

# GAMES

## ALLIANCE GAME DISTRIBUTORS

### SPOTLIGHT ON



NOT ACTUAL ART

**GAME TRADE MAGAZINE #129**  
GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game releases.  
GTM 129.....\$3.99

## ALDERAC ENTERTAINMENT GROUP

### SPOTLIGHT ON



#### LEGEND OF THE FIVE RINGS RPG: EMERALD EMPIRE 4TH EDITION

This *Legend of the Five Rings* RPG Fourth Edition sourcebook not only details the various aspects of Rokugani life, politics, war, commerce, and the basic rhythms and rituals of daily existence, it also contains nearly one-hundred pages of new information on the Empire, as well as updating all of the previous statistics for the *LSR* Fourth Edition rules set. Featured herein are dozens of tables and hooks designed to provide quick reference for GMs who want to incorporate details of how daily life is lived in Rokugan, as well as anyone who is simply interested in the intricate life of the samurai, plus clear and systematic descriptions of Rokugan's social and political hierarchy, a comprehensive look at law and order in the Empire, and all-new information, including new schools and returning favorites such as the Shinjo Bushi and the Ikoma Lion's Shadow. Scheduled to ship in November 2010.

AEG 3305.....\$39.99

## ASMODEE EDITIONS

OFFERED AGAIN



#### O/A Ca\$h'n Gun\$

In an abandoned warehouse, a band of gangsters are splitting their latest haul, but they can't come to an agreement on the split. It's time to let the guns do the talking in *Ca\$h'n Gun\$*, where fun, bluff, and negotiations are to be had! Thing is, do you have enough guts to play?

ASM CG-EN01.....\$49.99



#### O/A FORMULA DE

Daydream no more! Now you can experience the thrill of driving a real race circuit in a Formula One class car or a fully-stocked Muscle car! Speed, tactics, taking risks, and a dash of luck is the high-octane cocktail needed to race the world's most prestigious Grand Prix circuits in *Formula De!*

ASM FD01US.....\$59.99



#### O/A JUNGLE SPEED

A game of speed, observation, and raucous laughter where the goal is to rid yourself of all of your playing cards. But to do so, you must grab the carved Totem at precisely the right time, and not a moment too soon! An entertaining game for the entire tribe in which sharp reflexes and good judgment are beneficial. For 3-8 players ages 7 and up.

ASM JS01US.....\$19.99



#### O/A WEREWOLVES OF MILLER'S HOLLOW

The tiny town of Miller's Hollow unwittingly harbors werewolves, who, under the cover of darkness, kidnap and devour townsfolk. To discover the wolves in their midst, a meeting is called, bringing together all of the townsfolk to decide the ultimate fate of the town. Based on the Stalinist-era Russian game known as *Spies or Mafia*, *The Werewolves of Miller's Hollow* is a great party game.

ASM KG01US.....\$12.99

## BATTLEFRONT MINIATURES

### FLAMES OF WAR MINIATURES

Scheduled to ship in October 2010.

#### FRENCH INFANTRY COMPANY

BFM FRAB02.....PI

#### POLISH TANK COMPANY

BFM PLAB02.....PI

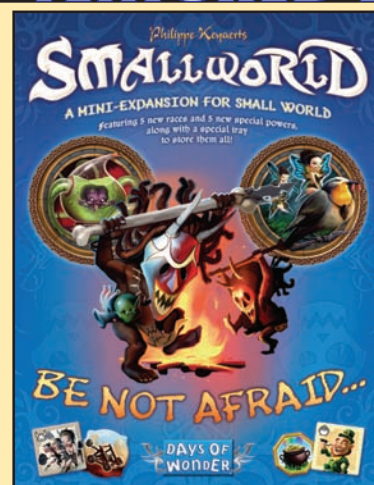
#### WARGAMES ILLUSTRATED #278

Scheduled to ship in November 2010.

BFM WI278.....\$8.00

## DAYS OF WONDER

# FEATURED ITEM



#### SMALL WORLD: BE NOT AFRAID... EXPANSION

Be not afraid of greatness: some are born great, some achieve greatness, and some have greatness thrust upon 'em! There are many frightening inhabitants of Small World, but to survive you must BE NOT AFRAID! This new expansion for *Small World* includes a nasty lot of five new Races (Barbarians, Homunculi, Pixies, Pygmies and greedy little Leprechauns) as well as five new Special Powers (Barricade, Mercenary, Imperial, Corrupt, and Catapult — which allows you to leap over regions to conquer new lands). Scheduled to ship in October 2010.

DOW 7907.....\$20.00

## DECISION GAMES

#### STRATEGY & TACTICS #266

Scheduled to ship in November 2010.

DCG ST-266.....\$29.99

## DISCOVERY BAY GAMES

#### CALL IT!

In this fast-paced and wild memory challenge card game, players match a symbol with their opponent, and attempt to be the first to call out a word for the category and win the match! Scheduled to ship in October 2010.

DBG 1213.....\$14.99





**FAMOUS LAST LINES**

In *Famous Last Lines*, by actresses Daryl Hannah and Hilary Sheppard, players read the movie title and synopsis and are then asked to create the most believable last line of the movie. Inventiveness not included, outrageousness encouraged! Scheduled to ship in October 2010.  
DBG 1142 .....\$29.99

**EAGLE GAMES**

**SPOTLIGHT ON**



**DEFENDERS OF THE REALM**

Our Liege is in desperate hour! From what grievous cause have these accursed races arisen? Orcs, Dragons, Demons, and the Dead make haste towards Monarch City. The King and Countryside of Monarch City is in need of valiant Heroes! Will you answer the King's call? Designed by Richard Launius (*Arkham Horror*) and legendary fantasy artist, Larry Elmore, *Defenders of the Realm* is a cooperative fantasy board game where players embark on a journey to defend the countryside, repair the tainted lands, and defeat the four creature factions before one of them enters the city. Scheduled to ship in September 2010.  
FRD EG101253 .....\$84.99

**ELFINWERKS**

**SPOTLIGHT ON**



**FOUNDING FATHERS**

From the designers of the award-winning *1960: The Making of the President*, *Founding Fathers* brings the Constitutional Congress back to life as an exciting board and card game. As one of the great men gathered to create a new Constitution for the United States of America, you will need to skillfully maneuver the state delegations, control the debates, and manipulate the other founders while pursuing your own factional agenda! Scheduled to ship in July 2010.  
ELF JOL1787 .....\$65.00

**EDEN STUDIOS**

**SPOTLIGHT ON**



**ALL FLESH MUST BE EATEN RPG: ARGGH! THAR BE ZOMBIES**

Avast! Thar be ghastly things that sail these waters! Whether labeled privateers or buccaneers, everyone feared pirates during the Age of Sail. Now the pirates have something to be afraid of - the livin' dead! From voodoo queens to ghost ships, swashbuckling with zombies is a whole different jug of grog. So tighten them sails! Hoist the Jolly Roger an' go on the account with the brethren o' the sea! But 'ware the shout from the crows' nest, "Arggh! Thar Be Zombies!" They'll be after more than ye gold! This supplement for the *All Flesh Must Be Eaten* roleplaying game features information on the Age of Sail and the Golden Age of Piracy, plus plenty o' new Qualities, Drawbacks, Skills, weapons, gear, ships, and Zombie Aspects for the undead spat forth from Davy Jones' Locker, plus three full Deadworlds and two short ones, takin' yer sea dogs from a dark and shrouded isle to islands in a dark sea of an entirely different sort. Scheduled to ship in August 2010.

