

# GAMES

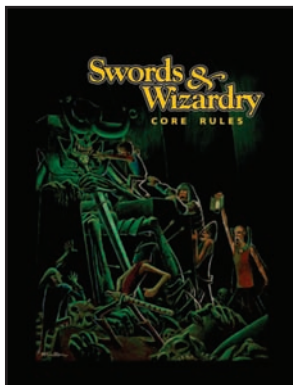
## ALLIANCE GAME DISTRIBUTORS

## BATTLEFRONT MINIATURES

### WARGAMES ILLUSTRATED #275

Scheduled to ship in August 2010.  
BFM WI275 .....\$8.00

## BLACK BLADE PUBLISHING

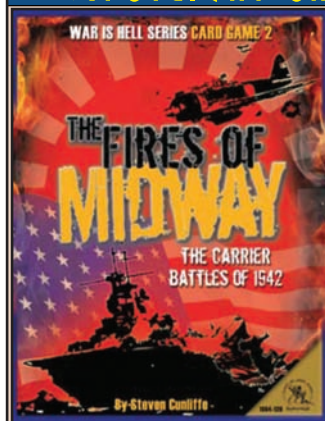


### SWORDS & WIZARDRY CORE RULES

Light your torches, don your helmets, and ready your spells! *Swords & Wizardry* is an OGL adaptation of the original 1974 fantasy roleplaying game created by Gary Gygax and Dave Arneson, with select supplemental material (1974-1979). Scheduled to ship in August 2010.  
S2P BBP2001 .....\$21.00

## CLASH OF ARMS GAMES

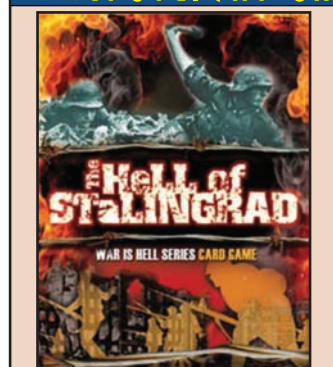
### SPOTLIGHT ON



### WAR IS HELL: THE FIRES OF MIDWAY

*The Fires of Midway* - the second game in Steven Cunniff's *War is Hell* series - explores in separate scenarios the four major carrier battles of 1942: Coral Sea, Midway Island, Eastern Solomons, and Santa Cruz. Scheduled to ship in July 2010.  
COA 1004-120 .....\$65.00

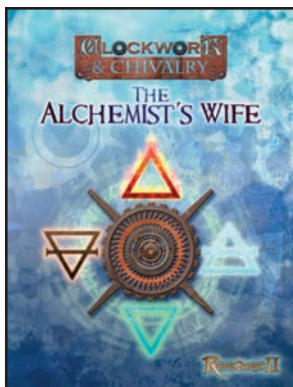
### SPOTLIGHT ON



### WAR IS HELL: THE HELL OF STALINGRAD

*The Hell of Stalingrad* is a cunning card game in which two players - one German and one Soviet - use cards and dice to re-create the bloodiest battle of World War II. 196 counters represent German and Soviet generals and commissars, storm troopers, grenadiers, NKVD, T34s, forts, StuGs and commandos that help charge up your assault or put steel in your defense. Scheduled to ship in July 2010.  
COA 0907-115 .....\$65.00

## CUBICLE 7 ENTERTAINMENT



### CLOCKWORK & CHIVALRY: THE ALCHEMIST'S WIFE

January 1646, and the land is in the grip of an icy winter, as the adventurers set out on a quest for the missing wife of a high-ranking Alchemist. They are bound for the tainted lands around Naseby, where lies the Clockwork weapon-shops of Cambridge and a deadly climax which could re-ignite the smouldering embers of Civil War! *The Alchemist's Wife* is a *Clockwork & Chivalry* adventure campaign powered by the *RuneQuest II* system. Scheduled to ship in August 2010.  
CB7 6101 .....\$24.99

## SPOTLIGHT ON



### GAME TRADE MAGAZINE #126

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

GTM 126.....\$3.99

NOT ACTUAL ART

## ALDERAC ENTERTAINMENT GROUP

### FEATURED ITEM



### LEGEND OF THE FIVE RINGS RPG 4TH EDITION HC

From revised rules for dueling, honor, and other aspects of samurai life, to numerous variants that allow players to customize their game to their own liking, this all-new Fourth Edition core rulebook for the *Legend Of The Five Rings RPG* truly puts the epic tale of the Emerald Empire in the players' hands. Featuring all the background you need on the Great Clans, ronin, shadowlands, and more, as well as the most accessible rules in *LSR RPG*

history, this core book will have you serving your Emperor with great honor, bringing glory to your Clan, and prestige to your family. Scheduled to ship in June 2010.

AEG 3300.....\$59.99

### THUNDERSTONE: WRATH OF THE ELEMENTS EXPANSION

*Thunderstone* returns with all-new monsters, heroes, equipment, and now... traps! *Wrath of the Elements* takes *Thunderstone* to a new level with four new heroes, six new monsters, and many new village cards, and can be played as a stand-alone adventure or mixed in with the classic *Thunderstone* for an epic experience. *Wrath of the Elements* also introduces Traps - a new card type that creates perilous dangers for your adventuring party when revealed from the Dungeon Deck. Can you overcome the new monstrosities and claim the *Thunderstone*? Scheduled to ship in June 2010.

AEG 5013 .....\$29.99



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WWW.GAMETRADEMAGAZINE.COM

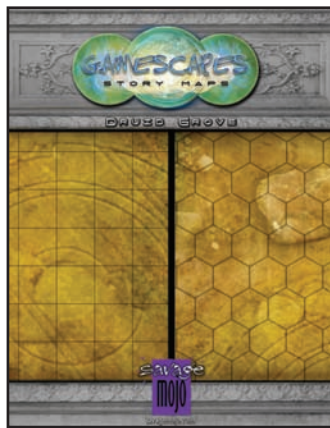
JUNE 2010

GTM  
GAME TRADE MAGAZINE



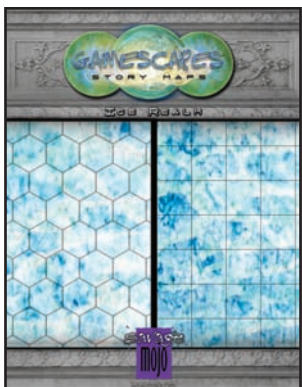


**CTHULHU BRITANNICA: AVALON - THE SOMERSET SOURCEBOOK**  
 Something powerful and ancient is stirring in Somerset's hills and valleys, and mysterious lights flicker by night on the slopes of Glastonbury Tor, rising like a beacon from the marshes of the Somerset Levels. This *Call of Cthulhu* sourcebook contains an extensive history of Somerset, a detailed and mystery-filled gazetteer, extensive notes on local legends and folklore, new books of lore and local personalities, and four complete adventures. Scheduled to ship in August 2010.  
 CB7 352 .....\$24.99



**GAMESCAPES: DRUID GROVE**  
 Deep within the primeval forest, the druids tend to their sacred grove, channeling the power of nature through the standing stones and rings of tall trees. These are the cathedrals of Gaia, the temples to the planet's natural order. Intricately detailed and printed with the classic 1" square grid overlaid, this double-sided map is designed to give you a tabletop full of mystery and adventure. Scheduled to ship in August 2010.  
 CB7 5617 .....\$12.99

**ONE-ROLL ENGINE: MONSTERS AND OTHER CHILDISH THINGS (POCKET EDITION)**  
 Monsters are real. You know because you have one. He's more fun and way tougher than all the other kids' monsters. Try not to let him eat your friends! This portable, pocket-sized edition of the distressingly fun and funny roleplaying game, *Monsters and Other Childish Things*, features complete rules based on the *One-Roll Engine*, plus tons of pre-generated monsters and kids, rules for quick character and custom monster creation, and a complete adventure to kick things off. Scheduled to ship in August 2010.  
 CB7 5408 .....\$19.99



**GAMESCAPES: ICE REALM**  
 Whether it's a frost giant assault on your northern fortress or Arctic commandoes striking at Ice Station Alpha, this battlemat is the place for your troops to do battle, with terrain so realistic you'll want mittens while you're playing to keep the frostbite at bay! This double-sided battlefield map is imprinted with regular 1" square grids on one side, and a hex-based variant imprinted on the opposite side. Scheduled to ship in August 2010.  
 CB7 5616 .....\$12.99

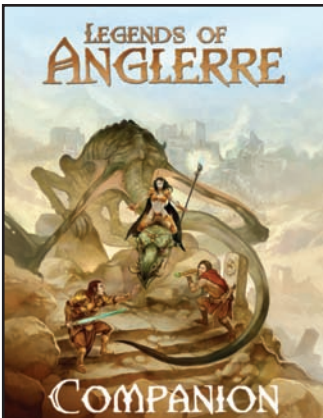


**HEROQUEST: NAMELESS STREETS**  
 Solve crimes with a werewolf's sense of smell and sharp claws, a wizard's spell-casting ability, or a vampire's "interviewing" skills. But, always remember that no matter what you achieve, there is someone (or something) who wants to take it from you! Powered by the flexible and dynamic *HeroQuest* game system, *Nameless Streets* is a game of mysteries and the paranormal beings who investigate them. Scheduled to ship in August 2010.  
 CB7 5803 .....\$19.99

**SUNDERED SKIES: COMPENDIUM 1**  
 A shattered world. A thousand floating islands. A constant glow of madness. *Sundered Skies* begins where every other world ends. *Sundered Skies: Compendium 1* contains four thrilling adventures full of peril, horror, and madness. Scheduled to ship in August 2010.  
 CB7 30012 .....\$14.99



**SUZERAIN: CALADON FALLS**  
 They came out of nowhere and started ripping the world apart, one city at a time! Using power on a scale never before seen, Warlocks wielding the magic of the Wild have a mission: raise armies and annihilate the entire continent of Austeria! Set in the fantasy realm of *Relic*, this campaign book looks at warfare through the eyes of common soldiers - soldiers whose side is losing the war. Scheduled to ship in August 2010.  
 CB7 5615 .....\$34.99

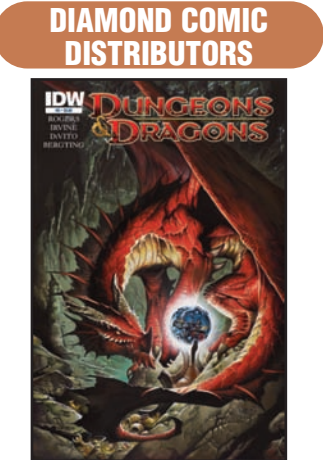


**THE LEGENDS OF ANGLERRE COMPANION**  
 Packed with new rules for families and dynasties, city and island adventures, aspects-only play, and a complete random adventure generator, as well as two complete scenarios ("Dreams on Dragon Island" and "The Sirens of Simris"), this first supplement is designed to take your *Fate*-powered *Legends of Anglerre* role-playing games to new heights of action and adventure! Scheduled to ship in August 2010.  
 CB7 708 .....\$24.99



**THE LEGENDS OF ANGLERRE: STORY TELLER'S SCREEN**  
 This handy accessory is packed with all the information and charts a Story Teller needs for easy reference during a session of *The Legends of Anglerre*. Scheduled to ship in August 2010.  
 CB7 709 .....\$14.99

**DECISION GAMES**  
**WORLD AT WAR #14**  
 Scheduled to ship in August 2010.  
 DCG WAW-14 .....\$29.99

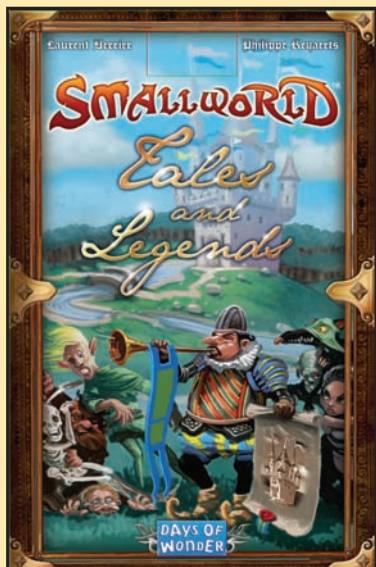


**DUNGEONS & DRAGONS COMIC #0**  
 Step into the world of *Dungeons & Dragons*! Take your first strides on a long and majestic adventure! Fight to stay alive! Fight for honor! Fight for glory! This special issue #0 features two stories introducing readers to the upcoming *D&D* worlds, complete with exclusive, behind-the-scenes content, all leading to the thrilling release of *Dungeons & Dragons* #1 in November and a *Dark Sun* limited series in January. Scheduled to ship in July 2010.  
 DIA 421705 .....PI

**Order by the due date of June 27th, 2010!**



FEATURED ITEM



**SMALL WORLD: TALES AND LEGENDS**

The wise veterans of *Small World* now have a chance to re-write history as *Tales and Legends* introduces 54 new Event cards that change the storyline of each turn during the game. Some bring on minor changes, while others are nearly cataclysmic in their impact. Players may end up drinking the Philter of Forgetfulness, be flung from the Great Catapult, and even have a chance to seduce the White Queen. Scheduled to ship in June 2010.

