

GAMES

ALLIANCE GAME DISTRIBUTORS



SPOTLIGHT ON
GAME TRADE MAGAZINE #137
 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 137.....\$3.99

ADVENTURELAND GAMES



DUNGEON RAIDERS
 Join a brave party of adventurers! Explore a dungeon filled with monsters, traps, and treasure! Designed for solo and group play, players in *Dungeon Raiders* take on the role of a unique adventurer, and must work together to survive the dungeon - but only one will make it out with the most treasure! The Dungeon evolves differently each time you play, which means new traps to trigger, new treasure to collect, and new horrible monsters to battle! Scheduled to ship in June 2011.
 AVL ALG1001\$12.99

ALLIANCE SPORTS GROUP



CSI EDGE 35 MINI FLASHLIGHT
 Small Never Looked So Mean! Featuring an aggressive, self-defense face and steel grip for hands-free lighting, this compact CSI ("Continuous Supreme Illumination") branded flashlight is crafted of weather-resistant, anodized aircraft grade aluminum and boasts a super-bright 35 Lumens power LED. One AA Battery included. Scheduled to ship in June 2011.
 ASG 5519.....PI



CSI REDLINE 220 LUMEN FLASHLIGHT
 Crafted of weather-resistant, anodized aircraft grade aluminum, this sleek, compact, and highly-durable flashlight features an aggressive, self-defense face and boasts five lighting modes, including an S.O.S. Defense Strobe, and 4x adjustable beam settings. Scheduled to ship in June 2011.
 ASG 5557.....PI



HIGHBEAM RECHARGEABLE FLASHLIGHT
 Rechargeable in any 12-volt car lighter socket, this portable, weather-resistant, anodized aircraft grade aluminum flashlight boasts a super-bright 35 Lumens power LED for over six hours of burn time with a two-hour charge. Scheduled to ship in June 2011.
 ASG 5550.....PI

ATLAS GAMES



ARS MAGICS 5TH EDITION: LEGENDS OF HERMES HC
 Throughout its history, some members of the Order of Hermes have stood out from their peers, whether for their brilliance or for their sheer stubborn pursuit of a goal. They are the legends of the Order, whose tales are still told and even emulated by lesser magi. And some of these powerful wizards have left legacies that have yet to be fully uncovered. This *Ars Magics 5th Edition* sourcebook details five such magi from across the Order's history. Scheduled to ship in June 2011.
 ATG 0297.....\$29.95

Cliffourd THE BIG RED GOD

CLIFFOURD THE BIG RED GOD: A MINI-MYTHOS STORY BOOK
 Little Wilbur Whateley has a god. It's a big red god. Other folks have gods, too... but Wilbur has the biggest, reddest god in Dunwich! Renowned Cthulhu Mythos aficionado Kenneth Hite retells H. P. Lovecraft's classic "The Dunwich Horror" in this story of childhood terror, with adorable illustrations by Andy Hopp. Scheduled to ship in July 2011.
 ATG 2705.....\$19.95

BATTLEFRONT MINIATURES



WARGAMES ILLUSTRATED #286
 Scheduled to ship in July 2011.
 BFM W1286\$8.50

BLUE PANTHER



CALLIOPE GAMES



GOT'EM!
 Seize and capture your friends' pawns in this delightful game with two unique ways to play! *Brainy Got'Em!* offers the strategic challenge of outsmarting and cornering your opponents with deliberately placed walls, while the tricky yet fun-for-all-ages *Bright Got'Em!* has the same goal of trapping your opponents, plus colorful surprises that will keep you on your toes! Scheduled to ship in July 2011.
 CLP 105PI

CHAOSIUM



CALL OF CTHULHU: MISKATONIC UNIVERSITY HARDCOVER
Miskatonic University details the campus, courses, students, and personnel of one of the world's most prestigious institutions of deeper learning. Filled with information on various University departments and professors, this book weaves together the details drawn from H.P. Lovecraft's Mythos tales with the *Call of Cthulhu* RPG background to create an indispensable sourcebook for *Call of Cthulhu*. Scheduled to ship in June 2011.
 CHA 23125.....\$42.95

