S LAST OFFENSIVE IN THE WEST
 Largely overshadowed by the Battle of the Bulge further north, Nordwind was the last great operation by the Waffen-SS Panzer divisions in the west, and the last time the Wehrmacht was on the offensive in the West. Scheduled to ship in June 2010.
 OSP CAM223\$19.95



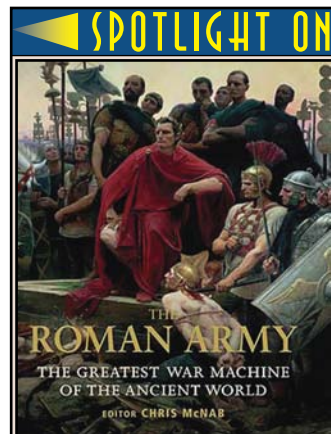
PEGASUS BRIDGE - BENOUVILLE D-DAY 1944
 The night before D-Day, light infantry and a detachment of Royal Engineers landed by gliders at Pegasus Bridge, which spanned the Caen Canal. Quickly overwhelming the guards, they managed to hold the bridge and help prevent German reinforcements from reaching the British landing beaches. Will Fowler provides a detailed blow-by-blow account of this classic wartime raid. Scheduled to ship in June 2010.
 OSP RAID011\$18.95

SALAMIS 480 BC: THE NAVAL CAMPAIGN THAT SAVED GREECE
 In 480 BC, the Greek and Persian fleets met in a battle in the strait between Attica and the island of Salamis. Although outnumbered, the Greeks delivered a crushing victory that ended the Persian threat to Greece. This book draws on the findings of archaeological, technological, and naval research, as well as on original historical sources to vividly recreate one of the most important naval campaigns in world history. Scheduled to ship in June 2010.
 OSP CAM222\$19.95

THE FIRE, THE ICE, AND THE FURY: THE UNTOLD STORY OF THE BATTLE OF CHOSIN
 Scheduled to ship in June 2010.
 OSP GM241\$24.95

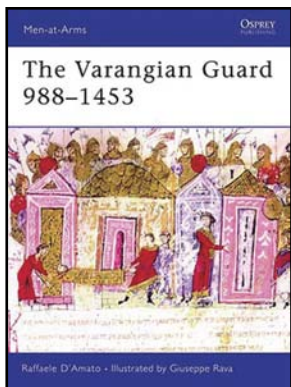


THE FORTRESS OF RHODES 1309-1522
 First besieged in 305 BC, the island of Rhodes became part of the Roman Empire and was later fortified in the Byzantine style. Due to its strategic position in the Mediterranean, Rhodes was also attacked and besieged for over a century by Islamic forces. This title details the development of these fascinating fortifications, as well as the sieges that sought to reduce them. Scheduled to ship in June 2010.
 OSP FOR096\$18.95

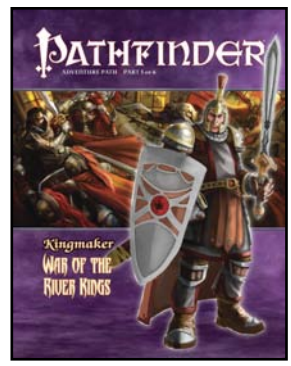


THE ROMAN ARMY: THE GREATEST WAR MACHINE OF THE ANCIENT WORLD
 This title follows the Roman Army from the first armed citizens of the early Republic through the glorious heights of the Imperial legions to the shameful defeats inflicted upon the late Roman army by the Goths and Huns. Tracing the development of tactics, equipment and training through detailed text, illustrations, diagrams, and photographs, this book offers detailed insight into the military force that enabled Rome to become the greatest empire the world has ever seen, to defeat its enemies, subdue its neighbors, and control vast territories. Scheduled to ship in June 2010.
 OSP GM162\$25.95

Order by the due date of April 27th, 2010!