DOW 7905.....\$15.00

**SMALL WORLD: CURSED! EXPANSION SECOND PRINTING**

Created as part of the *Small World Design Contest* and featuring the winning designs from over 700 different entries submitted, the *Cursed!* mini-expansion introduces two nasty, new *Small World* Races - Kobalds and Goblins - along with five new, sinister Special Power Badges - Cursed, Hordes of, Marauding, Ransacking, and Were-.

Scheduled to ship in November 2009.

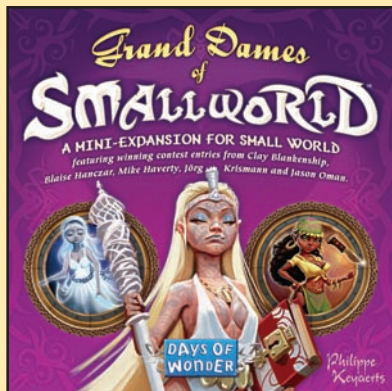
DOW 7903.....\$10.00



**SMALL WORLD: GRAND DAMES EXPANSION SECOND PRINTING**

Created as part of the *Small World Design Contest* and featuring the winning designs from over 700 different entries submitted, the *Grand Dames* mini-expansion introduces three new, powerful female race banners - Gypsies, Priestesses, and the ghostly White Ladies - as well as two new Special Power Badges - Historian and

Peace-Loving. Scheduled to ship in November 2009.  
DOW 7902.....\$10.00



**SCOOP!**

Match ice cream scoops and cones on the cards in your hand to the dice rolled in the center of play to call SCOOP! and earn Banana Split markers to fill up your marker card first. But, Beware! The Flavor of the Month die or Milkshake card can change the game in a jiffy! Scheduled to ship in July 2010.

DBG 1050 .....\$14.99



**TWO BRIDGES**

Legend has it that in the Irish fairy land of Tira na nOg, each spring the fairy folk held a competition to see who could plunder the most gold from the foul dragon, Olfanc the Horrible, who lorded over his treasure in a mighty, stone castle. Created in honor of this legend, *Two Bridges* is an original Pub-style game of fortune and chance in which players roll dice combinations in order to build a bridge that will lead them to "The Dragon's Gold." Scheduled to ship in July 2010.

DBG 1118 .....\$44.99

DORK STORM PRESS



**PS238 #46**

by Aaron Williams

Victor Von Fogg has obtained the technology behind the Ultimate Negatory, a device with the power to erase worlds! But Zodon has caught wind of his plans, and, oddly, wants to enlist the aid of ps238's hero-children to stop Victor's plans. Scheduled to ship in July 2010.

DSP DGP046.....\$2.99



**PS238 VOLUME 8: WHEN WORLDS GO SPLAT!**

Spanning issues #40-45 of the *ps238* comic book, *When Worlds Go Splat!* reveals the origins of the original Emerald Gauntlet, the mighty champion Atlas, and what impact these discoveries have on their sons as well as the lives of their classmates. Scheduled to ship in August 2010.

DSP 2338 .....\$15.99

EPIDEMIC BOOKS

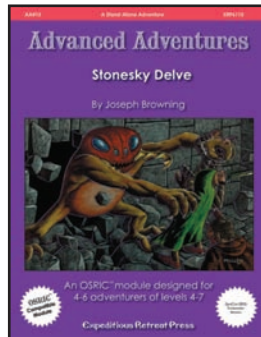


**OATHBOUND ECLIPSE**

Eclipse: a land at the top of the world, the whole of which lies in an impossible crater, a massive break in the earth. Shunned by both suns, the land knows only shadow. Here are long-forgotten horrors that defy description, hiding in the darkest of dark places. Here are forbidden secrets, held deep within the shell of the Forge. Epidemic Books is proud to announce the rebirth of *Oathbound*, the legendary setting from Bastion Press, expanded and continued by the original authors. Scheduled to ship in August 2010.

S2P EPB1002 .....\$29.99

EXPEDITIOUS RETREAT PRESS



**ADVANCED ADVENTURES #15: STONESKY DELVE**

Delve the unknown and treacherous depths of Stonesky Mountain in this *Advanced Adventure* designed for 6-10 hardy adventurers of levels 4-7. Scheduled to ship in August 2010.

IMP XRP6115 .....\$12.00





**A GAME OF THRONES LCG: ILLYRIO'S GIFT CHAPTER PACK**

The first monthly installment of 60 fixed cards for the *Brotherhood Without Banners* expansion to *A Game of Thrones: The Card Game*, and featuring the hard-to-kill lightning lord Beric Dondarrion, as well as other popular characters like Edric Dayne and Rakharo, *Illyrio's Gift* contains never-before-seen cards designed to augment existing decks and add variety to the *A Game of Thrones* metagame. Scheduled to ship in July 2010.

FFG GOT60 .....\$14.95



**ANIMA RPG: GAIA VOLUME 1 - BEYOND THE DREAMS**

Explore the rich fantasy world of *Anima* like never before with *Gaia Volume 1: Beyond the Dreams*, presenting a wealth of details on the culture and geography of the world of Gaia. Thirty countries and regions are described with geographical details, complemented by an elaborate, full-color map featuring the precise location and current political situation of each of these nations. Scheduled to ship in July 2010.

FFG ANR03 .....\$59.95



**ANIMA TACTICS**

Increase your force and tactical flexibility with heroic character blisters containing a highly detailed metal miniature, a character card, asset card, and all the action counters you need. Scheduled to ship in July 2010.

**NEUTRAL FACTION CLOVER**

FFG CS3031 .....\$14.99

**NEUTRAL FACTION GEAR MK.THEURGIA**

FFG CS3032 .....\$32.99

**NEUTRAL FACTION GEMINI**

FFG CS3033 .....\$16.99



**CONSTANTINOPOLIS**

The year is 653 A.D. The place is Constantinopolis, the greatest trading city and capital of the Byzantine Empire. Effectively build up your trade district to produce goods, generate money, and earn fame points to ensure that your name stands above the rest in *Constantinopolis*! Scheduled to ship in July 2010.

FFG ST06 .....\$59.95



**RUNEBOUND: MISTS OF ZANAGA EXPANSION**

The latest expansion for *Runebound*, *Mists of Zanaga* adds a colorful new board overlay depicting the wild jungles and swamps of Zanaga, as well as six brand-new heroes to explore this new continent. Additionally, *Mists of Zanaga* adds all-new gameplay mechanics, a variety of primal gods to face, and over 165 new cards designed to bring this lush landscape to life and create a totally new way to play *Runebound*. Scheduled to ship in July 2010.

FFG VA58 .....\$39.95



**TANNSHAUSER REVISED EDITION RULEBOOK**

Packed with revisions to the core game rules, as well as those originally found in the *Operation: Novgorod* expansion, along with the *Wolf*, *Yula*, *Gorgei*, and *Ramirez* single figure packs, this perfect-bound book serves as a comprehensive replacement to the original Tannhauser rulebook. Scheduled to ship in July 2010.

FFG TH14 .....\$9.95

FEATURED ITEM



**TIDE OF IRON: FURY OF THE BEAR EXPANSION**

It is June 22, 1941. Operation Barbossa has commenced and the Nazi invasion of the Soviet Union has begun. Employing over 4.5 million troops, Germany's invasion spreads across an 1,800 mile front. Pressing forward, the Germans seek to claim territory up to the Arkhangelsk-

Astrakhan line. These two Soviet cities mark the proposed eastern border of the Reich.

The Soviets, however, have no intention of going quietly! *Fury of the Bear* expansion for *Tide of Iron* builds on an already epic game experience by adding the forces of an entirely new nation, as well as new vehicles, winter terrain, scenarios, and more. Scheduled to ship in July 2010.

FFG TD06 .....\$79.95

SPOTLIGHT ON



**WARHAMMER 40K: DEATHWATCH RPG**

As members of the Adeptus Astartes — the devout, bio-engineered super-soldiers also known as Space Marines — only the most exceptional candidates are invited to join the Deathwatch and take on a new oath to safeguard the Imperium from the darkest of threats. *Deathwatch* offers a brand-new role-playing experience by focusing on elite, special-missions style action at the furthest fringes of Imperial space, involving some of the greatest heroes and deadliest opponents the *Warhammer 40,000* universe has to offer. Scheduled to ship in August 2010.

FFG DW01 .....\$59.95



**WARHAMMER FANTASY ROLEPLAY: WINDS OF MAGIC**

Winds of change are coming. Will you control them — or will they control you? This valuable resource for *Warhammer Fantasy Roleplay* provides important background and setting information on the Colleges of Magic, as well as optional rules and additional tools for wizards to practice their art, and dozens of new spells across all eight College Orders. *Winds of Magic* also introduces the Ruinous Power Tzeentch, his daemonic minions, and insights into the Great Conspirator's fiendish schemes. Scheduled to ship in July 2010.

FFG WHF06 .....\$49.95

**WARHAMMER INVASION: THE FALL OF KARAK GRIMAZ BATTLE PACK**

Bloodthirsty and savage, a mob of Orcs has made it into a Dwarf hold. Unless the dwarfs can gather their warriors soon, none of them may see the glint of gold ever again! Bring ancient grudges to your tabletop with *The Fall of Karak Grimaz*, the second Battle Pack installment of *The Enemy Cycle*, a linked expansion series for *Warhammer: Invasion*. This 60-card pack contains 20 never-before-seen cards designed to augment existing decks and add variety to the *Warhammer: Invasion* metagame. Scheduled to ship in July 2010.

FFG WHC10 .....\$14.95





**GALE FORCE NINE**

**DUNGEONS & DRAGONS 4E CLERIC TOKEN SET**

Scheduled to ship in August 2010.  
GF9 72704.....\$12.99

**DUNGEONS & DRAGONS 4E FIGHTER TOKEN SET**

Scheduled to ship in August 2010.  
GF9 72701.....\$12.99

**DUNGEONS & DRAGONS 4E JUNGLE TEMPLE VINYL GAME MAT**

Scheduled to ship in August 2010.  
GF9 72754.....\$19.99



**4E CHARACTER MEGA-PACK (GSL)**

This 4E companion features six sourcebooks chock-full of character options for both classes and races, drawn from the *Forgotten Heroes* and *Hero's Handbook* lines, complete with a *Character Codex* for character record keeping. Scheduled to ship in August 2010.