EDN 8012 .....\$25.00



**STRADA ROMANA (2ND EDITION)**

Transport and Trade in Ancient Rome! At the beginning of the second century, AD, Rome was a sprawling metropolis at the center of a world-spanning empire. Cartloads of supplies and goods stream into the city without end, travelling from the port of Ostia to the gates of the city along the "Strada Romana", the Roman Road. A successful merchant, or "mercator", must navigate this traffic to deliver valuable goods. But he must also have a keen eye for any opportunities along the way. In this 2nd Edition of *Strada Romana* featuring a newly revised rulebook, players must contend with rival merchants and traffic jams as they seek profit and wealth on the Roman Road. Scheduled to ship in September 2010.  
ELF G10002 .....\$50.00

**FANTASY FLIGHT GAMES**

**SPOTLIGHT ON**



**CADWALLON: CITY OF THIEVES**

Get ready for a deviously fun battle for treasure! Good fortune in the Guild of Thieves is a double-edged sword that cuts to the bone; other thieves will want your loot, and they have no qualms about drawing your blood to get it! The result is a fast and furious brawl for control of the best treasures in the city! *Cadwallon: City of Thieves* is a fast-paced board game of cunning thievery and ruthless skullduggery in a fantasy city steeped in magic and intrigue, where players each control their own gang of four thieves, competing to amass the greatest haul of loot from the many carefully locked chests scattered about the board. Scheduled to ship in September 2010.  
FFG DU10 .....\$59.95



**DUST TACTICS**

The year is 1947. Throughout the world, three major superpowers fight to claim exclusive control over a revolutionary source of power: Vx. Elite troops and massive combat robots wage violent battles to control these energy reservoirs. *Dust Tactics* introduces an exciting, alternate vision of WWII, with amazing machines, roughneck grunts, and stalwart commando leaders, each dedicated to the cause - patriots in the war for world domination! With over 30 highly detailed miniatures, nine double-sided terrain boards, 12 custom dice, unit cards, terrain, and plastic scenery, plus eight scenarios and scalable rules, *Dust Tactics* delivers everything you need to wage battles in the immersive world of Paolo Parente's *Dust*. Scheduled to ship in September 2010.  
FFG DT001 .....\$99.95

**FRED DISTRIBUTION**



**MINI-PITCHCAR & EXPANSIONS**

The fast-paced game of *PitchCar* - but smaller! *Mini-PitchCar* comes complete with eight wooden cars and six straight and 10 curve track pieces that allow the construction of more than 10 different racing circuits. Scheduled to ship in June 2010.

- MINI-PITCHCAR FRD 101152 .....PI
- EXPANSION 1 FRD 101166 .....PI
- EXPANSION 2 FRD 101150 .....PI
- EXPANSION 3 FRD 101154 .....PI
- EXPANSION 4 FRD 101239 .....PI

**PITCHCAR EXPANSIONS**

Double-trajectory Curves! Wild Bends! Dangerous Obstacles! Extended Tracks! New Circuits! Become a true expert pilot with these expansions for *PitchCar*! Scheduled to ship in June 2010.

- EXPANSION 1 FRD 101149 .....PI
- EXPANSION 2 FRD 101151 .....PI
- EXPANSION 3 FRD 101153 .....PI
- EXPANSION 4 FRD 101155 .....PI
- EXPANSION 5 FRD 101238 .....PI



## GREEN RONIN PUBLISHING

### A SONG OF ICE AND FIRE RPG: CHRONICLE STARTER

Make your mark on the Seven Kingdoms with this useful sourcebook for *A Song of Ice and Fire RPG* detailing six sample houses, any of which can be run by the Player Characters. Choose your house and allegiance (Arryn, Baratheon, Frey, Lannister Stark, or Tully) or craft your own house and make allies or enemies of those provided. The *Chronicle Starter* also includes a complete scenario so you can kick-off your adventures right away. Scheduled to ship in October 2010.

GRR 2706.....\$25.95

## SPOTLIGHT ON



### DC ADVENTURES RPG: HEROES & VILLAINS VOLUME 1

The DC Universe features a dazzling array of characters who have thrilled readers for generations. Now they come to life for tabletop gaming in *DC Adventures RPG: Heroes & Villains Volume 1*, covering characters A-K: from Abra Kadabra and Adam Strange through Kid Flash and Kobra. Each entry comes complete with *DC Adventures* game information, character details, and a full-color illustration from one of DC Comics' best artists. *Heroes & Villains* also includes entries on various teams, from the Justice League and Justice Society to the Injustice Gang and the Fearsome Five. Scheduled to ship in October 2010.

GRR 5002.....\$49.95

### MUTANTS & MASTERMINDS: HERO'S HANDBOOK

The *Hero's Handbook* is the core rulebook of *Mutants & Masterminds Third Edition*, featuring everything you need to have your own superheroic adventures. The detailed character creation system lets you create the hero you want to play, choosing from a wide range of skills, advantages, and power effects. You can also choose from one of more than a dozen heroic archetypes, customize as you like, and be ready to play in just minutes! The streamlined system of game play requires only a single die roll and features easy-to-use rules, while the hero point system allows players to influence the flow of the story and pull off superheroic stunts in the best comic book tradition! Scheduled to ship in November 2010.

GRR 5501.....\$32.95

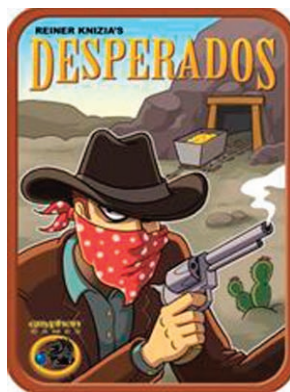
## GRYPHON GAMES



### CORNUCOPIA

It's Harvest Time! In *Cornucopia*, your goal is to fill your basket with a bountiful collection of fruits and vegetables, while at the same time correctly predicting (and betting on) how long it will take you to fill your basket. Scheduled to ship in June 2010.

FRD GG101249.....\$25.99



### DESPERADOS

Times were mighty hard for miners during the Gold Rush. Rival miners fought over the rights to the few productive gold, silver, and copper mine sites. Then came the *Desperados*! In *Desperados*, two miners form a partnership in order to prospect and develop gold, silver, and copper mines. So grab a partner and work those mines together, stay ahead of your rival prospectors, and watch out for those pesky *Desperados*! Scheduled to ship in June 2010.

FRD GG101202.....\$14.99



### INCAN GOLD

In *Incan Gold*, you and your fellow adventurers explore the ruins of an ancient Incan temple, searching for turquoise, obsidian, and gold. At every turn, you must decide whether to play it safe by returning to camp with the treasure you've gathered so far... or be a truly intrepid adventurer and keep on exploring. But, going farther into the ruins means risking your treasure by falling victim to giant spiders, wandering mummies, fire spouts, and venomous snakes! What is your threshold for danger? How much treasure is enough for you? Find out by exploring *Incan Gold*! Scheduled to ship in June 2010.