THE VARANGIAN GUARD 988-1453
The Varangian Guards were Viking mercenaries who operated far beyond their native shores as an elite force within the Byzantine Armies. Descendants from a legendary line of warriors, the Varangian Guard was formed after a group of Viking mercenaries made a major contribution to the Byzantine Emperor Basil II's victory over rebel forces in 988 AD. These 5,000 men were then retained as Basil's personal guard and would provide loyal service to many successive occupants of the imperial throne. Scheduled to ship in June 2010.
OSP MAA459\$17.95



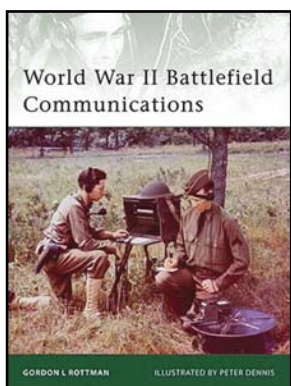
PATHFINDER ADVENTURE PATH: KINGMAKER PART 5 - WAR OF THE RIVER KINGS
The War of the River Kings erupts in full fervor across the Stolen Lands, pitting the heroes' forces against an alliance of barbarians, bandit kings, and sinister fey creatures in an all-out clash! Only one ruler can claim the Stolen Lands, and that ruler must earn his prize through the blood of battle! A *Pathfinder Roleplaying Game* adventure for 13th-level characters, this volume features an extensive war using streamlined rules to resolve mass combat, a gazetteer of the bandit down of Pitax, and an article exploring the faith and fervor of Gorum, the god of war! Scheduled to ship in June 2010.
PZO 9035.....\$19.99



PATHFINDER COMPANION: SARGAVA, THE LOST COLONY
Perched on the edge of the treacherous jungles of the Mwangi Expanse, Sargava was once the cherished southern colony of the great Empire of Chelax. When the empire fell to devils a century ago, turbulent oceans and fierce pirates cut Sargava from the support and defenses of its parent nation, stranding it in a wilderness of disease and death. *Pathfinder Companion: Sargava, the Lost Colony* provides players with everything they need to survive the *Serpent's Skull Pathfinder Adventure Path*. Scheduled to ship in June 2010.
PZO 9412.....\$10.99



SUMMONER WARS: VANGUARDS & THE FALLEN KINGDOM EXPANSIONS POP DISPLAY
This P.O.P. display contains six copies each of the *Summoner Wars* Faction Deck expansions *The Vanguards* and *The Fallen Kingdom*. Scheduled to ship in May 2010.
PSI SW002\$119.40

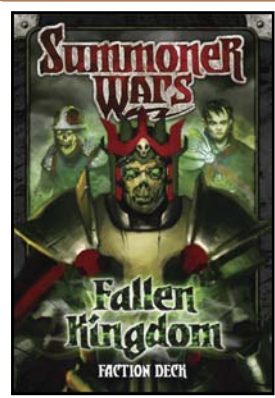


WORLD WAR II BATTLEFIELD COMMUNICATION
Perhaps the biggest difference in the fighting between the two world wars lay in the invention of the man-portable radio that allowed for a greater degree of tactical coordination than ever before. Gordon L. Rottman provides an informative study of the use of small radios, field telephones, signal flares, and ground-to-air signaling that revolutionized the battlefield. Scheduled to ship in June 2010.
OSP ELI181\$18.95



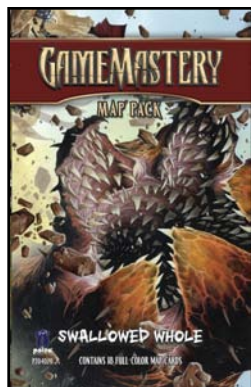
PATHFINDER CHRONICLES: CITY OF STRANGERS
In the outcast city of Kaer Maga, your business is your own, and no ware is too dangerous or taboo to find a buyer. Within the walls of the ancient, ruined fortress, refugees and criminals from every nation disappear into the crowds of gangs and monsters. Inside this *Pathfinder* sourcebook you'll find everything you need to know about running a game in Kaer Maga, including information and notable locations for all 11 districts, a comprehensive history of the city, details on the countless gangs and factions within the city, and a layer-by-layer guide to the dungeons beneath the city. Scheduled to ship in June 2010.
PZO 9223\$19.99

PLAID HAT GAMES



SUMMONER WARS
She is Sera Eldwyn: prodigy, general, Grandmaster of the Vanguards. He is Ret-Talus, the Rotten King, a decayed thing over two thousand years old, and one of the most intelligent creatures ever to exist. The day will come when these two summoners must face each other, and one shall be the other's undoing! Will you take up arms as the righteous humans of the Vanguards, using protection and healing magic to stand firm upon the battlefield in defense of the downtrodden? Or will you lead the undead hordes of the Fallen Kingdom, making any fiendish sacrifice necessary, as you wield the dark necrotic arts in pursuit of the subjugation of the world? Each Faction Deck includes everything needed to play a completely new Faction, and requires a copy of the *Summoner Wars Starter Set* to play. Scheduled to ship in May 2010.
THE FALLEN KINGDOM EXPANSION
PSI SW-FK\$9.95
THE VANGUARDS EXPANSION
PSI SW-VG\$9.95