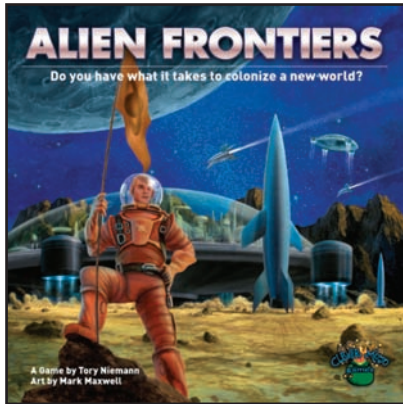
SNAG!
 Winner of the 2010 Blue Panther Small Games Contest, *Snag!* is a quick-playing party game where players roll the dice, then try to match the shapes on the cards by "snagging" them with their fingers. Scheduled to ship in June 2011.
 IMP BPN1107\$20.00



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

WWW.GAMETRADEMAGAZINE.COM

MAY 2011



ALIEN FRONTIERS

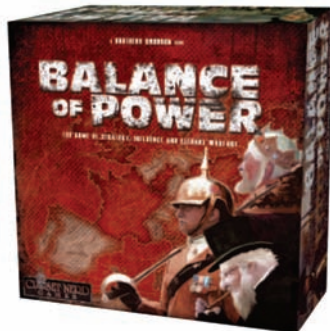
Do you have what it takes to colonize a new world? When humans first landed on this distant, uninhabited planet, they knew it would be rough going. Building up fuel and ore reserves and constructing colony domes is hard work. But then the first alien artifact was discovered, and the secret tunnels, and the abandoned city. Now it's a race to colonize and control this Alien Frontier! In this game of resource management, worker placement, and area control set in a retro-future sci-fi universe, players endeavor to develop and stockpile valuable resources, expand their fleet and territory, discover alien technology, trade commodities, and build dome habitats in their quest to establish a thriving colony while thwarting (and sabotaging) their opponent's endeavors. Scheduled to ship in April 2011. GST CMG001

PI

CLOSET NERD GAMES

BALANCE OF POWER GAME

It is 1815 and the world has been turned upside down. Napoleon Bonaparte has finally been defeated after nearly conquering all of Europe through years of devastating warfare. Now the Great Powers must deal with the chaos left behind. As each nation tries to expand, a careful balance of governmental, military, and economic interest must be maintained. In *Balance of Power*, players carefully create and move Kings, Generals, and Bankers as they capture territories and expand their empires. Only a player's skill and strategy stand between him and ultimate victory! Scheduled to ship in July 2011. SAN NRD50400



\$39.95



KITTENS IN A BLENDER CARD GAME

You are twisted! I can't believe you actually want to put these adorable kittens in a blender! I guess that's none of my business. Maybe you're more of a dog person. Sure, kittens are curious by nature, but when they get in a kitchen full of dangerous appliances, it's up to you to save them. Right? In this fast-paced card game, players endeavor to save all of their own kittens before the unthinkable happens. But sometimes the only way to save your precious litter of kittens is to let those curious little cats learn the lesson of why you should never play in a Blender! Scheduled to ship in July 2011. **NOTE:** This item is sold to

retailers in full displays. Please contact your retailer for availability.
6-POP DISPLAY SAN NRD5501D.....\$59.70
DECK SAN NRD5501S

\$9.95

CORVUS BELLI

INFINITY 28MM MINIATURES

Scheduled to ship in June 2011.

ALEPH: DASYUS (HACKER)

CVB 280815.....\$10.39

HAAQISLAM: KHAWARIJS (RIFLE & LIGHT SHOTGUN)

CVB 280445.....\$10.39

ARIADNA: DOZERS, FIELD ENGINEERS

CVB 280145.....\$10.39

PANOCEANIA: MAGISTER KNIGHTS

CVB 280247.....\$44.56

FEATURED ITEM



WORLD OF WARCRAFT TCG: TWILIGHT OF THE DRAGONS

New permanent Hero powers! The continuing evolution of the Stash keyword! More Loot Cards! Featuring streamlined rules that make the game easier to pick up for new *World of Warcraft TCG* players, *Twilight of the Dragons* unleashes the Black and Twilight Dragonflights, led by a Master Hero - Deathwing, himself! This 220-card expansion is introduced in Epic Collections containing six *Twilight of the Dragons* booster packs, five random Heroes, one Loot Card, a playmat, a deck box with card dividers, and a *Twilight of the Dragons* visual pocket guide, all packaged in a reusable storage box and offered in 12-count displays, as well as

20-card boosters packed in 24-count displays. Scheduled to ship in July 2011. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BOOSTER DISPLAY (24) CZE 01126-D	\$95.76
BOOSTER PACK CZE 01126-S	\$3.99
EPIC COLLECTION DISPLAY (12) CZE 01196-D	\$420.00
EPIC COLLECTION CZE 01196-S.....	\$34.99