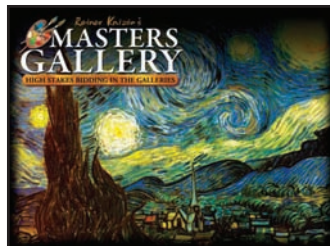
FRD GG101171.....\$25.99



### LOOTING LONDON

London has been looted! Five of its rarest treasures have been stolen on the same night: an opulent crown from the Tower of London, gold bullion from the Bank of England, top secret files from Big Ben, a priceless Incan artifact from the British Museum, and Van Gogh's celebrated "Sunflowers" from The National Gallery. As famous London sleuths, players need to find the witnesses, collect the evidence, and recover the loot! Scheduled to ship in June 2010.

FRD GG101172.....\$25.99



### MASTERS GALLERY

Van Gogh! Renoir! Monet! Degas! Vermeer! In *Masters Gallery*, players are art critics and gallery owners each showcasing their favourite artist in this pantheon of greats. But, tastes and opinions change constantly about each artist's value in the world of vintage art. Which player will exert the most influence? Who will best anticipate the ever-changing market, and assemble the highest-valued collection of these masterpieces? Scheduled to ship in June 2010.

FRD GG101173.....\$25.99



### MODERN ART: THE CARD GAME

Remember those unknown, starving, but up-and-coming artists from the early-nineties - Lite Metal, Yoko, Christin P., Karl Gitter, and Krypto? You first met them in the now-classic Reiner Knizia game *Modern Art*. Now, almost 20 years later, they have all found fame and fortune in the art world and their masterpieces are displayed in major galleries around the world. But even with their success, the group's artistic rivalry remains as lively as ever. Whose work sells for the most? Which one has the highest standing in the minds of the art-buying public? Scheduled to ship in June 2010.

FRD GG101184.....\$17.99

## MODERN SOCIETY

Equality and Organic Food! The War in Iraq and the Torture Scandal! Youth Culture and Women's Priesthood! Such are the hot topics debated over in *Modern Society*, as players seek influential power to leave their mark in society and sell their world view to the masses. Scheduled to ship in June 2010.

FRD GG101217.....\$25.99



### MUSKETEERS

En Garde! In the Queen's service, the *Musketeers* are trying to acquire three valuable games. However, the Cardinal and his dreaded Guards are out to sabotage the *Musketeers*. Many skirmishes result between the *Musketeers* and the Guards. The most successful *Musketeers* will be awarded silver coins... but, those who fail will be sent to prison empty-handed! Scheduled to ship in June 2010.

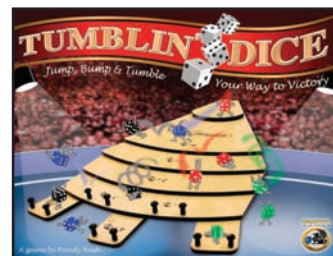
FRD GG101201.....\$14.99



### SWAT!

Those pesky bugs just keep coming at you! Your job is to SWAT them right when they score the most points. But be quick or your fellow players will SWAT them first. Do you go for Sure Stings, or wait for Double or NoStings? Or maybe you try to get the most Swat or Nots or Zappers, since these might be worth even more points! Scheduled to ship in June 2010.

FRD GG101236.....\$14.99



### TUMBLIN' DICE

*Tumblin' Dice* is the award-winning tabletop game that combines the skill of shuffleboard with the roll of the dice for lots of fun! Scheduled to ship in June 2010.

FRD GG101196.....\$63.99

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

WWW.GAMETRADEMAGAZINE.COM

SEP. 2010

GTM GAME TRADE MAGAZINE

## IRON WIND METALS

### KERENSKY'S ORION ON1-K MECH (TRO 3025)

This *Classic BattleTech* miniature includes an Aleksandr Kerensky figure. Scheduled to ship in November 2010.

IWM 20-5005.....\$10.95

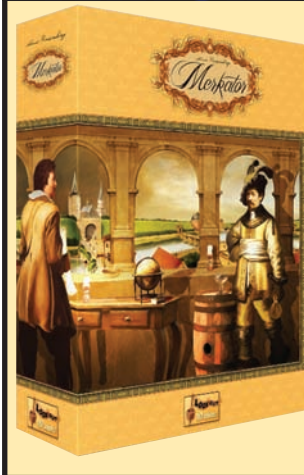
### LANCE PACK (TRO 3085)

This *Classic BattleTech* miniatures pack comes complete with Prefect, Thunderbolt, Karhu, and Osprey mechs. Scheduled to ship in November 2010.

IWM 10-045.....\$44.95

## LOOKOUT GAMES

# FEATURED ITEM



### MERKATOR

In this Euro-style game focusing on the rise of Hamburg and the merchant trade during the Thirty Years' War 1618-1648, different nations offer contracts to the players to make certain they have a steady supply of goods. Be at the right place at the right time to collect and deliver! Scheduled to ship in September 2010.

LOG 42 .....\$70.00

## MANTIC ENTERTAINMENT

### KINGS OF WAR MINIATURES.

Scheduled to ship in August 2010.

#### DWARF FLAME CANNON

MGE KWD74-1.....\$24.99

#### DWARF FORGEWARD DETACHMENT (20+WM)

MGE KWD31-1.....\$34.99

#### DWARF IRONBELCHER (2+WM)

MGE KWD14-1.....\$14.99

#### DWARF IRONBELCHER BATTERY (4+2WM)

MGE KWD23-1.....\$24.99

#### DWARF STORM OF IRON DETACHMENT (20+WM)

MGE KWD32-1.....\$34.99

#### DWARF WARHOST (52+WM)

MGE KWD41-1.....\$59.99

### KINGS OF WAR MINIATURES

Scheduled to ship in September 2010.



#### DWARF KING'S WAR COUNCIL (4)

MGE KWD72-1.....\$24.99



#### KINGS OF WAR BATTLESET

MGE KWM81-1.....\$65.00

#### UNDEAD ZOMBIE HORDE (51)

MGE KWU42-1.....\$49.99

#### DWARF BESERKERS (10)

MGE KWD73-1.....\$39.99



#### UNDEAD ZOMBIE REGIMENT (30)

MGE KWU24-1.....\$34.99

### KINGS OF WAR MINIATURES

Scheduled to ship in October 2010.

#### DWARF BATTALIAN (85+2 WM)

MGE KWD81-1.....\$75.00

#### DWARF SHIELD BREAKERS REGIME (15)

MGE KWD24-1.....\$17.50

#### DWARF SHIELD BREAKERS TROOP (10)

MGE KWD15-1.....\$14.99

#### UNDEAD BATTALIAN (110)

MGE KWU81-1.....\$75.00

#### MANTIC JOURNAL

Mantic Journal features battle reports, hobby guides, and articles, and serves as the complete guide to collecting a Mantic Army. Scheduled to ship in July 2010.

#1  
MGE MAG11-1 .....\$3.75

#2  
MGE MAG12-1 .....\$3.75

## MARGARET WEIS PRODUCTIONS

### SPOTLIGHT ON

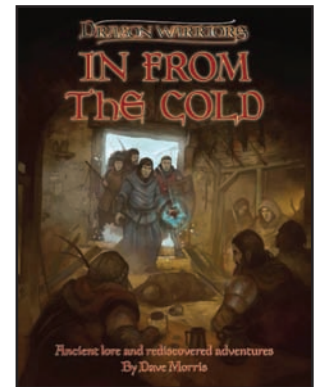


#### LEVERAGE RPG: HITTERS, HACKERS & THIEVES

If you have to break in, bust heads, or bypass a firewall, this sourcebook for the *Leverage RPG* gives you the tools and tricks to do it. *Hitters, Hackers & Thieves* introduces cutting-edge technology, high-powered weapons, more fighting styles, and expanded rules for overcoming security measures and handling tech-heavy jobs, as well as a rogue's gallery of minions and mooks to throw in the path of the players. Scheduled to ship in November 2010.