PAIZO PUBLISHING



GAMEMASTERY MAP PACK: SWALLOWED WHOLE
GameMastery Map Pack: Swallowed Whole contains 18 full-color, 5 x 8-inch map tiles, stunningly crafted by cartographer Corey Macourek, that combine to form a variety of monster stomachs and sticky organic interiors ready to be hacked apart by desperate adventurers. Locations include: Belly of the Whale, Gut of the Giant Worm, Tarrasque Tummy, Carnivorous Plant Pod, Giant Slime Blob, and Inside the Dragon. Scheduled to ship in June 2010.
PZO 4026\$12.99

PALLADIUM BOOKS

RIFTS: CHAOS EARTH - FIRST RESPONDERS
This *RIFTS* sourcebook features data pertaining to the chaos and madness of the early days of the Great Apocalypse, and the brave men and women who tried to stem the tide of destruction and save lives, the First Responders. Included within you'll find information on Apocalypse Plagues, Creatures from the Rifts, Civilian and First Responder O.C.C.s, skills, and special equipment, plus new weapons, vehicles, mecha, and more! Scheduled to ship in June 2010.
PAL 0665\$16.95

RIFTS: MEGEVERSE IN FLAMES
Demon Plagues! Hell Pits! The Seven Deadly Plagues! Prepare yourself for the fifth and final chapter in the *Minion War!* This *RIFTS* sourcebook features information on new Demon Plagues and monster-filled cities, as well as Hell Pits, magic weapons, The Iron Guardsmen, The Coalition States, and Calgary, Kingdom of Monsters! Scheduled to ship in June 2010.
PAL 0876\$24.95

PLAYROOM ENTERTAINMENT

OFFERED AGAIN



O/A THE DOG'S MEOW
The Dog's Meow is a quick reaction game of backwards thinking! Flip over a card and follow the directions - by doing the exact opposite! Be the first person to shout out the correct answer by going through all directions backwards to collect the most points and win!
PLE 75200\$10.00



O/A LIGRETTO

You must have fast hands and quick thinking to win in *Ligretto*, as the need for speed is key in this color-stacking card game! Add different colored decks together for a lightning-fast game for up to 12 players!

- BLUE SET**
PLE 32100\$12.00
- RED SET**
PLE 32200\$12.00
- GREEN SET**
PLE 32300\$12.00



O/A LIGRETTO DICE

You must have fast hands and quick thinking to win in *Ligretto Dice*, as the need for speed is key as players attempt to match up not only colors, but numbers, sequentially, as well!

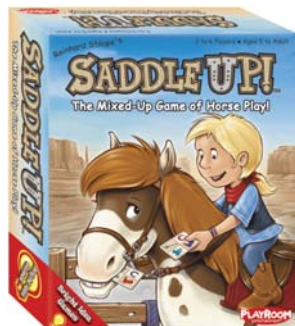
- PLE 32400\$15.00



O/A HALLI GALLI

Halli Galli is a speed-action game in which players watch for sets of exactly five of the same fruit. Players flip over one card at a time in front of them. As each player reveals their next card, the instant you see a total of five of one kind of fruit on the table, hit the bell! If you're correct, you get to put all the played cards into your deck. But, don't be too eager to ring the bell - if you're wrong, you'll have to pay your opponents a card each.

- PLE 33100\$20.00



O/A SADDLE UP

Saddle Up! for some fun with this brain-busting game, where you DON'T want to make a match! Each card has four objects, and players must place cards next to each other under one condition: a matching object or color cannot touch, either vertically, horizontally, or diagonally!

- PLE 73200\$10.00



O/A SECRETS OF THE SEA

Beware! There are sea monsters lurking in the briny deep! Utilizing unique Mystery Light Technology to reveal hidden objects, players dive and search for the Secrets of the Sea in this exciting treasure-seeking game designed by Reiner Knizia.