OFFERED AGAIN



O/A WORLD OF WARCRAFT TCG: 2011 CLASS STARTER DECK DISPLAY (10)

Choose Your Class! The time has come to join the fight as the call to arms sounds once more. Do you dream of commanding powerful spells for the Alliance, or do you hope to crush your enemies with your steel for the Horde? The perfect entry point to the *World of Warcraft TCG*, *2011 Class Starter Decks* feature 10 unique decks representing all 10 Classes (five Horde, five Alliance)! Featuring the debut of the Death Knight Class as well as Goblin and Worgen Heroes, each 61-card *2011 Class Starter Deck* contains one *War of the Elements* Booster Pack and complete rules. CZE 01154-D

\$109.90

CUBICLE 7

BOUNTY HEAD BEBOP RPG

In a time when the worst criminals and scum run free, the Police have no choice but to hire more Bounty Hunters for help. Are you ready to hunt these villains down? Powered by the Inverted 20 system and chock-full of fast-paced action and sizzling drama, *Bounty Head Bebob* lets you play solar system-spanning, anime-style adventures and live the "never say die, say profit" life of the bounty hunters of the "far modern" future. Scheduled to ship in July 2011. PSI CB7600.....

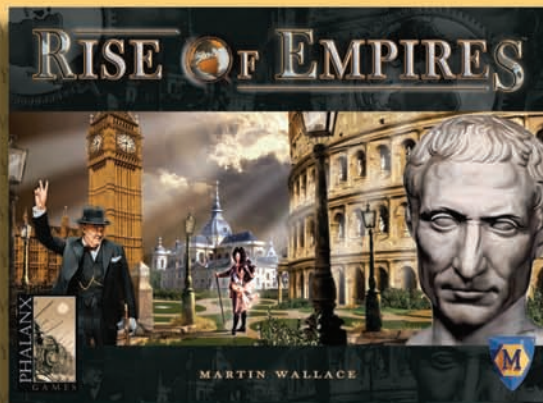
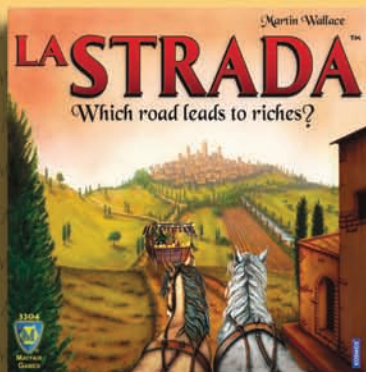
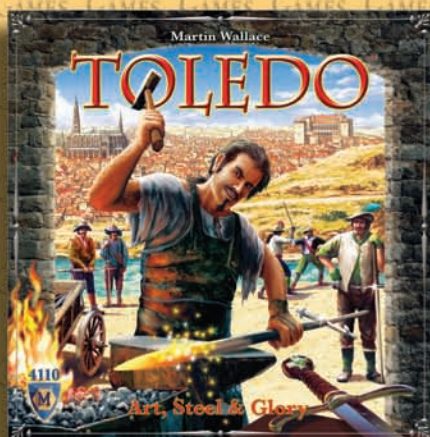
\$26.99





Mayfair Games

Build your destiny with these classics by Martin Wallace!



Scan the code - find your store!



ICONS: DOOM

This first of the Misfits & Menaces supplements for the ICONS rule system, DOOM introduces an organization of supernatural horror and unrepentant evil. Founded through the merging of several ancient, dark, mystic, secret societies, DOOM looks to the insane-inspiring Lost Ones for favor by working black magic and even blacker goals towards ruling - or ending - the world! Scheduled to ship in July 2011. PSI CB7400.....\$17.99



INTERFACE ZERO: BOSTON - THE BROKEN CRADLE OF LIBERTY

One of the hottest Hot Spots of North America, Boston was saved from the encroaching seas by a massive civic undertaking, and declared the capital of Atlantica. Now, in the face of riots and acts of terrorism, the American "Cradle of Liberty" reels under martial law as dissidents protest unpopular decisions in an effort to stoke the flames of rebellion. With soldiers patrolling the streets and violence a way of life, Boston stands poised to either blossom into something greater or be wiped off the map and into oblivion! Scheduled to ship in July 2011. PSI CB6703.....\$14.99