MWP 1028 .....\$29.99

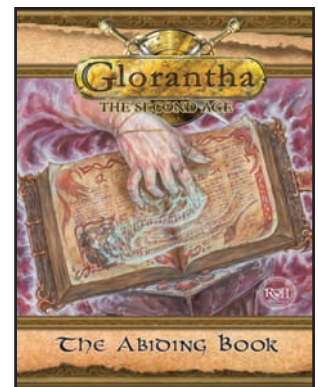
## MONGOOSE PUBLISHING



### DRAGON WARRIORS RPG: IN FROM THE COLD

In the 1980s Dave Morris was White Dwarf's leading writer, with a series of articles and adventures that are still discussed and played today. *In From the Cold* collects the cream of these pieces, converts them to the *Dragon Warriors RPG*, and makes them available to fans for the first time in 25 years! The book contains the Demonologist as a playable PC profession, along with new demons and demon-princes for them to tackle, and two demon-heavy scenarios. There's material on the undead and how to use them in your game, and adventures set all over the Land of Legend and beyond, including the epic *Key of Tirandor*. And, finally, the book contains *A Box Of Old Bones*, the most requested reprint for the game, now revised and expanded. Scheduled to ship in November 2010.

MGP 6171 .....\$24.99



### RUNEQUEST II: THE ABIDING BOOK

*The Abiding Book* is the most sacred of all God Learner scriptures. Written by the hand of the Invisible God himself it documents the mythical history of the Malkioni, prescribes the nature of worship, truth, and heresy, and forms the basis for all sorcery grimoires in use and at large across the Middle Sea Empire. *The Abiding Book for Second Age Glorantha* offers a highly detailed overview of the Middle Sea Empire: its people, its territories and dominions, its hopes, schemes and ambitions, its myths and its magic. Scheduled to ship in November 2010.

MGP 8191 .....\$39.99



GAMES

FEATURED ITEM



**DAKOTA**

Inspired by the conquest of the West, players in *Dakota* take control of a group of settlers or a tribe of natives. Each player cooperates with all other players to increase the status of his own faction, competing for natural resources which have different values for settlers and natives. The settlers try to exploit the territory in order to make it productive for industry and agriculture, while the natives must make all efforts to keep the territory virgin as long as possible, while at the same time using its resources for the prosperity of their own tribe. Scheduled to ship in October 2010.

NEX TEG001 .....\$59.90

FEATURED ITEM



**MAGESTORM**

Mighty Battles in the Age of Magic! In the world of the Two Suns, the time of the Great Changing is coming! While mighty armies clash, powerful mages with godlike powers unleash the forces of magic on the battlefield, pursuing their own mysterious goals. In *Magestorm*, players control the mystical powers of one of four different mages — the Firemage, Airmage, Druid, or Fate Guardian — and lead into battle one of the two complete armies included in this starter box: the human Kragis or the elf-like Lausjan. Only by perfecting a strategy that balances magic-use with military skill will you achieve victory! Scheduled to ship in October 2010.

NEX MAG001 .....\$79.90

ON MILITARY MATTERS

**MINIATURE WARGAMES MAGAZINE #331**

Scheduled to ship in November 2010.

OMM MOR331 .....\$8.00



**RUNEQUEST II: WRAITH RECON**

From open warfare with the Republic of Lorn to the east and its ally, the Kingdom of Torres, in the south, to the northern and westerly wildlands home to goblinoids, ogres, and giants, the Kingdom of Dardarrick is beset on all fronts! And even within Dardarrick itself, evil lurks as the followers of the deposed theocrat Tomarsson plot their fanatical return to power. Enter: The Wraith Recon - dedicated special forces tasked with assassinations, raids, reconnaissance, and hostage situations in the name of truth, liberty, and justice! An original new setting for *RuneQuest II*, *Wraith Recon* transports the players into new roles and terrible responsibilities. Scheduled to ship in November 2010.

MGP 20100 .....\$39.99



**TRAVELLER RPG: LBB 8 - MERCHANT PRINCE**

Starting off with extra tips and options for the speculative trading every *Traveller* player is familiar with, *Merchant Prince* adds a whole new trading option for those wealthy enough to attempt it, allowing them to build a huge trading empire that spans the stars. With new career options, cargoes, and ships, *Merchant Prince* is an invaluable companion to all *Traveller* players. Scheduled to ship in November 2010.

MGP 3851 .....\$14.99



**TRAVELLER RPG: SECTOR FLEET**

This sourcebook for *Traveller* concentrates on the Imperial Navy of the Third Imperium, presenting data on naval operations, procedures, and ships for many interstellar powers including the Solomani Confederation, the Julian Protectorate, and the Two Thousand Worlds. Scheduled to ship in November 2010.

MGP 6172 .....\$24.99



**RUNEQUEST II: WRAITH RECON GAMES MASTER'S SCREEN**

For the Games Master who demands everything at his fingertips, this GM screen features all of the relevant tables and charts for use with *Wraith Recon*. Scheduled to ship in November 2010.

MGP 20101 .....\$14.99

SPOTLIGHT ON

**TRAVELLER**

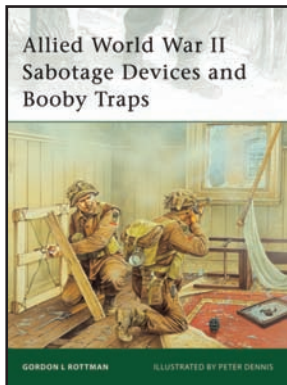
Supplement 1:  
760 Patrons

Second Edition

**TRAVELLER RPG: SUPPLEMENT 1 - 760 PATRONS (SECOND EDITION)**

Completely rewritten, this Second Edition of the *Traveller* supplement, *760 Patrons*, brings back adventure hooks, plot lines, and ideas in the classic format of providing an encounter for the players, along with up to six options for the referee to utilize. Scheduled to ship in November 2010.

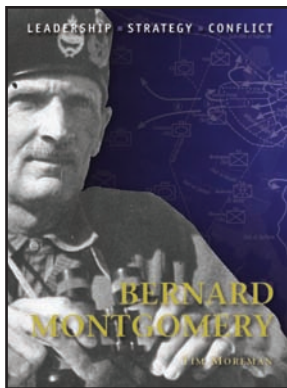
MGP 3852 .....\$49.99



**ALLIED WORLD WAR 2 SABOTAGE DEVICES AND BOOBY TRAPS**

Following Churchill's directive to 'set occupied Europe ablaze,' the SOE and later its American sister organization, the OSS, were deployed across the continent. Outnumbered, surrounded, and in great peril, these brave agents were armed with a wide variety of devices to help them achieve their objectives, including numerous pieces of sabotage equipment and cunning booby traps. This book examines these different pieces of equipment and the technicalities involved in deploying them effectively, as well as discussing the specialist equipment developed by Special Forces units, including the SAS Lewes Bomb. Scheduled to ship in November 2010.