- PLE 87100\$20.00



HIGH SHIELD GUN CORPS OFFICER & STANDARD BEARER

- PIP 41078\$16.99

HORGENHOLD ARTILLERY CORPS

- PIP 41079\$24.99



KHADOR ASSAULT KOMMANDO FLAME THROWER

- PIP 33069\$10.99



PROTECTORATE ERRANT OFFICER & STANDARD BEARER

- PIP 32066\$24.99



PROTECTORATE VASSAL MECHANIK

- PIP 32064\$7.99



RETRIBUTION OF SCYRAH MAGE HUNTER ASSASSIN VARIANT

- PIP 33033\$7.99

PRIVATEER PRESS

SPOTLIGHT ON

FORCES OF WARMACHINE: CRYX

The Dragonfather Calls! From the darkness of their nightmarish isle, the undead legions of Cryx strike forth at the Iron Kingdoms, each battle serving to fuel their unholy factories as necrotechs shape everything that walks, crawls, or slithers out of their dank, macabre workshops. Serve the glorious Dragonfather and bend the power of death to your will with *Forces of Warmachine: Cryx*, featuring complete faction rules and profiles for using all current Cryx models in *Warmachine Mk II*, plus an in-depth look at the history and structure of Cryx's military, new troops to bring to the fight, and Cryx Theme Force lists and rules. Scheduled to ship in May 2010.

HC PIP 1030	\$44.99
SC PIP 1029	\$34.99

WARMACHINE MINIATURES

Scheduled to ship in May 2010.



CYGNAR STORMSMITH STORM TOWER

- PIP 31072\$14.99



CYGNAR TRENCHER MASTER GUNNER

- PIP 31067\$9.99



CRYX IRON LICH ASPHYXIOUS 2010

- PIP 34076\$16.99

CRYX LICH LORD VENETHRAX

- PIP 34069\$19.99



GAMES

WWW.GAMETRADEMAGAZINE.COM

APR. 2010



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STEELHEAD RIFLEMEN
PIP 41074\$49.99

TOKEN SETS

Each faction-specific token set includes 10 focus tokens sporting the faction's color and symbol in addition to over 30 status tokens for tracking spells and in-game effects.

- CRYX MK II**
PIP 91054\$11.99
- CYGNAR MK II**
PIP 91051\$11.99
- KHADOR MK II**
PIP 91053\$11.99
- MERCENARIES MK II**
PIP 91056\$11.99
- PROTECTORATE MK II**
PIP 91052\$11.99
- RETRIBUTION OF SCYRAH MK II**
PIP 91055\$11.99

Q-WORKSHOP

BLACK & RED TRIBAL DICE SET
Scheduled to ship in June 2010.
QWS STRIO6PI

RED & BLACK TRIBAL DICE SET
Scheduled to ship in June 2010.
QWS STRIO4PI

WHITE & BLACK TRIBAL DICE SET
Scheduled to ship in June 2010.
QWS STRIO2PI

QUEEN GAMES

DSCHUNKE

Asia's floating markets are pulsating with life. Junks are packed tightly together, bursting with loads of exotic goods from every part of the world. Merchants and their trainees move from boat to boat across narrow, wooden foot-bridges, buying for the big markets in the city. In order to make the best deals it is important to be at the right Junk at the right time. Skillful coordination of your actions is vital, if you want to become one of Asia's most respected trade dealers. Scheduled to ship in June 2010.
QNG 60221\$59.95

SHOWMANAGER

As managers of a stage troupe, players hire performers from a talent pool of 120 different actors with the purpose of producing four different musicals (Ballet, King Lear, Queenie, and Wolf) in five cities. Who can hire the best talent and put together the best shows? Scheduled to ship in May 2010.
QNG 60601\$52.95

RACKHAM ENTERTAINMENT

AT-43 MINIATURES
Scheduled to ship in May 2010.

ONI UB ZOMBIE TACARMS GAMMA
RKH ONTA02\$30.00

AT-43 MINIATURES

Scheduled to ship in June 2010.

ONI UB SUPER ZOMBIE REANIMATOR
RKH ONEL04\$30.00

RED BLOK UB KOSSAK
RKH RBC201\$35.00

REAPER MINIATURES

CHRONOSCOPE MODERN MINIATURES

Scheduled to ship in May 2010.

DECKER LUGSTAMPF, STEAMPUNK HERO
RPR 50165\$5.99

FRANK, SCUBA GUY
RPR 50167\$4.49

IRIS, SCUBA GIRL
RPR 50166\$4.49

LADY TIGER, SUPER VILLAIN
RPR 50169\$4.49

PEACHES, BIKER GIRL
RPR 50163\$4.49

SEA CREATURE
RPR 50168\$5.99

XAIRBOTS
RPR 50164\$9.99

DARK HEAVEN 25MM HEROIC SCALE MINIATURES

Scheduled to ship in May 2010.