IMP GMG9999 .....\$50.00

**GAMES WORKSHOP**



ART FROM PREVIOUS VOLUME

**WHITE DWARF #368**

Scheduled to ship in August 2010.  
GAW WD-368 .....\$9.00

**GOODMAN GAMES**

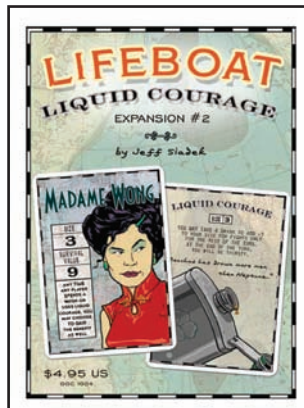


**4E ADVENTURE MEGA-PACK (GSL)**

This massive adventure collection contains everything a 4E dungeon master needs to build his campaign. Featuring 15 adventure modules, this mega-pack offers a multitude of options for advancing characters from level 1 to 12 in any 4E campaign. Scheduled to ship in August 2010.

IMP GMG9998 .....\$100.00

**GORILLA GAMES**

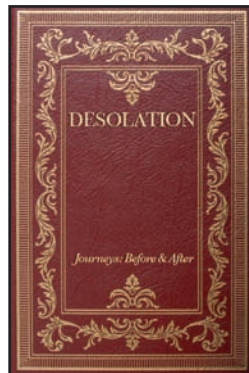


**LIFEBOAT EXPANSION #2: LIQUID COURAGE**

This expansion to *Lifeboat* introduces an additional character (Madame Wong) with the special ability to drink from other character's water or Liquid Courage cards, complete with love, hate, navigation, identity, and placeholder cards. Also included are Liquid Courage cards. Scheduled to ship in August 2010.

OOC 1004 .....\$5.00

**GREYMALKIN DESIGNS**



**DESOLATION: JOURNEYS - BEFORE & AFTER**

Roleplay in the high-fantasy world of Sconderra before, during, and after the apocalypse that brought civilization to its knees. Players will discover how to create high-fantasy characters, use magic unhindered by post-apocalyptic Burn damage, and modify their characters as a result of the apocalypse. *Journeys* also contains eight scenarios that are presented as a unified campaign, but can be played separately. Scheduled to ship in August 2010.

S2P GMD1006 .....\$29.99

**GREEN RONIN PUBLISHING**

**SPOTLIGHT ON**



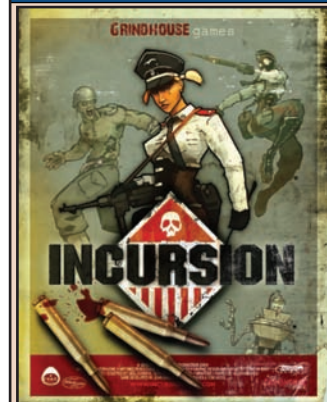
**FREEPORT COMPANION: PATHFINDER RPG EDITION**

Home to pirates, foul cults, terrifying monsters, vicious gangs, crime lords, and corrupt politicians, Freeport is a dynamic setting that offers a unique blend of high adventure and cosmic horror. Now the City of Adventure returns to its roots with the *Freeport Companion: Pathfinder RPG Edition*, introducing new core and prestige classes, famous magic items, an insanity system, new spells and incantations, and an introductory adventure. Scheduled to ship in July 2010.

GRR 1910 .....\$27.95

**GRINDHOUSE GAMES**

**SPOTLIGHT ON**



**INCURSION BOARD GAME**

It is the year of our Lord, 1949, and the world is in flames! Nations die and hundreds of millions perish as the thin veneer of civilization is utterly consumed in a global orgy of savagery and rage. Dark things lurk beneath the Third Reich: twisted creatures of malevolent intent born of demented minds. Though chaos reigns and evil flourishes in this desperate age, it is also a time of heroes. *Incursion* is a board game set in the world of *Secrets of the Third Reich*, as armored troopers of the US "Lucky Seventh" hurtle through underground bunkers and combat the monstrous forces of the German SWD in a furious race against time. Scheduled to ship in July 2010.

GRD INC01 .....\$50.00

**SPOTLIGHT ON**



**AGE OF CTHULHU 4: HORRORS FROM YUGGOTH**

History tells us that General Umberto Nobile and Roald Amundsen overflow the North Pole in 1926, making the first trans-polar flight from Europe to America. In 1928, Nobile went back in the Italia, which crashed on the ice north of Svalbard, Norway. As members of an international rescue mission, the characters are charged with the task of rescuing the survivors before the Russian expedition gets them. But soon this humanitarian mission becomes embroiled in international tensions, mysterious disappearances, and the cold, arcano-science of Yuggoth! Scheduled to ship in August 2010.

IMP GMG7004 .....\$10.99



SPOTLIGHT ON



**INCURSION: ALLIED STARTER SET**

The newly reorganized 7th armored division is home to America's most promising experimental weapon: the Armored Personal Exo-system (APEs). The Lucky Seventh gets all the toughest jobs, hence the ironic nickname. When the decision is made to clear the tunnels under Gibraltar, the APEs draw the short straw. 1st platoon of B company, 17th APE Regiment under Captain "Sluggo" Murphy leads the Incursion. This starter pack contains one of each of the six APE models. Scheduled to ship in July 2010. GRD INC02 .....\$70.00



**INCURSION: GERMAN STARTER SET**

The German department of Special Weapons Development (SWD) is a shadowy organization composed of the most brilliant and twisted minds of the Third Reich. Grab some gribbly Germans to get started with this pack containing 12 exquisitely sculpted models: all six Sturmzombies, both Bomberzombies, Gretel, Ilsa, Hans, and the Blitzhund. Scheduled to ship in July 2010. GRD INC03 .....\$70.00

HAYWIRE PRESS



**DICECAPADES GAME**

Can you stack six dice on top of each other within 30 seconds? Who can be the first person to roll a triple? Can you name as many state capitals as your roll? Know what arachibutyrophobia is? *DICEcapades* isn't just the luck of the dice - it's the smarts of the roller! Exercise both sides of your brain with this super-fun game that's sure to test your noodle! Scheduled to ship in August 2010. PSI HAY700 .....PI



**FLICKER' CHICKEN GAME**

They bounce, they roll, but can YOU hit the target? Imagine combining miniature golf with rubber chicken tossing and you've got *Flicker' Chicken!* Scheduled to ship in August 2010. PSI HAY770 .....PI

HERO GAMES

SPOTLIGHT ON



**HERO 6TH EDITION: FANTASY HERO HC**

The wondrous realms of Fantasy are yours to explore with *Fantasy Hero!* *Fantasy Hero* discusses and describes the Fantasy genre for gaming, and shows how to create characters, campaigns, spells and magic systems, kingdoms, and other elements of Fantasy with the *HERO System* rules. Scheduled to ship in August 2010. HER 1200 .....\$41.99

IRON WIND METALS

**CLASSIC BATTLETECH MINIATURES**

Scheduled to ship in August 2010.

**BOLLA STEALTH TANK (2) (JIHAD HOT SPOTS 3076)**

IWM 20-499 .....\$13.95

**EAGLE EGL-R6 HEAVY AEROSPACE FIGHTER (TRO 3075)**

IWM 20-5001 .....\$11.25

**LIGHTNING LTN-G15 MED AEROSPACE FIGHTER (TRO 3075)**

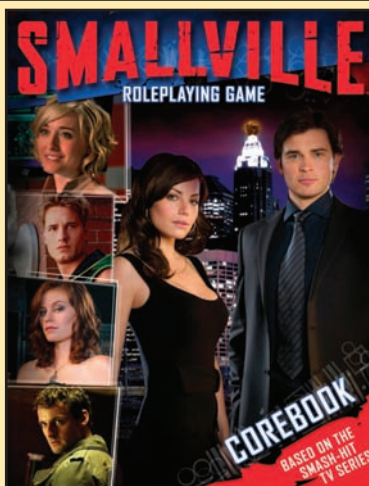
IWM 20-5000 .....\$10.50

**PATRIOT MECH PKM-2C (TRO 3075)**

IWM 20-498 .....\$12.25

MARGARET WEIS PRODUCTIONS

FEATURED ITEM



**SMALLVILLE ROLE PLAYING GAME HC**

Every hero has a beginning! The *Smallville Role Playing Game* lets you experience all the super-powered action and coming-of-age drama of the hit CW Network show. Whether you're struggling against your heritage, your humanity, or your heroic responsibility, you'll need the support of friends and family in order to embrace your destiny. Players may choose to take on the role of Clark, Oliver, Lois, or Chloe, or their own original characters in the world of *Smallville*. Scheduled to ship in August 2010.

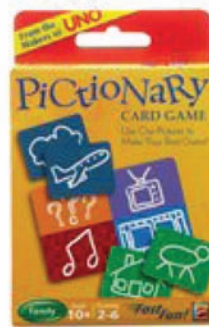
MWP 1030 .....\$44.99

MATTEL



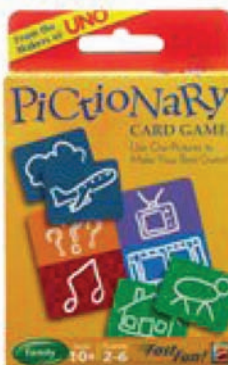
**MAD GAB PICTO-GABS GAME TO GO**

It's not what you SAY, it's what you HEAR! Put your eyes and ears to the test as you decipher funny puzzles made up of pictures and words. Scheduled to ship in August 2010. MAT T5135 .....PI



**PICTIONARY MAN GAME TO GO**

The popular *Pictionary Man* game that combines the fun of drawing and charades is now available in a to go version. Just peek at a card to get your word or phrase, then sketch directly on the Man and his prop - then use them to act out the answer before time runs out! Scheduled to ship in August 2010. MAT R6637 .....PI



**PICTIONARY GAME TO GO**

*Pictionary* meets charades in the craziest card game ever - with no drawing required! Race to act out clues for your team using nothing but the simple images on each Picture card - combine them, build scenes with them, or use them as props! Scheduled to ship in August 2010. MAT T5132 .....PI



**QWITCH GAME TO GO**

*Qwitch* is the quick switch game in which 3 to 5 players race to get rid of their cards by building sequences of letters and numbers. Direction cards tell you whether the letters and numbers must go up, down, or stay the same - but watch out! Everything can change with the flip of a card! Scheduled to ship in August 2010. MAT T5932 .....PI





**UNO SPIN GAME TO GO**

The UNO classic card game goes revolutionary! When a spin card is played, someone must spin the wheel. In a single turn, everything can change! Players can come from behind and suddenly take the lead. It's fast-paced fun that'll make you head spin! Scheduled to ship in August 2010.

MAT R2820 .....PI



**WHAC-A-MOLE GAME TO GO**

In *Whac-A-Mole*, players reveal the card on the top of their pile. When there's a match, the first player to slap the "Whaccard" earns all the cards played during that round! Scheduled to ship in August 2010.

MAT T5131 .....PI

**MONGOOSE PUBLISHING**

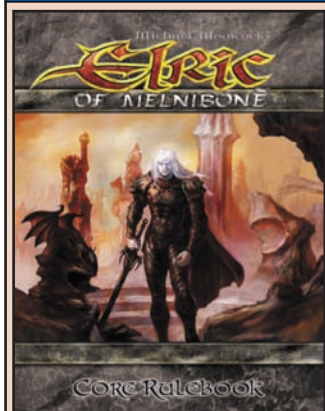


**EARTHDOWN RPG: SHARDS COLLECTION VOLUME 2**

This collection of five stand-alone adventures for *Earthdown Third Edition* provides challenges for Novice through Journeyman adepts. Scheduled to ship in August 2010.