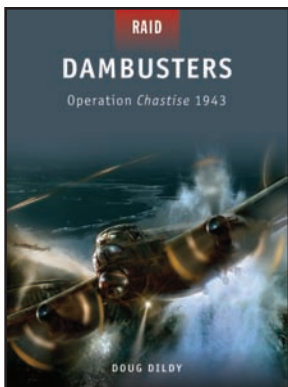
OSP EUI184.....\$18.95



**BERNARD MONTGOMERY**

This *Osprey Command* title looks closely at the early life, military experiences, and key battlefield exploits of Field Marshal Bernard Law Montgomery, first Viscount Montgomery of Alamein (1887-1976), perhaps the best-known, most highly respected, and most controversial British general of World War II. Scheduled to ship in November 2010.

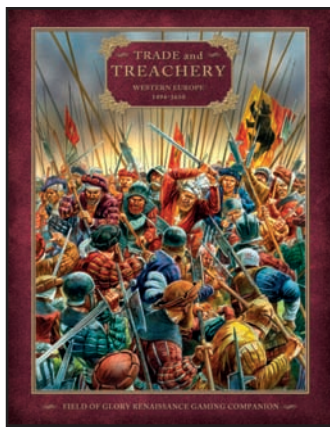
OSP CMD009.....\$18.95



**DAMBUSTERS: OPERATION CHASTISE 1943**

In May 1943, a specially established RAF squadron made its permanent imprint on military aviation history by flying a high-risk, low-level, nighttime attack against German hydroelectric dams vital to the Nazi armaments industry in the Ruhr Valley. A comparatively tiny part of Air Chief Marshal Sir Arthur Harris' four-month-long "Battle of the Ruhr," this one raid had an impact totally out of proportion to the small number of aircraft involved. Scheduled to ship in November 2010.

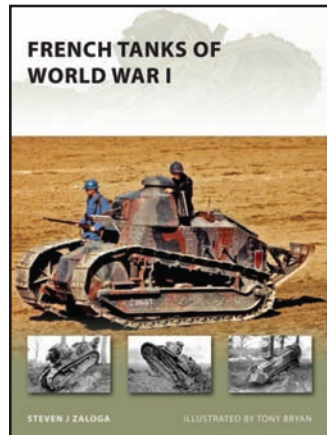
OSP RAID016.....\$18.95



**FIELD OF GLORY RENAISSANCE: TRADE AND TREACHERY - WESTERN EUROPE 1494-1610**

While the Renaissance was a time of innovation and inspiration in art, literature, and science, so too was it a period of military progress. From the rise of gunpowder as a battlefield-dominating weapon to the tactical genius of Machiavelli, the Italian Wars were the first step on this journey. With detailed army lists, historical overviews, maps, and artwork, *Trade and Treachery* provides aspiring condottieri with everything they need to take over the armies of the Italian City States and of the European powers of the 16th century - and lead them to glory! Scheduled to ship in November 2010.

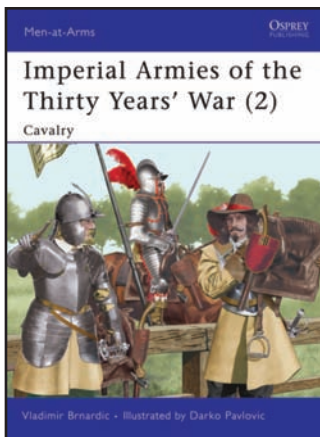
OSP FOGR002.....\$24.95



**FRENCH TANKS OF WORLD WAR I**

Discover the history of the early French armor developments and their triumphant new design, the Renault FT, that helped to turn the tide of war in the favor of the Allies. Scheduled to ship in November 2010.

OSP NVG173.....\$17.95



**IMPERIAL ARMIES OF THE THIRTY YEARS' WAR (2)**

This history of the Catholic armies of the Habsburg Empire that fought in the Thirty Years' War explores the role of cavalry during the last major religious war in mainland Europe, which saw the end of the large mercenary forces and the beginnings of the well-disciplined national army. Scheduled to ship in November 2010.

OSP MAA462.....\$17.95



**JAGDGEKWADER 400**

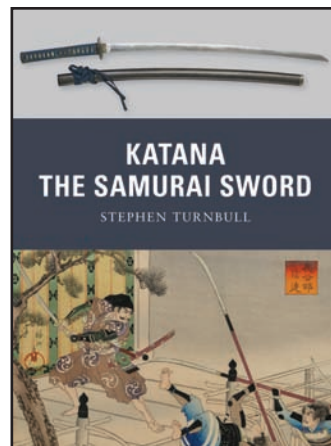
The Jagdgeschwader 400 group was formed for the sole purpose of flying one of the world's most revolutionary aircraft - the rocket-powered Me 163. The introduction of jet-powered aircraft demanded massive changes in training, equipment, servicing and tactics, all of which are described and examined in this essential analysis of the story of the Me 163 in frontline service with Erprobungskommando 16 and Jagdgeschwader 400. Scheduled to ship in November 2010.

OSP AEU037.....\$25.95

**JUNKERS JU 88 KAMPFGESCHWADER ON THE RUSSIAN FRONT**

Completing Osprey's trilogy on the JU 88 Kampffgeschwader this new volume focuses on activities on the Eastern Front. Comprising the main punch of the Luftwaffe's bomber arm during the initial invasion of the Soviet Union, the Ju 88 participated in a number of early strategic bomber raids on Moscow before assuming responsibility for supporting the Wehrmacht's ground forces in the field. Scheduled to ship in November 2010.

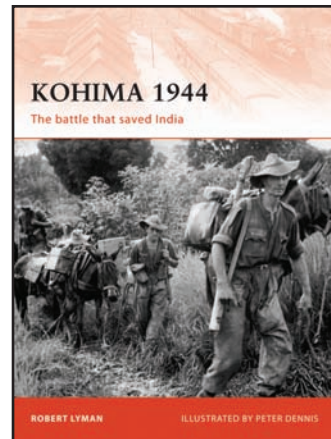
OSP COM079.....\$22.95



**KATANA - THE SWORD OF THE SAMURAI (950-1877)**

The Samurai sword of Japan is probably the finest edged weapon ever made. This volume, written by leading Samurai expert Stephen Turnbull, reveals the story of how and why it achieved this distinction, from the sword's unique metallurgy to its use in combat, where one stroke often decided the victor. Scheduled to ship in November 2010.

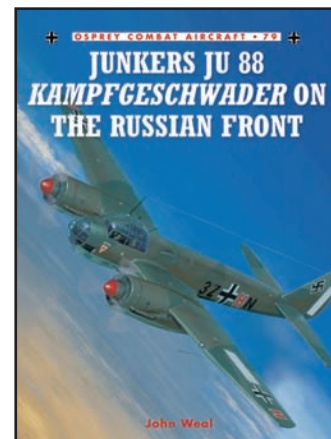
OSP WEAP005.....\$17.95

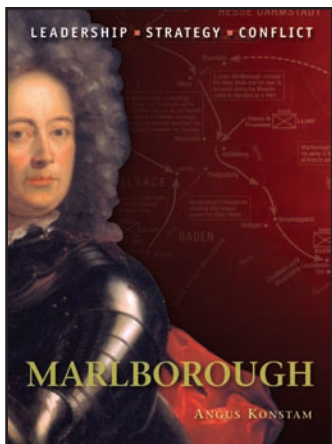


**KOHIMA 1944**

In March 1944 the Japanese Army launched Operation U-Go, an attack on Assam in India intended to inspire a rising by the Indian populace against British rule. Kohima (the 'Stalingrad of the East') was the crucial key point to the successful defense of Imphal. Scheduled to ship in November 2010.