ANIMAL COMPANIONS: WOLF (2), CAT, SPIDER
RPR 03499\$5.99

CASTRUS VILE, EVIL MERCENARY
RPR 03496\$4.99

DARK HEAVEN LEGENDS CLASSICS: ORCS
RPR 03502\$9.99

DEATHSPINNER SPIDER
RPR 03501\$12.99

EVIL SHRINE & PYGMY SAVAGES
RPR 03497\$12.99

MASON THORNWARDEN, RANGER
RPR 03500\$4.99

REEVE THE PIOUS, HOLY WARRIOR
RPR 03498\$4.99

PATHFINDER MINIATURES
Scheduled to ship in May 2010.

HOOK MOUNTAIN OGRE 2
RPR 60030\$16.99

QUEEN ILEOSA OF KORVOSA
RPR 60031\$4.99

SCARECROW, FLESH GOLEM
RPR 60029\$9.99

SELYIIEI, ICONIC ELDRITCH KNIGHT
RPR 60032\$5.49

P-65 HEAVY METAL MINIATURES

Scheduled to ship in May 2010.

SPOTLIGHT ON



LARDGULF, TWO-HEADED TROLL
RPR 65106\$9.99



TALANKA, FEMALE OGRE SHAMAN
RPR 65105\$10.99

WARLORD 25MM HEROIC SCALE FANTASY MINIATURES

Scheduled to ship in May 2010.



DARK ELF SORCERESS
RPR 14590\$4.99

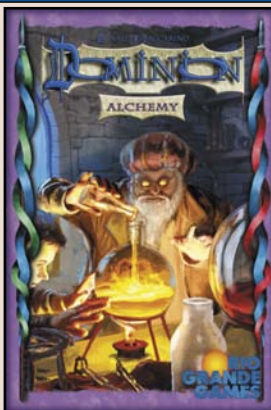
HAINDMAIDEN OF KESKURA
RPR 14591\$4.49

KASHIA, LUPINE WARLORD
RPR 14593\$12.99

SABLE GUARD
RPR 14592\$9.99

RIO GRANDE GAMES

SPOTLIGHT ON



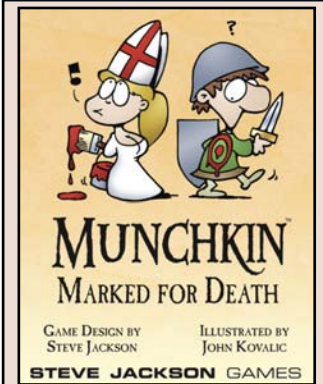
DOMINION: ALCHEMY EXPANSION

There are strange things going on in your basement laboratories. They keep calling up for more barrels of quicksilver, or bits of your hair. Well, it's all in the name of progress. They're looking for a way to turn lead into gold, or at least into something better than lead. They're also looking for a universal solvent. If they manage that one, you will take whatever they use to hold it in and build a castle out of it - a castle that can't be dissolved! Now that's progress! This expansion adds new Kingdom cards to the *Dominion* board game, and requires a copy of *Dominion* or *Dominion: Intrigue* to play. Scheduled to ship in April 2010.

RGG 418\$29.95

STEVE JACKSON GAMES

SPOTLIGHT ON



MUNCHKIN MARKED FOR DEATH

On the heels of the successful *Munchkin Riggled Demo* and the booster sets *Fairy Dust* and *Waiting for Santa* comes *Munchkin Marked for Death*, boasting 19 totally new cards - featuring full-color art from Dork Tower's John Kovalic - all prepped to add to your classic *Munchkin* game. The gimmick for this set is it can be used as a super-quick, programmed demo to let existing fans teach new players! Offered in 10-count displays. Scheduled to ship in June 2010. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

- PACK**
SJG 4209-S\$4.99
- PACK (10-COUNT POP DISPLAY)**
SJG 4209-D\$49.90

TABLESTAR GAMES



WEALTH OF NATIONS: SUPER INDUSTRY TILES

Every nation has to innovate in order to compete. Be that nation with these new Super Industry Tiles! This second expansion for *Wealth of Nations* features new Super Tiles rules, and introduces Integrated Economy Tiles (Farms and Generators working together), Financial Center Tiles (Create the Mega Bank), and War Economy Tiles. Scheduled to ship in July 2010.
TSL 0412\$4.95