MGP 6166 .....\$24.99

**SPOTLIGHT ON**

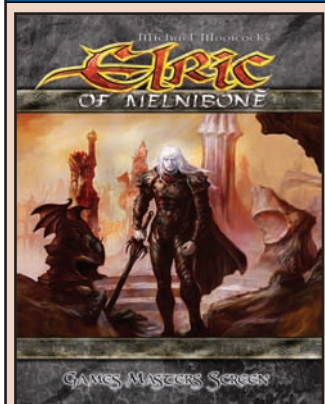


**ETERNAL CHAMPION: ELRIC OF MELNIBONE**

Sail the seas of fate into a demon-haunted world where dragons ride the storm-racked skies and the price of dreams is above rubies. Walk the streets of fabled Elwher, steal the lore of Pan Tang, and cross the Sighing Desert as you quest for eternal Tanelorn. Fully updated and revised for *RuneQuest II*, *Elric of Melnibone* will transport you to the Young Kingdoms, an eldritch setting providing a wealth of strange places, deadly foes, and potent spells for your games. Scheduled to ship in August 2010.

MGP 8196 .....\$39.99

**SPOTLIGHT ON**



**ETERNAL CHAMPION: ELRIC OF MELNIBONE GAMES MASTER'S SCREEN**

With stunning *Eternal Champion* artwork facing the players, and every vital table and chart for the Games Master, the *Elric of Melnibone Games Master's Screen* is the perfect complement to a well-run Young Kingdoms campaign. Scheduled to ship in August 2010.

MGP 8197 .....\$14.99

**TRAVELLER RPG: LITTLE BLACK BOOK 4 - PSION**

Concentrating on Psion characters and psionic powers, this addition to the *Traveller* range will literally open your mind to new possibilities. Whether you are looking to introduce psionics to the Third Imperium, add new abilities to members of the Psi Corps, or flesh-out psion organizations of your own creation, this essential *Traveller* companion has everything you need, including new talents, equipment, and survival techniques. Scheduled to ship in August 2010.

MGP 3846 .....\$14.99



**LONE WOLF: SOMMERLUND**

The mightiest of nations in Northern Magnamund is fully explored and detailed in this sourcebook for the *Lone Wolf Multiplayer Gamebook*. Intended as a resource for both games masters creating adventures and players wanting to know more about the land of the Kai Lords, this book covers the people, cities, and history of Sommerlund, from its earliest days of founding to the current trials against the Darklords. Scheduled to ship in August 2010.

MGP 1317 .....\$19.99



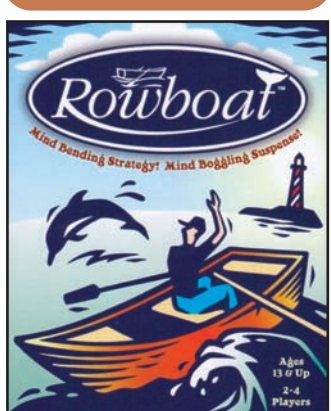
**RUNEQUEST II: COMPENDIUM VOLUME 1**

This first volume of the *RuneQuest Compendium* series collates the most popular articles that have appeared in *Signs & Portents* over the years, and presents them for the tabletop. Inside you'll discover new magicks, in-depth treatises on the Aldryami, new monsters, shapeshifting, Gloranthan characters, and rules for getting drunk! Scheduled to ship in August 2010.

MGP 8198 .....\$24.99



**MOOSETACHE GAMES**



**ROWBOAT CARD GAME**

Mind-bending strategy! Mind-boggling suspense! Every hand is different, and trump changes at every turn. With a beautifully designed nautical deck, *Rowboat* promises hours of edge-of-your-seat fun. Includes 61 cards, timer, and rules. Scheduled to ship in July 2010.

IMP MSG001 .....\$14.95

**NUMBSKULL GAMES**

**POPULAR FRONT**

The Spanish Civil War began as a military rebellion, but became something much more: the physical battle lines of the much larger ideological conflict between Fascism and Communism. *Popular Front* recreates this conflict in strategy game form, leading players to compete against their ideological counterparts not only for military positioning, but for political victory. Scheduled to ship in August 2010.

IMP NUM004 .....\$39.99

**OPEN DESIGN**



**KOBOLD QUARTERLY MAGAZINE #14**

*Kobold Quarterly* is the scrappy little magazine of Open Design, a tiny journal that covers the world's premiere roleplaying game and the world's best fantasy adventures. Scheduled to ship in August 2010.

OPD KQ14 .....\$7.99



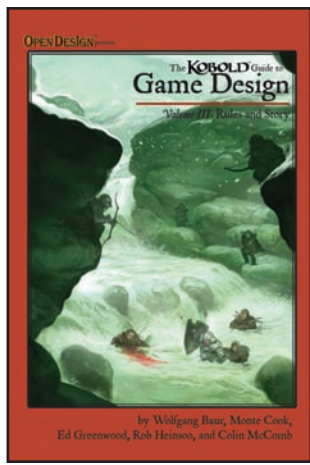
**GAMES**

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JUNE 2010







**THE KOBOLD'S GUIDE TO GAME DESIGN VOLUME 3: RULES AND STORY**

The *Kobold's Guide to Game Design Volume 3: Rules and Story* goes even deeper into the territory of professional design with more than 15 essays by an all-star lineup of industry veterans including Wolfgang Baur, Monte Cook, Ed Greenwood, Colin McComb, and Rob Heinsoo. Scheduled to ship in August 2010.  
 OPD KGGD3 .....\$18.95

**OSPREY PUBLISHING**

**AFRIKA KORPS SOLDIER 1941-43**

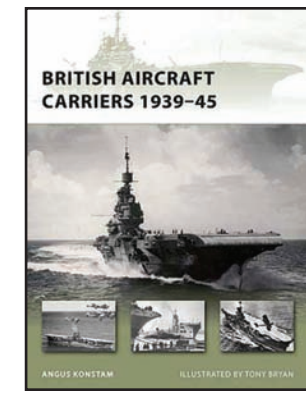
This book explores the experiences of the German Afrika Korps soldier during the North Africa campaign, from the Korps' arrival in the North African theater in February 1941 to its eventual surrender in Tunisia in May 1943, with particular focus on the intense period of warfare in the Western Desert between 1941 and 1942. Scheduled to ship in August 2010.  
 OSP WAR149 .....\$18.95

**AIRCRAFT MODELLING**

In this new edition in Osprey's *Masterclass* series, Brett Green describes the kits, accessories, decals, and references that are now available and demonstrates a wide variety of paint types, thinners, and application methods in both words and pictures. Scheduled to ship in August 2010.  
 OSP MST932 .....\$39.95

**BATTLE OF THE BULGE**

The Battle of the Bulge was the last major German offensive in the West and the largest and most costly battle fought by the US Army in World War II. Fought during the bitter winter of 1944-45, and resulting in over 100,000 German casualties and over 80,000 American casualties, it turned an apparent defeat into what British Prime Minister Winston Churchill called 'an ever-famous American victory'. This book on the decisive campaign of the war in northwest Europe provides a full account of the campaign strategy, the American and German forces and command, their equipment and tanks, and a detailed account of the fighting. Scheduled to ship in August 2010.  
 OSP GM052 .....\$25.95

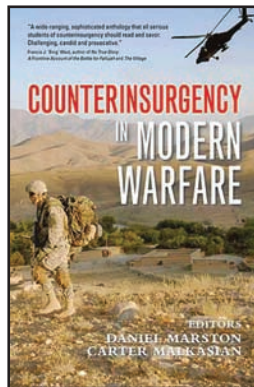


**BRITISH AIRCRAFT CARRIERS 1939-45**

This *New Vanguard* title tells the story of these remarkable warships, and reveals the secrets of their design, how they operated, and above all, what they achieved. Scheduled to ship in July 2010.  
 OSP NVG168 .....\$17.95

**COLDITZ OFLAG IV-C**

Immortalized in film and literature, the 15th century castle of Colditz is remembered not for tales of medieval chivalry or withstanding withering sieges but for its darker past, when it was converted by the Nazis into a prisoner-of-war camp called Oflag IV-C. This book examines the history of Colditz, the methods used to keep prisoners inside her formidable walls, and the techniques by which her prisoners attempted to escape. Scheduled to ship in August 2010.  
 OSP FOR097 .....\$18.95

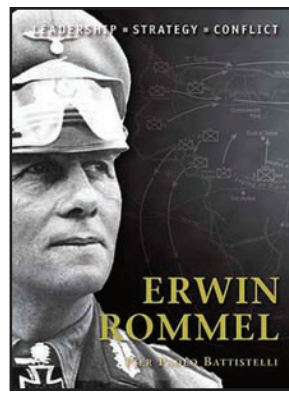


**COUNTERINSURGENCY IN MODERN WAR PB**

In *Counterinsurgency in Modern Warfare*, 14 contributors examine developments in counterinsurgency from the early 20th century to the present. Each author, an expert in his field, discusses in depth the conduct and outcomes of operations across the globe. This new paperback edition features a revised introduction, updated chapters on Iraq and Afghanistan, and the addition of a new chapter on Columbia by expert Thomas Marks. Scheduled to ship in July 2010.  
 OSP GM057 .....\$19.95

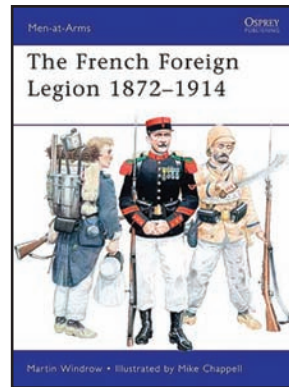
**CONQUER OR DIE!: WELLINGTON'S VETERANS AND THE LIBERATION OF THE NEW WORLD**

In 1815, just after the battle of Waterloo, over 6,000 British volunteers sailed across the Atlantic to aid Simon Bolivar in his liberation of Gran Columbia from her Spanish oppressors. This book tells the fast-paced and entertaining story of the British volunteers, from the raising of the regiments in Britain to the perils of campaigning to their defiant stand at the battle of Carabobo. Scheduled to ship in August 2010.  
 OSP GM056 .....\$25.95



**ERWIN ROMMEL**

Nicknamed "The Desert Fox" for his cunning command of the Afrika Korps, Erwin Rommel remains one of the most popular and studied of Germany's World War II commanders. This book looks at the life of this daring soldier, focusing on his style of command and the tactical decisions that earned him his fearsome reputation. Scheduled to ship in July 2010.  
 OSP CMD005 .....\$18.95

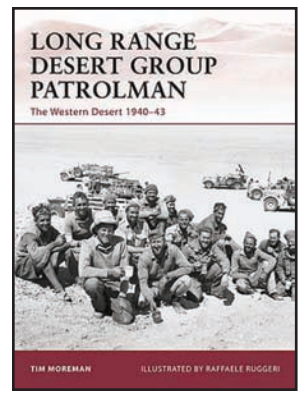


**FRENCH FOREIGN LEGION 1872-1914**

This volume covers the classic 'Beau Geste' period of the French Foreign Legion, when the corps was expanded during the most dynamic years of French imperial expansion. Written by a leading expert on the French Foreign Legion, this is a colorful introduction to the period when the Legion forged their legendary fighting reputation. Scheduled to ship in July 2010.  
 OSP MAA461 .....\$17.95

**HURRICANE VS BF 110 1940**

The Hurricane was the RAF's first mono-plane fighter and saw significant combat during the fight over France and the Battle of Britain. One of its principal opponents in 1940 was the Bf 110 twin-engine, two-seat heavy fighter. This is the story of the dramatic battles in the skies over France and the Channel as Britain desperately tried to hold back the German onslaught from her shores. Scheduled to ship in August 2010.  
 OSP DUE029 .....\$17.95