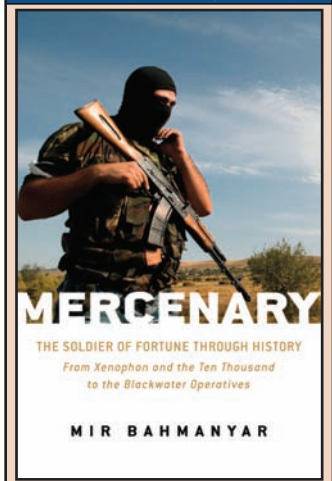
OSP CAM229.....\$19.95



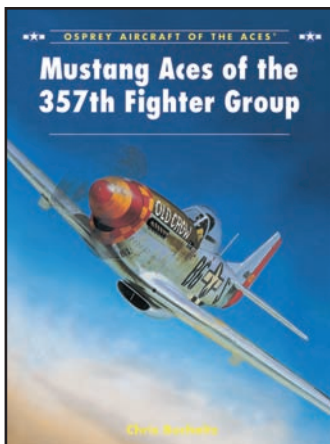


**MARLBOROUGH**  
John Churchill, 1st Duke of Marlborough, is one of the great commanders of history. Using his great charm and diplomatic skills he was able to bind troops from various European states into a cohesive army that won a string of victories over the French armies of King Louis XIV, the first of which was perhaps his most spectacular triumph - the battle of Blenheim. Scheduled to ship in November 2010.  
OSP CMD010 .....\$18.95

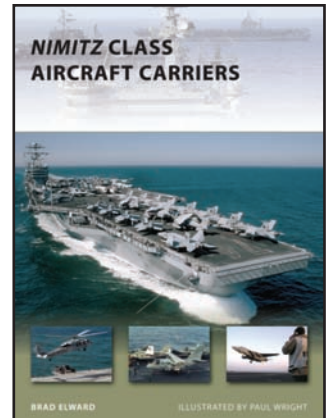
**SPOTLIGHT ON**



**MERCENARY: FROM XENOPHON AND THE TEN THOUSAND TO THE BLACKWATER OPERATIVES**  
From Xenophon's Anabasis to America's soldiers of fortune in Iraq and Afghanistan, mercenary work is one of the oldest professions. In this new work, Mir Bahmanyar, author of SEALs, provides a careful examination of the weapons, tactics, training, strengths, and weaknesses of mercenaries from ancient times to modern-day conflicts. Packed with quotes and first-hand accounts, this book casts new light on the murky world of the mercenary and captures the transformation that the profession has undergone - from condottiere to hired gun, from Cold War-era dogs of war to today's security consultants. Scheduled to ship in November 2010.  
OSP GM061 .....\$24.95

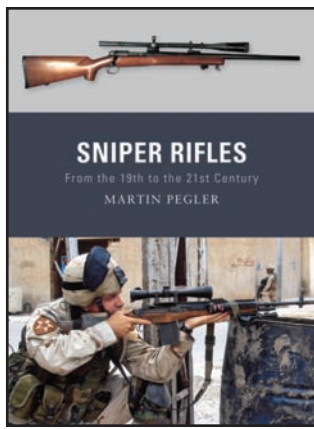


**MUSTANG ACES OF THE 357TH FIGHTER GROUP**  
The 357th Fighter Group produced 42 aces, more than any other group within the USAAF. It was also the first group in the Eighth Air Force to be equipped with the P-51. Thanks to this fighter and the talented pilots assigned to the group (men such as Bud Anderson, Kit Carson, John England, and Chuck Yeager) the 357th achieved a faster rate of aerial victories than any other Eighth Air Force group during the final year of the war. Scheduled to ship in November 2010.  
OSP ACE096 .....\$22.95



**NIMITZ CLASS AIRCRAFT CARRIERS**  
The Nimitz class aircraft carrier is the ultimate symbol of the United States superpower status. A true behemoth, this is an unsurpassed weapons platform that overshadows all of its nearest rivals. A history of the world's largest aircraft carriers, with runways over 300 meters long, this book looks at the development and deployment of the nuclear-powered Nimitz class aircraft carriers from 1975 when the USS Nimitz, the lead ship of the class, was commissioned, to the present day. Scheduled to ship in November 2010.  
OSP NVG174 .....\$17.95

**ROYAL NAVAL AIR SERVICE PILOT 1914-18**  
In 1914, the Naval Wing of the Royal Flying Corps was subsumed into the Royal Naval Air Service (RNAS). With the bulk of the Royal Flying Corps engaged in France, the aircraft and seaplane pilots of the RNAS protected Britain from the deadly and terrifying Zeppelin menace. In 1915, the RNAS sent aircraft to support the operations in the Dardanelles, and also gave increasing support to the Royal Flying Corps units engaged on the Western Front, conducting reconnaissance, intelligence gathering and artillery spotting, bombing raids, and aerial combat with German pilots. Scheduled to ship in November 2010.  
OSP WAR152 .....\$18.95



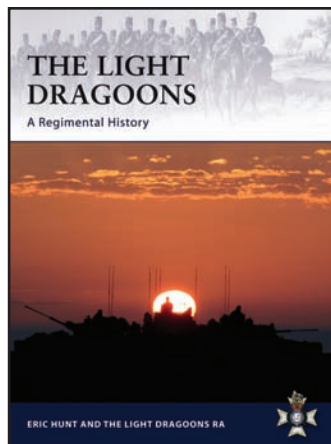
**SNIPER RIFLES: FROM THE 19TH TO THE 21ST CENTURY**  
This is a technical outline of the history of the sniper rifle, from its introduction in warfare during the Napoleonic wars, through the US Civil War to its current apogee as the most frequently used combat rifle in Iraq and Afghanistan. Scheduled to ship in November 2010.  
OSP WEAP006 .....\$17.95



**T-34-85 VS M26 PERSHING KOREA 1950**  
A hotly-debated topic amongst tank buffs is of the relative merits of the Soviet and American tanks of World War II. Using recently revealed documents, Steven Zaloga sheds light on the crucial tank battles of the Korean War as the rival superpowers' finest tanks battled for supremacy. Scheduled to ship in November 2010.  
OSP DUE032 .....\$17.95



**ROYAL NAVAL AIR SERVICE PILOT 1914-18**  
In 1914, the Naval Wing of the Royal Flying Corps was subsumed into the Royal Naval Air Service (RNAS). With the bulk of the Royal Flying Corps engaged in France, the aircraft and seaplane pilots of the RNAS protected Britain from the deadly and terrifying Zeppelin menace. In 1915, the RNAS sent aircraft to support the operations in the Dardanelles, and also gave increasing support to the Royal Flying Corps units engaged on the Western Front, conducting reconnaissance, intelligence gathering and artillery spotting, bombing raids, and aerial combat with German pilots. Scheduled to ship in November 2010.  
OSP WAR152 .....\$18.95