WEALTH OF NATIONS: WAR CLOUDS

Your country can no longer sit idle while the arms race escalates. Swords are drawn, and you must respond. Will you be the aggressor or focus on securing your borders? Peace or War? The first expansion to *Wealth of Nations*, *War Clouds* features new rules, options, and Second Edition updates to wage war, including new Impassable Terrain and Super Industry Tiles. Scheduled to ship in May 2010.
TSL 0411\$29.95



TAOC



THE ART OF CONVERSATION: LITERARY EDITION

Not a quiz or trivia test! Ponder the big questions of life, the universe, and everything, or indulge in escapism and vicarious experiences with *The Art of Conversation: Literary Edition*. Scheduled to ship in June 2010.
PSI TAOCLO01\$19.95



THE ART OF CONVERSATION: TRAVEL EDITION

Not a quiz or trivia test! Share your experiences, tips, and favorite destinations with *The Art of Conversation: Travel Edition*, designed to encourage conversation and education about travel. Scheduled to ship in June 2010.
PSI TAOCOT01\$14.99

TWISTED WINDS



ACCUSED! GETTING AWAY WITH MURDER?

A murder has been committed and you stand Accused! The race is now on to clear your name. Create your own alibi and then head into town to make it airtight. Will you make friends and cut deals, or bribe, mug, and even murder witnesses? It's up to you to choose just how far you'll go to prove your innocence. The final battle takes place on the courtroom floor. Will your defense case hold up? Will you convict the right person? Or will the true killer still be among you — getting away with murder? Scheduled to ship in May 2010.
TWL TW0101PI

SPOTLIGHT ON

Anticipate a riot! It's the macro-ant!

ANTS! FOR QUEEN & COLONY

You are a Queen Tyr-ant ruling over a new ant colony in the park. Eating food, you can produce either new Peas-ants who create supply lines to bring back more food or new Serge-ants who protect your peas-ants and do battle with the park's other inhabitants. As food falls to the ground from the world above, you compete to collect what you can before the other ant colonies gobble it all up. But Beware! You will need to plan your next move carefully and also be ready to adapt to changing events. Scheduled to ship in May 2010.
TWL TW0102PI

WAR TORN WORLDS

GREEN-CAST TERRAIN

Green-Cast is terrain crafted from over 90% recycled rubber offering both durability and quality at an affordable price. Scheduled to ship in June 2010.



GENTLE HILL M BONE - DESERT
WTW 08019\$14.99



GENTLE HILL M KIDNEY - DESERT
WTW 08017\$14.99



GENTLE HILL M OVAL - DESERT
WTW 08016\$14.99



GENTLE HILL M TRIANGLE - DESERT
WTW 08018\$14.99



LARGE POOL - ULTRA BLUE
WTW 06322\$11.99



POOL A - ULTRA BLUE
WTW 06319\$14.99



POOL B - ULTRA BLUE
WTW 06320\$14.99



POOL C - ULTRA BLUE
WTW 06321\$14.99



RUBBER BRICK MISC - BROWNSTONE
WTW 05005\$9.99



RUBBER BRICK MISC - GRANITE
WTW 05004\$9.99



RUBBER FIELDSTONE WALLS - BROWNSTONE
WTW 05003\$9.99



RUBBER BRICK WALLS - GRANITE
WTW 05000\$9.99



RUBBER FIELDSTONE WALLS - GRANITE
WTW 05002\$9.99



RUBBER BRICK WALLS - SANDSTONE
WTW 05001\$9.99



RUBBER GRAVESTONE WALLS
WTW 05006\$9.99

WELLS EXPEDITIONS

SPOTLIGHT ON



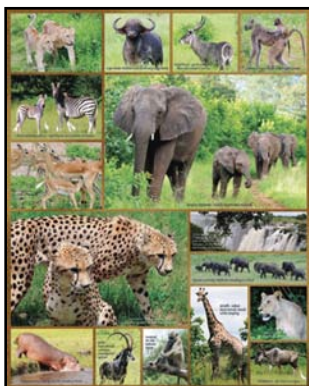
**ARCANE LEGIONS:
SIEGE ENGINES OF ROME**

The Romans spent centuries perfecting the science of war, and the Night of Mists only provided them with newer, deadlier ways to control the battlefield. Now you can control Rome's latest technological advance - the Steam Ballista. These lumbering weapons are fielded one to a formation base but are operated by everyday soldiers from your army packs - choose between two different unit cards for each

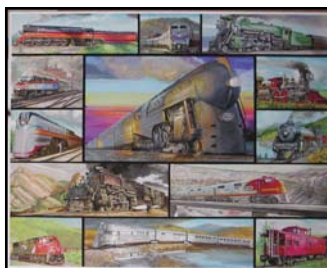
ballista to find just the right way to show the enemies of Rome what it means to face the wrath of the Empire. Each pack contains one Roman Legion Steam Ballista figure, one Artillery Corps Steam Ballista figure, four Unit Cards, and two Formation Bases. Scheduled to ship in June 2010.