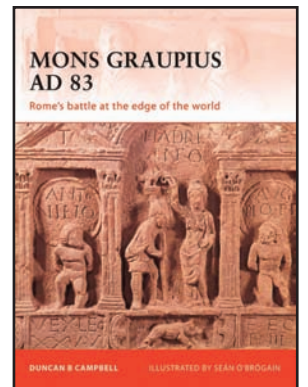


**LONG RANGE DESERT GROUP PATROLMAN: THE WESTERN DESERT 1940-43**

Nicknamed the 'Libyan Desert Taxi Service' by the SAS, the Long Range Desert Group was tasked with strategic reconnaissance and raiding operations deep inside the enemy-held deserts of North Africa. Armed with light weapons only, and equipped with specially converted light cars and trucks capable of withstanding the harsh conditions, the LRDG quickly proved it could operate in parts of the desert which other troops, including the enemy, found impassable. Scheduled to ship in July 2010.  
 OSP WAR148 .....\$18.95

**MESSINES 1917**

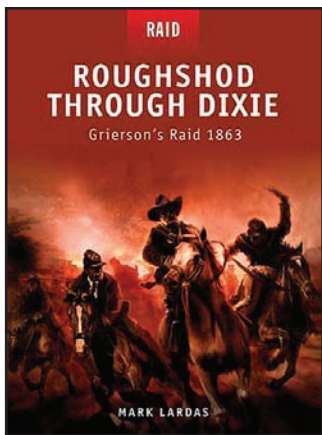
At 0310 hours on June 7, 1917, the pre-dawn gloom on the Western Front was shattered by the 'pillars of fire' - the rapid detonation of 19 huge mines, secreted in tunnels under the German lines. Admitted by the Germans to be a 'masterstroke', the devastating blasts caused 10,000 soldiers to later be posted simply as 'missing'. Launching a pre-planned attack into the carnage, supported by tanks and a devastating artillery barrage, the British took the strategic objective of Messines Ridge within hours. Scheduled to ship in August 2010.  
 OSP CAM225 .....\$19.95



**MONS GRAUPIUS AD 83**

In AD 77, Roman forces under Agricola marched into the northern reaches of Britain in an attempt to pacify the Caledonian tribesman. For seven years, the Romans marched and battled across what is now Scotland. Finally, in AD 83, they fought the final battle at Mons Graupius where 10,000 Caledonians were slaughtered from only 360 Roman dead. It proved the high-water mark of Roman power in Britain. Scheduled to ship in July 2010.  
 OSP CAM224 .....\$19.95





**ROUGHSHOD THROUGH DIXIE - GRIERSON'S RAID 1863**

On April 17, 1863, Benjamin Grierson led a force of 1,700 Union cavalrymen across enemy lines into the Confederate-held Tennessee in a bold diversionary raid. Over the next seventeen days, Grierson's horsemen caused havoc by destroying railroad lines, attacking outposts, burning military stores and fighting numerous small actions, before breaking back through the lines at Baton Rouge. This book tells the complete story of one of the most daring Union raids of the war. Scheduled to ship in July 2010.

OSP RAID012 .....\$18.95

**SPANISH CIVIL WAR TANKS**

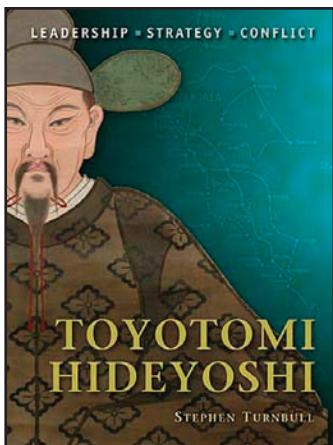
Based on recently uncovered records of Soviet tankers in Spain and rare archival accounts, this book describes the various tanks deployed in Spain, including the PZKPFW I and the T-26. Scheduled to ship in August 2010.

OSP NVG170 .....\$17.95

**THE BRUNEVAL RAID - OPERATION BITING 1942**

In the darkest days of World War II, the British planned a daring airborne operation to capture the secret of the new German radar. Led by Major John Frost, a company of paratroopers dropped into Bruneval on the French coast, and quickly neutralized a small German garrison. Then began a desperate fight for time as the British tried to dismantle the German radar and evacuate back to England, as ever more German units converged on their position. Scheduled to ship in August 2010.

OSP RAID013 .....\$18.95



**US COMBAT ENGINEER 1941-45**

At its peak in World War II, the United States Army contained over 700 engineer battalions, along with numerous independent brigades and regiments. The specialized soldiers of the Engineers were tasked with a wide variety of crucially important tasks including river bridging, camouflage, airfield construction, and water and petroleum supply. Scheduled to ship in July 2010.

OSP WAR147 .....\$18.95

**THE FORTIFICATIONS OF ANCIENT EGYPT 3000-1780 BC**

During the Old and Middle Kingdoms, Ancient Egypt led the world in the construction of fortifications. This book investigates over 2,000 years of Egyptian fortification, including both fortified cities and military installations. Scheduled to ship in August 2010.

OSP FOR098 .....\$18.95

**US FAST BATTLESHIP 1936-47**

This volume details the design, construction, and operation of the first six of the ten US fast battleships, two of the North Carolina class and four of the South Dakota class. Packed with first-hand accounts, battle reports, and specially created artwork this book tells the story of these war-winning vessels. Scheduled to ship in August 2010.

OSP NVG169 .....\$17.95

**WINGS OF COURAGE: TALES FROM AMERICA'S ELITE FIGHTER GROUPS OF WORLD WAR II**

From the war-torn skies over Europe to the empty expanses of the Pacific, pilots were the vanguard of the American military machine during the dark days of World War II. Focusing on four elite fighter units across both the European and Pacific theaters of operations, readers gain a unique insight into the battles against Germany and Japan. Discover their experiences as numerous eyewitness accounts explore the terror, adrenalin, and courage which defined aerial combat. Scheduled to ship in July 2010.

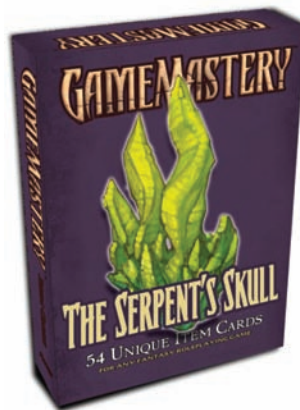
OSP GM068 .....\$24.95

**TOYOTOMI HIDEYOSHI**

Arguably the greatest military commander in the history of the samurai, Toyotomi Hideyoshi rose from the ranks of the peasantry to rule over all Japan. This book looks at the complete story of Hideyoshi's military accomplishments, from his days as a tactical leader to his domination of the Japanese nation. Scheduled to ship in July 2010.

OSP CMD006 .....\$18.95

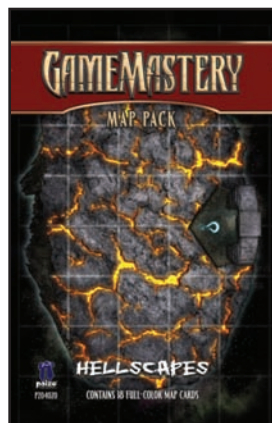
**PAIZO PUBLISHING**



**GAMEMASTERY ITEM CARDS: THE SERPENT'S SKULL DECK**

Claim forgotten treasures and lost lore in the *Serpent's Skull Adventure Path* with this thrilling assortment of 54 unique *GameMastery Item Cards*. From mysterious serpentfolk relics to the regalia of the Gorilla King and the trappings of tribal civilizations, the exotic items in this set add a delightful dimension to any *Item Card* collection and brings a great sense of immersion to any fantasy campaign. Scheduled to ship in August 2009.

PZO 3015 .....\$10.99



**GAMEMASTERY MAP PACK: HELLSCAPES**

*GameMastery Map Pack: Hellscales* contains 18 full-color, 5 x 8-inch map tiles, stunningly crafted by cartographer Corey Macourek, that combine to form a variety of nightmarish landscapes suitable for any diabolical RPG adventure. Locations include: Lake of Fire, Ferryman's Crossing, Road of Skulls, Flesh Bridge, and Ice-bound Souls. Scheduled to ship in August 2009.

PZO 4027 .....\$12.99



**PATHFINDER COMPANION: ORCS OF GOLARION**

The vile, hated orcs are the most common, evil, humanoid race of the *Pathfinder* world, the sword-fodder of countless celebrated heroes and daring adventurers. But they're also among the most populous civilized creatures on the planet, and their centuries-spanning conflicts with dwarves, elves, and humans form the pages upon which the history of mankind is written in blood. *Pathfinder Companion: Orcs of Golarion* provides *Pathfinder RPG* players everything they need to fight — or play — orc and half-orc characters, bringing this shadowy race to the savage forefront! Scheduled to ship in August 2009.

PZO 9413 .....\$10.99



**PATHFINDER ADVENTURE PATH: THE SERPENT'S SKULL PART 1 - SOULS FOR THE SMUGGLER'S SHIV**

The jungle nation of Sargava is a colony on the verge of the vast jungle wildlands of the Mwangi Expanse, a place where numerous powerful factions clash for control. When rumors of a route to a mythical lost city surface, four factions engage in a race to be the first to claim this lost city's treasures! A *Pathfinder Roleplaying Game* adventure for 1st-level characters, this module kicks off the highly anticipated *Serpent's Skull Adventure Path*, in which the heroes brave a trackless jungle to discover the legacy of lost empires. Scheduled to ship in August 2009.

PZO 9037 .....\$19.99



**PATHFINDER CHRONICLES: BOOK OF THE DAMNED VOLUME 2 - LORDS OF CHAOS**

The howling madness of the Abyss lurches to terrible life in *Book of the Damned Volume 2 - Lords of Chaos*, a harrowing look at the primordial nature of evil. *Lords of Chaos* promises dark delights including detailed discussions of the 10 most important Abyssal realms and their fiendish rulers, plus several new demons and Abyssal monsters, demonic spells, magic items, and more. Scheduled to ship in August 2009.

PZO 9225 .....\$19.99



**GAMES**

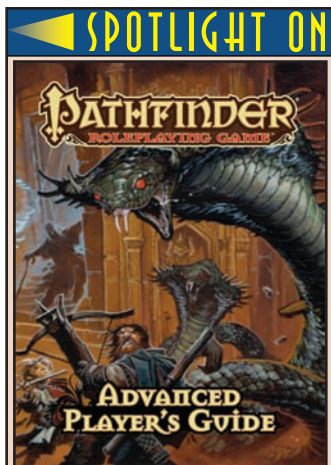
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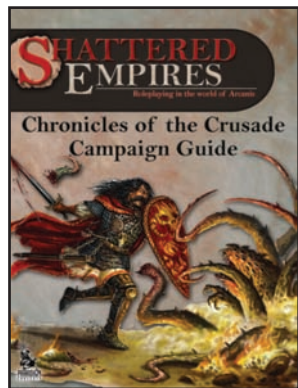


**PATHFINDER RPG: ADVANCED PLAYER'S GUIDE HC**

This invaluable hardcover player reference for the *Pathfinder Roleplaying Game* provides a wealth of new ideas and options for players, including six completely new 20-level character classes, expanded rules for the 11 core classes, innovative new feats and combat abilities, a wealth of fantastic equipment, dozens of new spells, and more! New Classes in the *Advanced Player's Guide* include: The Alchemist, The Cavalier, The Inquisitor, The Oracle, The Summoner, and The Witch. Scheduled to ship in August 2009.

PZO 1115 .....\$39.99

**PARADIGM CONCEPTS**



**SHATTERED EMPIRES: CHRONICLES OF THE CRUSADE CAMPAIGN GUIDE**

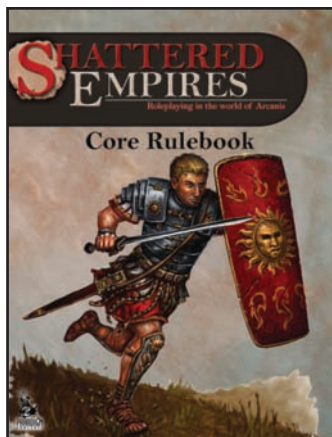
Desperate times call for desperate measures! Infernal hordes threaten to unleash hell upon Arcanis, and great heroes are called to action to defend the free peoples of Onara. Following on the best-selling *Legacy of Damnation*, this campaign guide features new rules and setting information for the lands in which the Crusade shall be fought. Supported by eight downloadable adventures, the *Chronicles of the Crusade* kicks off the new *Arcanis* campaign setting. Scheduled to ship in August 2010.