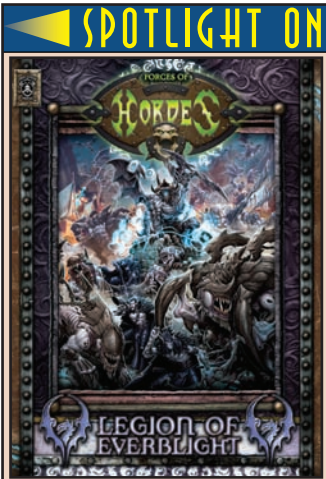


**THE LIGHT DRAGOONS - A REGIMENTAL HISTORY**  
Published with the full co-operation of the Light Dragoons Regimental Association and drawing on their extensive archives, this book reveals the history of this proud regiment, its numerous battle honors and famous medal recipients, and what it was like to live and fight as a cavalry trooper of one of England's greatest historic regiments. Scheduled to ship in November 2010.  
OSP GM059 .....\$18.95

**PAIZO PUBLISHING**



**PLANET STORIES: BATTLE IN THE DAWN - THE COMPLETE HOK THE MIGHTY**  
In the 1930s, a very unusual tale appeared in the influential Amazing Stories magazine. Unlike the usual yarns of robots and interstellar travel, this "Battle in the Dawn" featured the brutal exploits of Hok, the first hero of humanity, in his struggles against the savage Neanderthals. Now, for the first time ever, Planet Stories presents a complete authorized collection of all of Manly Wade Wellman's rare Hok the Mighty tales, packed with unfinished story fragments, all-new illustrations, and a brand-new introduction by Wellman's longtime friend, fantasy author David Drake. Scheduled to ship in November 2010.  
PZO 8030 .....\$15.99



**FORCES OF HORDES:  
LEGION OF EVERBLIGHT**

Embrace the Power of a Dragon! In the frozen northern wastes, a sinister blight has awoken and now stands ready to consume everything in its path. An army prepares for war, its leader the cunning and malevolent dragon Everblight, whose very essence resides in each of his twisted generals. Filled with horrendously blighted ogrun, cruel and tainted Nyss, and terrifying dragonspawn, the Legion of Everblight is poised to spread its corruption to the farthest reaches of western Immoren and beyond. Serve the mighty Everblight with *Forces of HORDES: Legion of Everblight*, featuring complete faction rules and profiles for using all current Legion of Everblight models in *HORDES Mk II*, as well as new troops to bring to the fight, an in-depth look at the history and structure of the Legion of Everblight, and Legion of Everblight Theme Force lists and rules. Scheduled to ship in October 2010.

- HC PIP 1040 .....\$41.99
- SC PIP 1039 .....\$31.99

**HORDES MINIATURES**  
Scheduled to ship in October 2010.

- CIRCLE OF ORBOROS REEVES OF ORBOROS CHIEF & STANDARD**  
PIP 72047 .....\$17.99



- LEGION OF EVERBLIGHT NEPHILIM BOLT THROWER**  
PIP 73047 .....\$19.99

- MINION BLOODY BARNABAS**  
PIP 75022 .....PI



- SKORNE APTIMUS MARKETH**  
PIP 74051 .....PI



- TROLLBLOOD TROLLKIN SCOUTS**  
PIP 71048 .....\$49.99



**MONSTERPOCALYPSE  
TWO-PLAYER BATTLE BOX**

Unleash Power on an Unimaginable Scale! Take control of a giant monster and its horde of minions and fight for control of your turf. Stomp the competition to dust as you slam, smash, blast, and brawl your way to victory in the biggest battle ever to hit your table! The *Monsterpocalypse Two-Player Battle Box* contains everything two players need to play, including full forces for two random factions! Contents include four monster figures, 26 unit figures, six buildings, two sets of specialty dice, two monster health trackers, a double-sided city map, a rule-book, and a quick-start rules sheet. Scheduled to ship in October 2010.  
PIP 50034 .....\$49.99

- NO QUARTER MAGAZINE #33**  
Your guide for how to "Play Like You've Got A Pair," *No Quarter* brings you the latest news for *HORDES*, *Warmachine*, *Formula P3*, the *Iron Kingdoms*, and every Privateer Press game. Scheduled to ship in November 2010.  
PIP NQ33 .....\$7.50



**GAME DESIGN  
IN THE CLASSROOM**

by David Niecikowski, MAED/CI  
A must-have resource book for educators and parents who want to help children achieve through game play and game creation, *Game Design in the Classroom* features chapters on how to use board and card games as learning tools, step-by-step lessons that guide through the design process, biographies on famous designers, game industry careers, and much more. Also included is a reproducible math game by Tom Jolly! Scheduled to ship in October 2010.  
QTR B1000 .....\$19.99

REAPER MINIATURES

REAPER PRO-PAINTS

Scheduled to ship in September 2010.

- BLUSH PINK**  
RPR 09262 .....\$2.99
- MINT GREEN**  
RPR 09263 .....\$2.99
- LIGHT BLUE**  
RPR 09264 .....\$2.99
- PASTEL COLORS TRIAD**  
RPR 09788 .....\$8.95

STEVE JACKSON GAMES

**FEATURED ITEM**

**MUNCHKIN RELOADED**  
This full-color edition of *Munchkin Reloaded* features all the fan-favorite cards that *Munchkin* players have been craving including the Race modifiers Dark and High, the class modifier Master, and the Reloaded Die (and we threw in an extra one, too!). This set also features the classic card Rocks Fall, Everyone Dies, from the virtual pages of Randy Milholland's hit webcomic *Something Positive*. 15-cards per pack. Scheduled to ship in November 2010.  
**BOOSTER PACK**  
SJJ 4221-S .....\$4.99

**FEATURED ITEM**

**STAR MUNCHKIN:  
SPACE SHIPS**  
Star Munchkins are more over-powered than ever with *Star Munchkin: Space Ships*, which allows players to Captain the Horsefly, the Starfurry, or the USS Secondprize. Plus, they can buff their ships with a Quad-Mounted Laser or a Bridge, and let their new Sidekick, Otto, do the flying for them. 15-cards per pack. Scheduled to ship in November 2010.  
**BOOSTER PACK**  
SJJ 4213-S .....\$4.99





## TOY VAULT



### MIDNIGHT REAVER NYARLATHOTEP

The moon masks its glaucous light over the world beneath as the night wind howls with the ambience of a thousand tortured souls, whispering unheeded warnings as the clock strikes twelve. Hidden behind you, indistinguishable from the shadows at your feet, lurks the god of a thousand forms, Nyarlathotep, his malevolent desires ignited like the flame in his eyes as his tentacled claw reaches outward... as a limited edition plush! Scheduled to ship in October 2010.

TOY 12028.....\$19.99

## WIZARDS OF THE COAST

### FEATURED ITEM



### BATTLE CRY

Ready the Cannon! Fix Bayonets! Prepare to Charge! Civil War is now upon us, and you must take the field as the leader of the Union or the Confederate forces. Command your generals and direct your infantry, cavalry, and artillery in 30 different scenarios that feature the terrain and troop deployment of each historical battle - from the First Bull Run and Wilson's Creek to Prairie Grove and Gettysburg. History may have been written, but in *Battle Cry*, the outcome of each battle is up to you. With your strategy and tactics, you can turn the tide to carry Old Glory or Dixie to victory! Scheduled to ship in November 2010.