WLS 022\$34.99

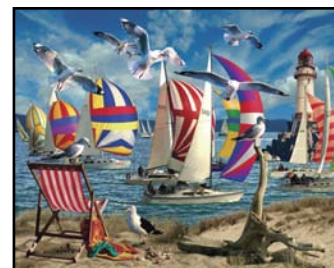
WHITE MOUNTAIN PUZZLES



AFRICAN SAFARI PUZZLE
Scheduled to ship in May 2010.
WMP 630\$14.95



GREAT TRAINS PUZZLE
Scheduled to ship in May 2010.
WMP 595\$14.95



REGATTA PUZZLE
Scheduled to ship in May 2010.
WMP 640\$14.95

WIZARDS OF THE COAST

DUNGEONS & DRAGONS: DESERT OF ATHAS DUNGEON TILES

Designed for use with the *Dark Sun Campaign Setting* and the *Marauders of the Dune Sea* adventure, this *D&D* Roleplaying Game accessory contains six double-sided sheets of illustrated, die-cut terrain tiles printed on heavy cardstock that allow Dungeon Masters to create desert oases, sandstone vaults, and other dungeon and wilderness fixtures. Scheduled to ship in June 2010.

WOC 25152\$11.95

FEATURED ITEM

DUNGEONS & DRAGONS: ORCUS, PRINCE OF UNDEATH GARGANTUAN FIGURE

Unleash the horror of the Abyss! One of the most powerful demon lords of the Abyss, Orcus, Demon Prince of the Undead, sets out to destroy the world of the living and rule over the undead! Can your adventurers stand against this vile demon prince? Each box set contains one pre-painted, fully assembled, plastic Gargantuan Orcus figure, in scale with other *Dungeons & Dragons* miniatures, complete with a full-color game stat card. Scheduled to ship in June 2010.

WOC 24463\$74.99

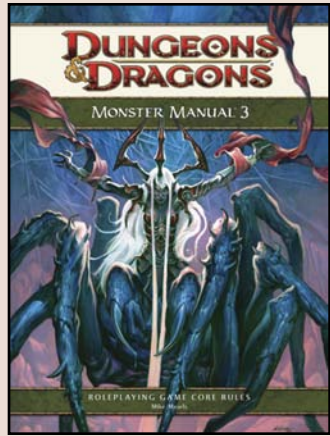
DUNGEONS & DRAGONS: PLAYER'S HANDBOOK RACES - TIEFLING

This expansion of the *Player's Handbook* core rulebook explores the infernal secrets of the Tieflings, and introduces exciting new options for player's Tiefling characters, including unique racial feats, powers, paragon paths, and epic destinies. Scheduled to ship in June 2010.

WOC 25383\$9.95



SPOTLIGHT ON



DUNGEONS & DRAGONS MONSTER MANUAL 3 HC

Featuring such classic monsters as the derro, the mimic, and Lolth (Demon Queen of Spiders), this core rulebook packs in over 200 new monsters to menace D&D player characters. In addition, this sourcebook includes scores of new monsters to challenge characters of heroic, paragon, and epic level, including deadly catastrophic dragons! Scheduled to ship in June 2010.

WOC 25384\$34.95

FORGOTTEN REALMS: THE EREVIS CALE TRILOGY MMPB

by Paul S. Kemp

The shadows grow long on the mean streets of Selgaunt. The sun sets on one man's service to Sembia's merchant lords. The day's end finds Erevis Cale serving a new master, one who is beyond the petty accumulation of wealth. After all, what is gold to one who trades in souls? This tome collects all three volumes of Paul S. Kemp's *The Erevis Cale Trilogy - Twilight Falling, Dawn of Night, and Midnight's Mask*. Scheduled to ship in June 2010.