INVADERZ POCKET EDITION

Taking over the Earth... sort of. Greetings, Jerkian warrior elite! Know this, that your very existence is down to the orders of our Portly Potentate and that without him you would not exist. You owe him your life, your servitude, and your loyalty! Nothing can stand in our way and you, even as lowly as you are, can die knowing you serve a far greater cause and a far superior people in this or any other universe! Invaderz is a "beer and crisps" game of comedic alien misadventure. Scheduled to ship in July 2011. PSI CB5105.....\$17.99



PATHFINDER: DIM SPIRIT - CURSE OF THE GOLDEN SPEAR 2

Traveler Beware! Danger lurks within the Forests of Kaidan! You came to Kaidan, escorting a merchant and the gift he carried - a gift meant for a powerful Kaidanese lord. But, Kaidan is cursed, and now that you are within its borders you discover that not even death will release you from the Islands' powerful grip! The second of a three part campaign, Dim Spirit is a Pathfinder-compatible adventure designed for 6th level characters. Scheduled to ship in July 2011. PSI CB6803.....\$19.99

PATHFINDER: PERIL IN FREEPORT

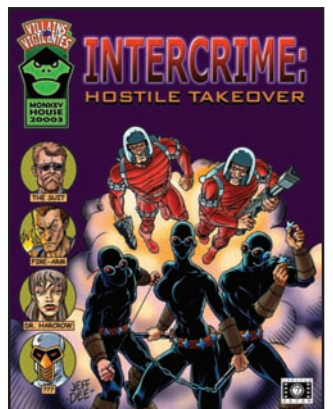
Something evil lurks in the waters off Freeport! A tidal wave and the ravings of a shipwrecked halfling lead the heroes to discover a conspiracy to sink ships headed in and out of Freeport, a black market in stolen cargo, a slaver's hideout, a Great Hunt called by the Captain's Council, and a final showdown against a horrific plan to release an abyss-spawned sea monster from its centuries-old prison! Peril in Freeport is a Pathfinder-compatible adventure designed for 6th-8th Level characters. Scheduled to ship in July 2011. PSI CB5014.....\$19.99

QUERP: GAMPMASTER'S COMPANION
This Gamemaster's supplement for *QUERP* features a host of rules, plus suggestions and aids to help you create your own game world and new monsters to fill them. Gaming aids include a city generator, a complete list of spells from all of the *QUERP* books, magic item tables, and the first part of a campaign adventure - "Realm of the Ice Giants." Scheduled to ship in July 2011.
PSI CB7303.....\$21.99

QUERP: MODERN CORE RULE BOOK
No orcs! No goblins! No magic! Within the pages of this *Modern Core Rulebook* for *QUERP* you'll find campaign information for firearms and explosives, several modern character types including crime lords, a whole host of modern equipment and vehicles, and an adventure set in war-torn Afghanistan. Scheduled to ship in July 2011.
PSI CB7310.....\$19.99

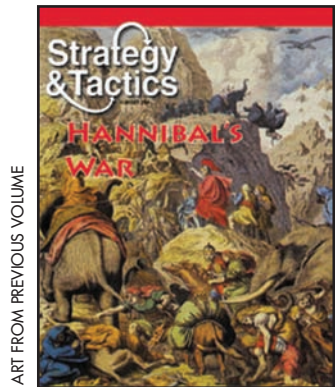


VILLAINS AND VIGILANTES CORE RULE BOOK
The world's first, complete superhero RPG is back! Created in 1979, *Villains and Vigilantes* is legendary among roleplaying games for its dynamic, random, super-powered character generation system, its accessible, open, and fast-paced rules, and the imaginative, far-ranging campaign universe created by Jeff Dee and Jack Herman. This latest edition of the game - dubbed version 2.1 - revives the 1982 version of *Villains and Vigilantes* with corrections and rules addendums. Scheduled to ship in July 2011.
PSI CB7500.....\$16.99



VILLAINS AND VIGILANTES: INTERCRIME - HOSTILE TAKEOVER
Who are the Firebrands, and who supplied them with the flame-spewing rocket suits they use to perform their dastardly crimes? In this introductory adventure for *Villains and Vigilantes*, players are superheroes on the trail of Intercrime - the world-spanning criminal syndicate! This sourcebook provides information on Intercrime, the major criminal organization of the *Villains and Vigilantes* universe. Scheduled to ship in July 2011.
PSI CB7501.....\$9.99