S2P PCI1501 .....\$24.99

**WITCH HUNTER: ORDERS OF SOLOMON**

Amongst the myriad orders of Witch Hunters, there are those notable for their proud histories, secretive initiations, and mysterious techniques. Those orders of the Accord most active in the New World are detailed herein for the benefit of the champions that stalk the servants of the Adversary. Scheduled to ship in August 2010.

S2P PCI2409 .....\$24.99



**SHATTERED EMPIRES RPG**

The Shattered Empires Await! Turmoil grips the lands of Onara. It is the end of an era and the dawn of a new age. It is an age of struggle against the end of existence; an age which shall witness the rise of history's greatest champions. Will the world of Arcanis pass into Oblivion or will her heroes raise her up to new heights? The Origins Award-winning *Arcanis the World of Shattered Empires* is back with this complete rulebook featuring a fast-paced, action-packed new system. Scheduled to ship in August 2010.

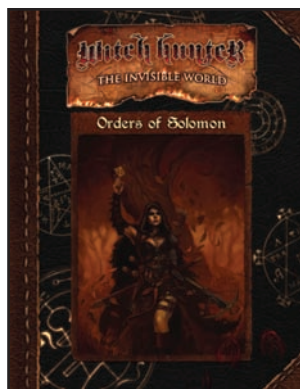
S2P PCI1500 .....\$39.99



**WITCH HUNTER: ON SILVER WINGS**

Omens and signs lead the Witch Hunters to an English sea captain and his beautiful daughter. Though to the uninitiated there would be nothing remarkable about his quest for silver, the mark of the invisible world is unmistakable to those who can see such things. Can the Witch Hunters unravel the mystery before lives and souls are borne away upon silver wings? Scheduled to ship in August 2010.

S2P PCI2407 .....\$14.99



**PLAYROOM ENTERTAINMENT**



**KILLER BUNNIES AND THE JOURNEY TO JUPITER: ULTRA VIOLET BOOSTER DECK**

The *Journey to Jupiter* returns to a solar system near you with the *Ultra Violet Booster Deck*, packed with Floating Muffin Tops, powerful Specialty Ships, and three additional sectors of space for your new bunnies to explore. Scheduled to ship in August 2010.

PLE 42200 .....\$25.00



**SCARY TALES DECK 4: BIG BAD WOLF VS. CINDERELLA**

He'll huff and puff 'till he gets his way...and if that doesn't work, maybe his great big teeth will! The Big Bad Wolf has even convinced those boarish Little Pigs to join his malevolent side. She's an over-worked, over-stressed girl on the brink who's had it up to here, plus Cinderella has her Fairy Godmother looking over her shoulder. They're both crazy for power, but which has the strongest will and resources to rule the Land? Each *Scary Tales* deck features two challengers, for a 2-player game. Additional boxes can be introduced to your game, adding new characters and more players to the battle! Scheduled to ship in August 2010.

PLE 90104 .....\$15.00



**SITTING DUCKS GALLERY CARD GAME**

In *Sitting Ducks Gallery* no duck is safe, where the object is to maneuver your ducks down the row and avoid getting in the line of fire! Get your ducks out of the water before feathers start flying, because cards can target, shoot, or move the line in various ways! If your birds of a feather can stick together and keep from getting hit, you could be the last Sitting Duck in the lake! Scheduled to ship in August 2010.

PLE 16105 .....\$12.00

**PRIVATEER PRESS**



**HORDES: MK II 2010 DECKS**

Arm yourself for the next stage in monstrous miniatures combat with *HORDES Mk II Faction Decks*! Each deck contains 90 full-color, redesigned stat cards for each faction-specific and faction-friendly Minion model released before January 1, 2010. Scheduled to ship in July 2010.

CIRCLE ORBOROS PIP 91063 .....\$18.99  
 LEGION OF EVERBLIGHT PIP 91064 .....\$18.99  
 SKORNE PIP 91065 .....\$18.99  
 TROLLBLOOD PIP 91062 .....\$18.99

**HORDES: MK II TOKEN SETS**

Each faction-specific token set includes 20 fury tokens sporting the faction's color and symbol and over 40 status tokens for tracking spells, animi, and in-game effects. Scheduled to ship in July 2010.

CIRCLE ORBOROS PIP 91058 .....\$15.99  
 LEGION OF EVERBLIGHT PIP 91059 .....\$15.99  
 MINIONS PIP 91061 .....\$15.99  
 SKORNE PIP 91060 .....\$15.99  
 TROLLBLOOD PIP 91057 .....\$15.99



## HORDES MINIATURES

Scheduled to ship in July 2010.

# FEATURED ITEM



### HORDES: PRIMAL MK II

In a world ravaged by warfare, fury is your greatest weapon! In HORDES, even the earth trembles as towering warbeasts born to fight and trained to kill hurl themselves at their foes in a frenzy of claw and fang that churns the battlefield into a writhing sea of carnage. Take control of a powerful warlock and his horde of fierce warriors and monstrous warbeasts in this fast-paced and aggressive 30mm tabletop miniatures battle game set in the foreboding wilds of western Immoren, home of the *Iron Kingdoms*. *HORDES: Primal Mk II*

thrusts you into this savage world with complete core rules for the *HORDES* tabletop miniatures game, in-depth histories of the non-human nations of western Immoren and the conflicts that have shaped them, plus detailed profiles and rules for the powerful warbeasts and soldiers of the Trollbloods, Circle Orboros, Legion of Everblight, and Skorne.

HC PIP 1034 .....\$44.99  
SC PIP 1033 .....\$29.99

### CIRCLE ORBOROS WOLD GUARDIAN

PIP 72045 .....\$27.99

### LEGION OF EVERBLIGHT SCYTHEAN

PIP 73045 .....PI

### MINIONS LORD CARVER, BMMD, ESQ. III

PIP 75027 .....\$13.99

### MINIONS WAR HOG

PIP 75029 .....\$44.99



### SKORNE TITAN SENTRY

PIP 74046 .....\$44.99



### TROLLBLOOD SWAMP TROLL

PIP 71047 .....\$20.99

## PUBLISHER SERVICES



### GOHOOPS BASKETBALL DICE GAME

Experience the thrill of full-court basketball action with *GoHoops*! Avoid fouls, turnovers, and steals to get to the rim to hit jumpers, rain in 3-pointers, or slam home dunks! Scheduled to ship in August 2010.  
PSI 4GOHOOPS .....\$15.95

## GO500 RACING DICE GAME

Experience the thrill of racing action! Avoid crashes, pit stops, flat tires, caution lights, and the dreaded Black Flag as you race to the Finish Line and Victory Lane! Scheduled to ship in August 2010.  
PSI 2GO500 .....\$15.95



### GOLD MINE GAME

Hidden deep within an unexplored mountain lies one of the richest gold deposits in the world. While hiking in the area, you and a group of adventurous friends discover several stones rich in sparkling gold particles. To seal your prosperous fate, you have determined that you must gather enough gold to purchase the mine and stake a claim - then all of the gold it contains will be yours! But watch out for the other miners who are just as greedy as you are and are willing to go to any lengths to beat you to it! Scheduled to ship in August 2010.  
PSI STT4653 .....\$32.95



### GOLO GOLF DICE GAME

Nine dice! Nine holes! Fast and addictive, easy-to-learn but difficult to master, *GoLo Golf* is, literally, golf in a cup! Scheduled to ship in August 2010.  
PSI 1GOLO .....\$15.95



### GO LONG FOOTBALL DICE GAME

Prepare for Four Quarters of smash-mouth, lightning-fast gridiron action with the *GoLong Football Dice Game*! Roll the dice to march 100 yards down the field. But standing between you and the goal line are sacks, penalty flags, and costly turnovers! Scheduled to ship in August 2010.  
PSI 3GOLONG .....\$15.95



### GOOD HELP GAME

Congratulations! You've just completed your Evil Doctorate. Now it's time for you to return to the castle on the outskirts of the town you grew up in - to begin your tyranny in the name of revenge! Now, the townsfolk will feel the wrath of the monster you create in *Good Help*! Scheduled to ship in August 2010.  
PSI BAK001 .....\$49.95



### GOSHOP SHOPPING DICE GAME

Shopping has never been more fun - and competitive - for shop-a-holics of all ages! In the *GoShop Shopping Dice Game*, now you and your friends can shop against each other for the finest in designer items like Shoes, Dresses, Make-up, Handbags, and Jewelry, while avoiding credit card declines, maxing out, and store security! Scheduled to ship in August 2010.  
PSI 5GOSHOP .....\$15.95



### TRI-CROSS GAME

Can you outsmart, outwit, and outplay your opponent? Put your strategic gaming skills to the test: hide your pieces, challenge the opposition, and capture opponents pieces to control the *Tri-Cross* center. Scheduled to ship in August 2010.  
PSI TRI101 .....\$24.95



## Q-WORKSHOP



### JAR OF DICE ASSORTMENT 1

This assortment contains 150 unique Q-workshop dice in the following types: d6, d10, and d20. Scheduled to ship in May 2010.

QWS JMIX01 .....PI



### JAR OF DICE ASSORTMENT 2

This assortment contains 150 unique Q-workshop dice in the following types: d4, d6, d8, d10, d20, and d100. Scheduled to ship in May 2010.

QWS JMIX02 .....PI

## RACKHAM ENTERTAINMENT

### AT-43 MINIATURES

Scheduled to ship in August 2010.

#### COGS UNIT BOX COUNTER-SNIPE

RKH COTA05 .....\$30.00

### CONFRONTATION MINIATURES

Scheduled to ship in June 2010.

#### WOLFEN OF YLLIA: HERO BOX CHNE ROUGE

RKH WFCH04 .....\$25.00

### CONFRONTATION MINIATURES

Scheduled to ship in August 2010.

#### ALCHEMIST OF DIRZ: HERO BOX CADWALLON

RKH SCCH05 .....\$20.00

#### ALCHEMIST OF DIRZ: HERO BOX THEBEN

RKH SCCH04 .....\$25.00

#### SCORPION ARMY BOX (1960 PA)

RKH CFARBX04 .....\$80.00

## REAPER MINIATURES

### CHRONOSCOPE MODERN MINIATURES

Scheduled to ship in July 2010.



#### ANDRE DURAND, TIME CHASER

RPR 50178 .....\$4.49



#### EBONY FOXX, MODERN HEROINE

RPR 50179 .....\$3.99



#### MEGA-MUTANT

RPR 50180 .....\$4.49

#### NINJA

RPR 50182 .....\$5.99

#### NOVA CORP RIFLEMAN

RPR 50183 .....\$3.99

#### SANDWOMAN

RPR 50177 .....\$4.49

#### THE HARPY, FEMALE SUPER VILLAIN

RPR 50181 .....\$6.99

### DARK HEAVEN 25MM HEROIC SCALE MINIATURES

Scheduled to ship in July 2010.

#### ARDELLEN, RANGER

RPR 03512 .....\$7.99

#### DHL CLASSICS: DARK ELVES

RPR 03516 .....\$7.99



#### DUNGEON TRIBES: ORC MATRON AND BROOD

RPR 03511 .....\$6.99



#### EXOTIC IDOL

RPR 03514 .....\$12.99



#### KRIV BLACKSPEAR, DRAGONMAN BARBARIAN

RPR 03513 .....\$6.99



#### MI-SHER, DERVISH WARRIOR

RPR 03515 .....\$4.99

#### THADDEUS GRAYTOWER, WIZARD

RPR 03510 .....\$4.99

### P-65 HEAVY METAL MINIATURES

Scheduled to ship in July 2010.