WOC 25392\$15.95

WIZKIDS/NECA

FEATURED ITEM



DC HEROCLIX: WATCHMEN COLLECTOR'S BOXED SET

Featuring deluxe, display-quality packaging, the *Watchmen Collector's Set* includes 25 highly detailed, 3D miniatures including Dr. Manhattan, Rorschach, Nite Owl, and Silk Spectre. Scheduled to ship in May 2010.

WZK 70137\$99.99

WYRD MINIATURES

MALIFAUX MINIATURES

Scheduled to ship in March 2010.



APPARITIONS

WYR CP002\$14.50



ARACHNID SWARM STEAMPUNK CONSTRUCTS

WYR 3003\$6.25



BABY KADE WOE

WYR 4002\$6.25

BAD JUJU MIRE GOLEM

WYR 4010\$16.50



BAYOU GREMLIN WARPIG

WYR 5015\$15.00

BAYOU GREMLINS (4 PACK AND ACCESSORIES)

WYR 5013\$18.00

BISHOP SOUL HARVESTER

WYR 5001\$8.25

BRASS ARACHNID

WYR 3020\$7.50

CANDY WOE

WYR 4003\$6.25

CONVICT GUNSLINGER MERCENARY

WYR 5010\$8.25



DECEMBER ACOLYTE

WYR 3015\$8.25

DESOLATION ENGINE

WYR 5022\$16.50



DIRE MUSHROOMS

WYR CP004\$14.50

DONNA CAULDRON WITCH

WYR CP006\$8.50



DWEAD PIWATE WUPPWECHT

WYR CP005\$6.00



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WYR 3022\$6.50

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WYR 5026\$6.50



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WYR 3005\$12.50

HAMELIN THE RATCATCHER

WYR 5006\$9.25

HANS MERCENARY SNIPER

WYR 5011\$8.25

HOARCAT PRIDE (3 PACK)

WYR 3013\$6.25



HOG WHISPERER AND PIGLET

WYR 5014\$8.25

ICE GAMIN ARCANIST CONSTRUCTS

WYR 3011\$15.00



IMPS
WYR CP001\$12.50



INJUN JOSS STEAMPUNK WARRIOR
WYR 3002\$8.25

JOHAN RENEGADE STEAMFITTER
WYR 5012\$8.25



KILLJOY NEVERBORN MERCENARY
WYR 5002\$12.50

LEVETICUS STEAMPUNK NECROMANCER
WYR 5008\$8.25

LILITH MOTHER OF MONSTERS
WYR 4004\$9.25



LILITH'S BROOD MATURE NEPHILIM
WYR 4006\$15.00

LILITH'S BROOD TERROR TOT NEPHILIM
WYR 4005\$15.00

LIVING IMPAIRED
WYR CP003\$14.50



MALIFAUX CHERUB
WYR 4023\$7.50

MARCUS BEASTMASTER
WYR 3006\$8.25



MISAKI WARMAIDEN
WYR 5005\$9.25

MOLEMEN (3 PACK)
WYR 3012\$15.00



MYRANDA BEASTMASTER
WYR 3008\$8.25

PANDORA BRINGER OF WOE
WYR 4011\$8.25



PANDORA BRINGER OF WOE (AVATAR FORM)
WYR 4001\$11.50

PIGLETS (3 PACK)
WYR 5024\$6.25

RAMOS STEAMPUNK SORCERER
WYR 3001\$8.25



RASPUTINA ICE WITCH
WYR 3004\$8.25



RAZORSPINE RATTLER BATTLE BEAST
WYR 3009\$9.25

RONIN (3 PACK)
WYR 5023\$18.00

RUSTY ALYCE STEAMPUNK MERCENARY
WYR 5009\$8.25



SABERTOOTH CERBERUS BATTLE BEAST
WYR 3007\$9.25

SILURID SLAVES (3 PACK)
WYR 4008\$18.00



SOM'ER TEETH JONES GREMLIN BOSS
WYR 5016\$8.25

SORROWS (3 PACK)
WYR 4012\$15.00



STEAMBOG EXECUTIONER CLASS
WYR 3010\$16.50



TAELOE LADY HAMMERSTRIKE
WYR 5004\$8.25



TEDDY
WYR 4020\$16.50



VIKTORIA BOUNTY HUNTER
WYR 5007\$8.25

VIKTORIA SWORD MISTRESS
WYR 5003\$8.25



VOODOO DOLL
WYR 4022\$6.50

WENDIGO
WYR 3021\$6.50



YOUNG NEPHILIM (2 PACK)
WYR 4017\$16.50

ZORAIDA THE HAG
WYR 4009\$9.25