WOC 28295.....\$60.00



### DUNGEONS & DRAGONS ESSENTIALS: HEROES OF THE FORGOTTEN KINGDOMS

This essential supplement for the 4th Edition *Dungeons & Dragons Fantasy Roleplaying Game* presents exciting new builds for the game's most popular classes: the cleric, the druid, the paladin, the ranger, and the warlock. Each class comes with a set of new powers, class features, paragon paths, epic destinies, and more that beginning players can use to build the characters they want to play while experienced players can plunder for existing 4th

Edition characters. In addition to new builds, this sourcebook presents expanded information and racial traits for some of the game's most popular races, including dragonborn, drow, half-elves, half-orcs, and tieflings. Scheduled to ship in November 2010.

WOC 24751.....\$19.95



### DUNGEONS & DRAGONS ESSENTIALS: MONSTER VAULT BOX

This essential product for *Dungeons & Dragons Masters* collects the most iconic monsters of the *Dungeons & Dragons* world in one handy box and presents all-new variants, including new spins on such beloved monsters as dragons, orcs, and vampires. In addition to a comprehensive collection of iconic *Dungeons & Dragons* monsters, this box contains die-cut tokens for the monsters that appear within, as well as a 32-page adventure that showcases several of the monsters. Scheduled to ship in November 2010.

WOC 24465.....\$29.99



### DUNGEONS & DRAGONS: GAMA WORLD - FAMINE IN FAR-GO BOX

The radioactive wastelands of Earth are home to many bizarre and barbaric creatures. The apocalypse hasn't exactly made the world a better place. It's survival of the fittest. Time to build a new food chain! Featuring a ready-to-play adventure, this *Gamma World* expansion presents a menagerie of mutant creatures, all, of which, can also be pulled over and used in the *Dungeons & Dragons Fantasy Roleplaying Game*. Scheduled to ship in November 2010.

WOC 25461.....\$29.99



### DUNGEONS & DRAGONS: WRATH OF ASHARDALON

A heavy shadow falls across the land, cast by a dark spire that belches smoke and oozes fiery lava. A cave mouth leads to a maze of tunnels and chambers, and deep within this monster-infested labyrinth lurks the most terrifying creature of all: a red dragon! Who will survive the perils of the *Wrath of Ashardalon*? Designed for 1-5 players, this boardgame features multiple scenarios, challenging quests, and cooperative game play. This self-contained game comes complete with 42 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 November 2010.

WOC 21442.....\$64.99



### MAGIC THE GATHERING: PREMIUM DECK - FIRE AND LIGHTNING

Baked or fried? You choose how to burn down your opponents with this powerful, 60-card, all-foil deck. It contains famous flames, bolts, and beats from across *Magic* history, including several never-before-released in foil! Blaze your path to victory and serve your foes well done! Each Premium Deck contains a 60-card premium foil deck, an exclusive Spindown Life Counter, a Foil Deck Box, a Strategy Insert, and a Magic "Learn to Play" Guide. Offered in four-count displays. Scheduled to ship in November 2010. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

DECK  
WOC 21053-S.....\$34.99  
DISPLAY (4)  
WOC 21053-D.....\$139.96

**Order by the due date of  
September 29th,  
2010!**



FEATURED ITEM



**DC HEROCLIX: 75TH ANNIVERSARY BOOSTER**

DC Comics' extraordinary body of characters - from the earliest Golden Age heroes to the most modern - come to life in 3D HeroClix form! Commemorating the rich history as well as the exciting present of DC Comics, the DC HeroClix: 75th Anniversary Booster showcases more than 60 characters with exciting new sculpts and dynamic Special Powers, and showcases iconic stories and themes like *Knightfall* and the *Death of Superman* that shook comics to their core, as well as members of The White Lantern Corps - straight from the pages of DC Comics mega-hit *Blackest Night!* Scheduled to ship in November 2010.

WZK 70157 .....PI

FEATURED ITEM



**HALO REACH ACTIONCLIX: NOBLE TEAM 6-PACK**

Report for duty with the *Halo Reach ActionClix: Noble Team 6-Pack!* Collect all six Noble team members (Jorge, Carter, Emile, Jun, Kat, and Noble 6) and master the newly introduced *ActionClix Upgrade* abilities. The *Noble Team 6-Pack* reinvents the *ActionClix* platform by giving players new, exciting strategies for team building and gameplay. Scheduled to ship in September 2010.

WZK 70154.....PI

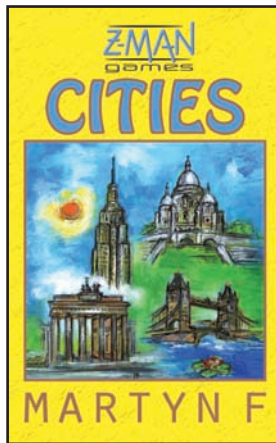


**HALO REACH ACTIONCLIX: WARTHOG VEHICLE PACK**

Get behind the wheel and splatter-kill your way to victory! *The Halo Reach ActionClix: Warthog Vehicle Pack* comes with a highly detailed, pre-painted Warthog vehicle figure that can be removed from its *ActionClix* base for display. This vehicle pack comes with a game map and its own special scenario rules, introducing a

whole new way to play *ActionClix*. Scheduled to ship in September 2010.

WZK 70156 .....PI



**CITIES**

*Cities* is a fast-playing, tactical placing and positioning game where players attempt to build attractions to lure tourists to their region. Scheduled to ship in October 2010.

ZMG 4069 .....\$29.99



**CLEOPATRA'S CABOOSE**

Railway building in the time of the Pharaohs! In *Cleopatra's Caboose*, players construct tracks, ship fruit to cities that need them, construct buildings for victory points and to improve a city's status, and build pyramids to make a city more prestigious. Be careful, though; you have a limited amount of money and actions in which to accomplish your goals! Manage both wisely and become the Emperor of Ancient Egypt! Scheduled to ship in November 2010.

ZMG 7039 .....\$59.99



**EARTH REBORN**

Two human factions battle it out in a post-apocalyptic Earth in this modular, tile-based, miniatures board game. Scheduled to ship in October 2010.

ZMG 7060 .....\$80.00

**KINGS & THINGS**

Heroes, magic, and strange events all add to the fun and craziness in the land of Kadab in this remake of Tom Wham's classic army-building game. Scheduled to ship in October 2010.

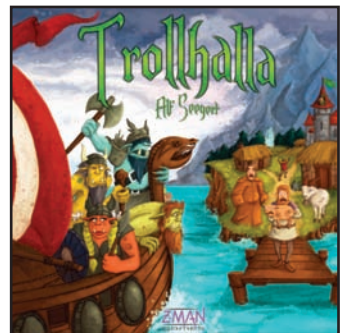
ZMG 7043 .....\$70.00



**POCKET BATTLES: FANTASY #1 - ORCS VS ELVES**

Fast-playing, easy-to-learn, and portable, this fully compatible, fantasy expansion for *Pocket Battles* features elves, dark orcs, and their various allies as they battle it out for power and supremacy. Scheduled to ship in October 2010.

ZMG 4301 .....\$15.00



**TROLLHALLA**

Set in the world of *Bridge Troll!* It's time to venture forth and find some fresh sea air! In *Trollhalla*, you join forces with your fellow trolls to sail the seas in search of islands filled with pillage and plunder. Crunchy livestock, nervous monks, panicked princesses, piles of gold, and casks of grog await you! But watch out for Billy Goats - if you're not careful they will knock parts of your precious stolen cargo out of your boat! Scheduled to ship in November 2010.

ZMG 7061 .....\$39.99