#### PILLAR OF EVIL

RPR 65110 .....\$7.99



#### PILLAR OF GOOD

RPR 65109 .....\$7.99

### PATHFINDER MINIATURES

Scheduled to ship in July 2010.

#### CARRION KING

RPR 60039 .....\$13.99



#### CHAMMADY DROVENGE

RPR 60038 .....\$3.99

#### HOOKMAW KREEG

RPR 60037 .....\$16.99

#### PUGWAMPIS (4)

RPR 60040 .....\$7.99

### REAPER PRO-PAINTS

Scheduled to ship in July 2010.

#### BRONZED HIGHLIGHT

RPR 09261 .....\$2.99

#### BRONZED SHADOW

RPR 09259 .....\$2.99

#### BRONZED SKIN

RPR 09260 .....\$2.99

#### BRONZED SKIN TRIAD

RPR 09787 .....\$8.95



GAMES

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JUNE 2010



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**WARLORD 25MM  
HEROIC SCALE  
FANTASY MINIATURES**  
Scheduled to ship in July 2010.



**BARBARIAN SPEARMAN SERGEANT**  
RPR 14600 .....\$4.99

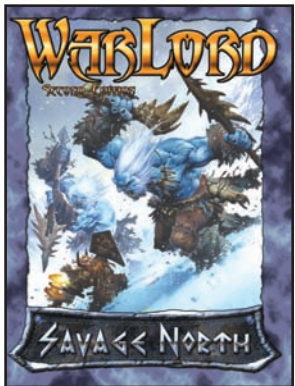


**BOEROGG BLACKRIME,  
FROST GIANT JARL**  
RPR 14599 .....\$39.99

**ERDOLLIEL SAERWEN,  
DARK ELF GLAIVE THROWER**  
RPR 14598 .....\$4.49



**HANIA, GHOSTMANE WARRIOR**  
RPR 14601 .....\$12.99



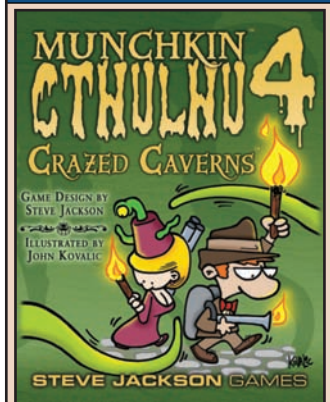
**WARLORD: SAVAGE NORTH RULEBOOK HC**  
An all-new, self-contained tabletop miniatures game set in the frozen lands of northern Adon, *Warlord: The Savage North* features the core rules based on Reaper's *RAGE* game engine with eight new factions ready to fight. A history of the setting, map, and detailed background information for each of the forces offers players an opportunity to build and paint unique armies in this inhospitable region. Scheduled to ship in July 2010.  
RPR 25102 .....\$39.99

**STEVE JACKSON GAMES**



**MUNCHKIN BOXES OF HOLDING**  
The *Munchkin Boxes of Holding* are crafted of sturdy cardboard and designed to hold 500 *Munchkin*-sized cards apiece, with one labeled "Doors", and the other "Treasures". Also included are two new *Munchkin* cards exclusive to this set. Scheduled to ship in August 2010.  
SJG 5518 .....\$9.99

**SPOTLIGHT ON**



**MUNCHKIN CTHULHU 4:  
CRAZY CAVERNS**  
Explore the Midden of the Mi-Go! Dig yourself out of the Dunwich Ditch! Brave the blue light of K'n-Yan! *Munchkin Cthulhu* has already driven you mad - and now it's even madder as the hunt for forbidden knowledge goes underground with the 16 Portals and 20 Dungeons designed to open up whole new dimensions to explore. Scheduled to ship in August 2010.  
SJG 1465 .....\$10.99



**PLUS 6/D6  
BAG O' MUNCHKIN DICE**  
He Who Toys With The Most Dice... Wins! This six-pack of 6-siders come in the color of coffee with just enough cream, with the *Munchkin* head in place of the 1 pip. Buy them! Kill monsters and take their stuff! Scheduled to ship in August 2010.  
SJG 5514 .....\$4.99



**REVOLUTION! THE PALACE**  
Welcome to The Palace! In *Revolution!*, three or four players matched wits. Now, with *The Palace*, up to six can join the bribing, blackmailing, and backstabbing! Designed to fit on the *Revolution!* game board, *The Palace* is a new location worth 55 Support at the end of the game, and features a special space: the Guardhouse. The player who controls the Guardhouse is immune to the Spy and the Apothecary. Also included are six new bidding boards, adding four new characters (The Viceroy, The Messenger, The Mayor, and The Constable). Scheduled to ship in August 2010.  
SJG 1904 .....\$24.99

**STUDIO 2 PUBLISHING**

**SPOTLIGHT ON**



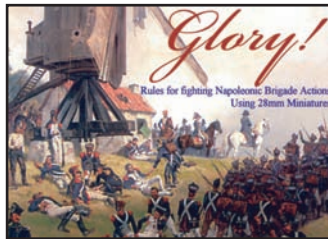
**DEADLANDS RELOADED  
PLAYER'S GUIDE**  
*The Tombstone Epitaph* has always been filled with lurid tales of daring desperadoes and deadly drifters, but lately the West's most-read tabloid claims there's something more sinister stalking the frontier's lonely plains: Monsters! Fortunately, where there are monsters, there are heroes. And if they fight hard enough, they might just discover the identity of the mysterious Reckoners some say are behind it all. The *Deadlands Reloaded Player's Guide* includes new rules for shootouts at high noon, new Edges, Hindrances, and powers, and everything a cowpoke needs to begin his journey into the Weird West. Scheduled to ship in August 2010.  
S2P 10204 .....\$24.99

**THIRD EYE GAMES**



**APOCALYPSE PREVENTION, INC.  
(SAVAGE WORLDS EDITION)**  
Join the fight to protect earth - now using the *Savage Worlds* ruleset! Monsters and demons have existed on Earth since its inception, terrorizing humanity throughout history. But some of them decided to fight back, creating a company of like-minded beings (even other demons) to defend the Earth from supernatural threats. Today, the shadow company has its hands in every facet of life all around the globe, using this grasp to police supernatural activity. Each agent arms themselves in a different way, but all stand as the last chance for Earth's defense against countless dimensional and magical enemies. Scheduled to ship in August 2010.  
S2P 3EG001SW .....\$19.99

**UBER GOOBER GAMES**



**GLORY!**  
In *Glory!*, you are a General of a Brigade on one of the great armies engaged in the titanic struggle to dominate Europe at the dawn of the 19th century. *Glory!* features a fast, fun, and historically-accurate and detailed set of rules for Napoleonic era, brigade-level actions using 28mm miniatures. Scheduled to ship in July 2010.  
SCU G001 .....\$30.00



**UBER GOOBER DVD**  
*Über Goober* focuses on the often-misunderstood, sometimes-controversial, and always-kind-of-geeky world of Gamers. Meet the Gamers, learn their exotic language, see their bizarre rituals, gasp at their semi-authentic costumes, and thrill to the painting techniques on their miniatures! Scheduled to ship in July 2010.  
SCU 0001 .....\$20.00





**THE UNIVERSAL SPACE COMBAT SYSTEM**

**UNIVERSAL SPACE COMBAT SYSTEM**

This fast-paced, miniature-based, futuristic space combat system is designed for both stand-alone, skirmish-level or massive fleet-scale games, or integrated into an existing science fiction-themed roleplaying game. Scheduled to ship in July 2010.

SCU 0007.....\$25.00



**UNDEAD AVENUE: THE ZOMBIE WAR SKIRMISH MINIATURES GAME**

*Undead Avenue* is a new take on the classic "escape from the city" urban Zombie Apocalypse story. You start in a section of downtown sealed off in all directions, maybe by accident, maybe because the government or the police or the National Guard doesn't want anyone, or anything escaping. Unfortunately that includes you. *Undead Avenue* contains the rules to simulate an urban zombie nightmare, along with cards for character wounds, equipment, weapons, allies, and newly learned skills, plus enough cut-out city markers to create an entire neighborhood. Scheduled to ship in July 2010.

SCU 0005.....\$22.00



**USOA MINIATURES BOX SET (200)**

This complete set of over two-hundred 15mm miniatures crafted by Rebel Minis features all the figures you need to create an undead horde and human resistance: (120) Zombies, (30) Armed Civilians, (30) Unarmed Civilians, and (20) Military Personnel. Scheduled to ship in July 2010.

SCU 0006.....\$135.00



**USOA: UNDEAD NATIONS EXPANSION**

This expansion of the core rules of *Undead States of America* provides new types of terrain for campaign games, including deserts, swamps, jungles, dense urban populations, and radioactive wastelands. Also included are detailed maps and rule modifications for other regions on the planet and how to fight the Zombie War raging across the world. Scheduled to ship in July 2010.

SCU 0003.....\$14.00



**USOA: UNDEAD STATES OF AMERICA**

*Undead States of America* is an exciting tabletop war game in which players recreate the battles and campaigns of a fictional Zombie War. Gather your army from wherever you find pockets of resistance. Lead your troops to escape the initial outbreak, raid cities for supplies, rescue refugees, and break into military installations. This isn't about urban survival any more. This is war! This core book contains all the rules needed to fight a complete Zombie War, including human troop units, alternate zombie types, equipment, terrain, and modern vehicles. Scheduled to ship in July 2010.

SCU 0002.....\$20.00



**USOA: UNDEAD UNIVERSE EXPANSION**

This expansion of the core rules of *Undead States of America* contains guidelines for zombie wars and outbreaks against ancient armies, medieval armies, the armies of muskets and early rifles, armies in the two World Wars (Nazi Zombies!), and fictional cybernetic and powered armor armies of the far future. Scheduled to ship in July 2010.

SCU 0004.....\$20.00

**ULTRA PRO**

**MTG 2011 9-POCKET PORTFOLIO**

Scheduled to ship in July 2010.

UPR 82545 .....PI

**MTG 2011 DECK BOX LOAD DECK BOX**

Scheduled to ship in July 2010.

UPR 82543 .....PI

**MTG 2011 SIDE DECK PROTECTOR**

Scheduled to ship in July 2010.

UPR 82544 .....PI

**MTG 2011 STYLE 1 DECK PROTECTOR**

Scheduled to ship in July 2010.

UPR 82541 .....PI

**MTG 2011 STYLE 2 DECK PROTECTOR**

Scheduled to ship in July 2010.

UPR 82542 .....PI

**VALLEJO PAINTS**
**AUXILIARY PRODUCTS**

Scheduled to ship in June 2010.

**ALCOHOL BRUSH CLEANER (85ML)**

VAL 28900 .....\$4.07

**BRUSH RESTORER (85ML)**

VAL 28890 .....\$4.07

**GLOSS VARNISH (60ML)**

VAL 26517 .....\$4.07

**LIQUID MASK (32ML)**

VAL 28851 .....\$5.52

**LIQUID MASK (85ML)**

VAL 28850 .....\$6.35

**MATTE VARNISH (60ML)**

VAL 26518 .....\$4.07

**MIXING BOTTLE (35ML)**

VAL 26000 .....\$1.51

**PLASTIC PUTTY (17ML)**

VAL 70400 .....\$3.00

**SATIN VARNISH (60ML)**

VAL 26519 .....\$4.07

**SPRAY PRIMER BLACK (400ML)**

VAL 28012 .....\$16.72

**SPRAY PRIMER GREY (400ML)**

VAL 28011 .....\$16.72

**SPRAY PRIMER WHITE (400ML)**

VAL 28010 .....\$16.72

**SPRAY VARNISH GLOSSY (400ML)**

VAL 28530 .....\$17.79

**SPRAY VARNISH MATTE (400ML)**

VAL 28531 .....\$17.79

**SPRAY VARNISH SATIN (400ML)**

VAL 28532 .....\$17.79

**MODEL COLOR SET**

Scheduled to ship in June 2010.

**AMERICAN COLONIAL (16)**

VAL 70147 .....\$47.85

**AMERICAN REVOLUTION (16)**

VAL 70148 .....\$47.85

**BASIC COLORS USA (16)**

VAL 70140 .....\$47.85

**CAMOUFLAGE (16)**

VAL 70179 .....\$53.57

**EARTH TONES (16)**

VAL 70141 .....\$47.85

**EQUESTRIAN COLORS (16)**

VAL 70144 .....\$47.85

**FACE & SKIN TONES (16)**

VAL 70125 .....\$47.85

**FACE & SKIN TONES (8)**

VAL 70124 .....\$23.94

**MEDIEVAL COLORS (16)**

VAL 70142 .....\$47.85

**NATIVE AMERICANS (16)**

VAL 70145 .....\$47.85

**NAVAL (STEAM ERA) (16)**

VAL 70146 .....\$47.85

**STONE AND WATER**

Scheduled to ship in June 2010.

**EXTRA HEAVY GEL (200ML)**

VAL 26535 .....\$14.47

**MICA FLAKE GEL (200ML)**

VAL 26579 .....\$14.47

**RACK COMPLETE**

VAL 26998 .....\$599.86

**RED OXIDE PASTE (200ML)**

VAL 26589 .....\$11.74

**WARLORD GAMES**
**HISTORIC MINIATURES**

Scheduled to ship in May 2010.

**ECW PETARD TEAM (7)**

WLG WGPPT1 .....\$20.51

**ROMAN ENGINEERS (4)**

WLG WGIENG1 .....\$8.53

**WHITE MOUNTAIN PUZZLES**


**BALLOONS AGLOW PUZZLE**

Scheduled to ship in August 2010.

WMP 721 .....\$14.95





**KITCHEN CHAOS PUZZLE**  
Scheduled to ship in August 2010.  
WMP 690 .....\$14.95

**WIZARDS OF THE COAST**



**AXIS & ALLIES CMG: 1941-1943 BOOSTER**  
Axis & Allies CMG: 1941-1943 contains 50 authentically detailed miniatures that war gamers and World War II enthusiasts can use to recreate the pivotal battles of World War II. Tanks, aircraft, and infantry from critical campaigns in the Ukraine, Italy, and the Balkans will debut, as well as key units for Romania, New Zealand, and Hungary. Scheduled to ship in August 2009.  
WOC 19848 .....\$14.99

**SPOTLIGHT ON**



**DUNGEONS & DRAGONS: CASTLE RAVENLOFT BOARDGAME**  
The master of Ravenloft is having guests for dinner — and you are invited! Evil lurks in the towers and dungeons of Castle Ravenloft, and only heroes of exceptional bravery can survive the horrors within. Designed for 1-5 players, this boardgame features multiple scenarios, challenging quests, and cooperative game play. Castle Ravenloft includes the following components: 40 plastic heroes and monsters, 13 sheets of interlocking cardstock dungeon tiles, 200 encounter and treasure cards, a rulebook, a scenario book, and a 20-sided die. Scheduled to ship in August 2010.  
WOC 20779 .....\$64.95

**FEATURED ITEM**



**DUNGEONS & DRAGONS: LORDS OF MADNESS HUGE PACK**  
*Lords of Madness* is a fully randomized set of 60 pre-painted plastic *Dungeons & Dragons* miniatures, including several Huge figures, featuring iconic *D&D* monsters and characters — perfect additions to any *Dungeons & Dragons* campaign. Each booster pack contains: six randomized, pre-painted plastic miniatures, including one Huge figure, complete with stat cards, plus a *Lords of Madness* set checklist. Scheduled to ship in August 2010.  
WOC 25481 .....\$21.99

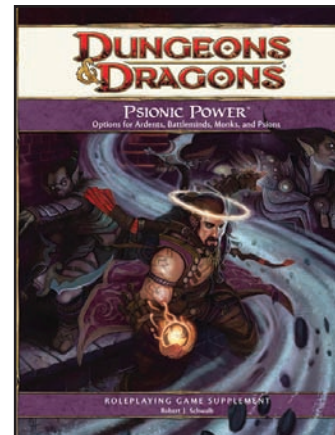


**DUNGEONS & DRAGONS: DARK SUN CAMPAIGN SETTING HC**  
Explore a savage, wondrous world! Aimed at players and Dungeon Masters, this game supplement explores the heroes and wonders of Athas — a savage desert world abandoned by the gods and ruled by terrible sorcerer-kings. *The Dark Sun Campaign Setting* provides exciting character options for *D&D* players, including new races, character themes and class builds, new paragon paths and epic destinies, and new equipment, plus rules and advice for handling survival challenges, arena encounters, desert terrain, and adventure creation. Scheduled to ship in August 2009.  
WOC 25387 .....\$39.95



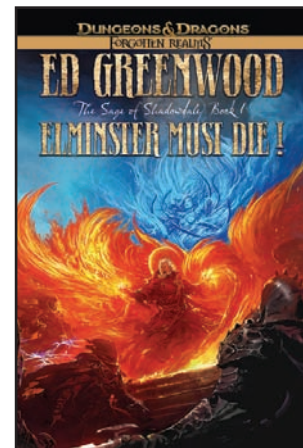
**DUNGEONS & DRAGONS: DARK SUN CREATURE CATALOG**  
This supplement collects the most iconic and dangerous monsters of the *Dark Sun Campaign Setting* into one handy tome, including other hazards and threats found in the desert wastelands and dungeon tombs of Athas. The creatures and threats presented herein make worthy encounters for Athasian heroes or the heroes in your "homebrew" *D&D* campaign. Scheduled to ship in August 2009.  
WOC 25388 .....\$19.95

**DUNGEONS & DRAGONS: MARAUDERS OF THE DUNE SEA**  
Now that Tyr is free of Kalak the Sorcerer-King, opportunity abounds in the city and the surrounding wastes. But some see Kalak's fall as the beginning of Tyr's end, and the unpatrolled deserts nearby are rife with danger. Outlaws openly defy the city's Revolutionary Council and threaten outlying holdings. If Tyr is to thrive, heroes must arise to tame the lawlessness and evil that threatens the free city. This stand-alone *D&D* adventure is designed to take characters from 2nd to 5th level. Scheduled to ship in August 2009.  
WOC 25389 .....\$12.95



**DUNGEONS & DRAGONS: PSIONIC POWER HC**  
This supplement presents hundreds of new options for *D&D* characters, specifically focusing on heroes who channel the power of the mind. It provides new builds for the ardent, battlemind, monk, and psion classes, plus new character powers, feats, paragon paths, and epic destinies. Scheduled to ship in August 2010.  
WOC 21094 .....\$29.95

**DUNGEONS & DRAGONS: RPG DICE SET**  
This product contains a dice bag and a complete set of dice for use in the *Dungeons & Dragons* game: one each of a 4-sided die, four 6-sided dice, one 8-sided die, one 10-sided die, one percentile die, one 12-sided die, and one 20-sided die. Scheduled to ship in August 2010.  
WOC 24469 .....\$12.95



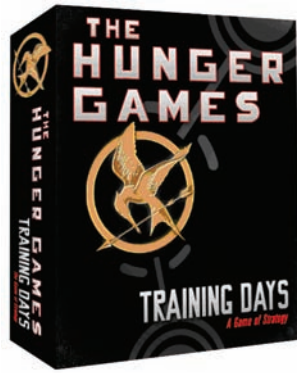
**FORGOTTEN REALMS: ELMINSTER MUST DIE! HC**  
*by Ed Greenwood*  
When the goddess of magic was murdered, Elminster's world shattered. Once the most powerful wizard in the world, immortal, beloved of the goddess of magic, and the bane of villainy, he is now a tired old man. He is powerful but mortal, and with all the enemies a man who makes a habit of saving the world tends to accumulate. To make matters worse, Elminster has needs - feeding powerful magic items to the Simbul, his lover, is the only thing that keeps her sane - but their increasingly risky collection leads his enemies right to him. Scheduled to ship in August 2009.  
WOC 2502372 .....\$25.95





**THE HUNGER GAMES: TRAINING DAYS GAME**

From the bestselling book comes *The Hunger Games: Training Days Strategy Game*, which allows 2-6 players to follow in the footsteps of their favorite Tributes as they compete in the days leading up to the arena. This game comes complete with 18 Tribute Cards representing the female and male Tributes from nine districts, plus a deck of 45 Challenge cards (24 Events, eight Special Events, 10 Alliances, and three End of Day cards), Effort Tokens for each District, an Approval Rating Score Board, and 6-sided dice. Scheduled to ship in August 2010.  
WZK 70163 .....PI



**MAGICAL ATHLETE**

It is the annual athletic festival in a fantasy world, and players must draft their team of runners from the likes of the Medusa, Ninja, Centaur, Witch, and other creatures, each wielding special abilities that make the races challenging and unpredictable. Scheduled to ship in May 2010.  
ZMG 4064 .....\$24.99



**ONIRIM**

Traverse the dreamscape in your search for doors to escape the nightmares that plague you in *Onirim*. Scheduled to ship in May 2010.  
ZMG 4063 .....\$10.00

**FEATURED ITEM**



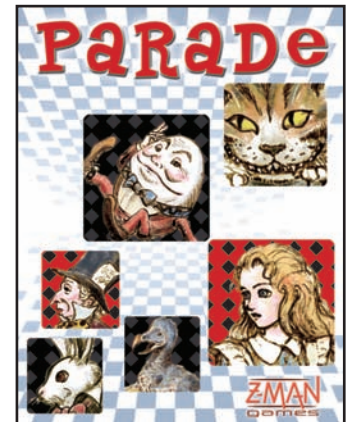
**MARVEL HEROCLIX: WEB OF SPIDER-MAN BOOSTER**

Your Friendly Neighborhood Spider-Man returns in the first *Marvel HeroClix* set focused on Marvel's most popular character. *Marvel HeroClix: Web of Spider-Man* features 64 new collectible HeroClix figures (56 new sculpts), including characters from throughout Spider-Man's career, as well as a major subtheme with Marvel's *Dark Reign* and *Siege* events - is Norman Osborne a protector or destroyer? Scheduled to ship in August 2010.  
WZK 70132 .....\$11.99



**MARTINIQUE**

Uncover the clues of The Lost Treasure in this fortune-seeking game of piracy and skullduggery. Scheduled to ship in May 2010.  
ZMG 7049 .....\$29.99



**PARADE**

In Wonderland, a parade marches along! Can you encourage more onlookers to participate without offending those already in the parade and forcing them to leave? Scheduled to ship in June 2010.  
ZMG 4065 .....\$10.00



**ROAD KILL RALLY**

In the future, the Road Kill Rally is the most watched sport in the world. It is also the most violent as racers shoot at each other - as well as unwary pedestrians! Refit your murder machine with killer accessories in this rapacious road rally that comes complete with a slew of miniatures (six cars and 40 oblivious pedestrians). Scheduled to ship in July 2010.  
ZMG 7047 .....\$60.00



**NEUROSHIMA HEX: DUEL**

This second expansion to *Neuroshima Hex* contains two new armies (Vegas and Smart), complete with a game board. Scheduled to ship in June 2010.  
ZMG 7027-E2.....\$35.00

**Z-MAN GAMES**



**DUEL OF THE GIANTS**

From the creators of *Duel in the Dark*! It's Russians versus Germans as *Duel of the Giants* recreates the great tank battles on the Eastern Front in 1943. As the German player, are you prepared to defend your section of the front against the endless Red hordes? Or, as the Soviet player, can you break through the Fascist lines and continue the advance towards Berlin? Scheduled to ship in July 2010.  
ZMG 7051 .....\$65.00