DECISION GAMES

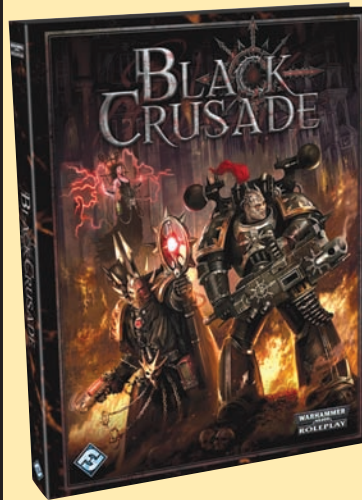


STRATEGY & TACTICS #269
Scheduled to ship in July 2011.
DCG ST-269\$29.99

ART FROM PREVIOUS VOLUME

FANTASY FLIGHT GAMES

FEATURED ITEM



BLACK CRUSADE WARHAMMER 40K: RPG
The days of the Imperium of Man are coming to an end, and the corpse-god will soon be overthrown! Are you prepared to embrace Chaos? *Black Crusade* is an exciting, new, standalone addition to the *Warhammer 40,000 Roleplay* line, offering players an entirely new perspective on the conflict between the Imperium of Man and the forces of Chaos. This groundbreaking concept delivers the unprecedented opportunity to play as an agent of Chaos, whether as a Chaos Space Marine or a human disciple. In the *Black Crusade*, players will learn if the agents of Chaos are truly evil, or simply rebels fighting against the Imperium and its repressive oligarchy bent on blinding all of humanity with its dogma. Scheduled to ship in July 2011.
FFG BC01\$59.95

SPOTLIGHT ON

DARK HERESY: DAEMON HUNTER
The threat of daemonic forces is ever present in the Imperium of Mankind. The Ordo Malleus protects humanity from the ruinous powers with vigilance, practicality, and forbidden knowledge. *Daemon Hunter* provides material for those who wish to fight the enemy, from the most untested Banisher to the supreme opponents of the warp, the Grey Knights. Scheduled to ship in May 2011.
FFG DH16\$39.95



DUST TACTICS: LIGHT ASSAULT WALKER
Scheduled to ship in June 2011.
FFG DT017\$24.95



DUST TACTICS: LIGHT PANZER WALKER
Scheduled to ship in June 2011.
FFG DT016\$24.95



DUST TACTICS: OPERATION SEELOWE

The Allies are desperate; they face catastrophic losses across the coast of Great Britain. With the situation so dire, they have no choice but to split their focus, sending Her Majesty's fleet to face the Axis Kriegsmarine in the Channel, and leaving the naval base at Scapa Flow defenseless... or so it seems. *Operation SeeLowe* offers *Dust Tactics* players eight exciting, new scenarios, while new tiles introduce buildings into the game, and new rules and new super-strong and inhuman heroes further immerse them into this stimulating expedition. Also included is the untold history of the Axis and one of the cornerstones of their forces: the Blutkreuz Korps! Scheduled to ship in June 2011.

FFG DT015\$39.95



WARHAMMER: INVASION - LEGENDS EXPANSION

Rising up from among the countless inhabitants of the Old World, there are those who are selected by fate to serve as its harbingers. Some are champions, battling against the ever-encroaching influence of Chaos, while others become agents of darkness, reveling in the favor of Ruinous Powers. With 165 cards (three copies each of 55 cards) consisting of new options for players of all faction, the *Legends Expansion* delivers compelling new mechanics and deck-building options to Warhammer: Invasion. Scheduled to ship in June 2011.

FFG WHC22\$29.95

GAMES WORKSHOP

WHITE DWARF #379

Scheduled to ship in July 2011.
GAW WD-379\$9.00

FOUR CLOWNS GAME & TOY COMPANY



DICEPTION

To Bluff or not to Bluff? That is the question in this ultimate game of deceit! Minutes to learn, a lifetime to master, *Diception* requires no special skills or abilities - but, you never quite know who's bluffing and who's playing it straight. Guess wrong and you lose a die - guess right and your opponent must surrender one of their precious cubes! But wait, there's a twist! Roll the Second Chance Cube - it could change your fortune or those of the entire table! Scheduled to ship in June 2011.

FCG 001\$19.99

GBG PUBLISHING



BLACK CARD DECK BAG

Scheduled to ship in June 2011.
GBG 010010\$9.00

BLUE CARD DECK BAG

Scheduled to ship in June 2011.
GBG 010040\$9.00



GAMBLER CARD DECK BAG

Scheduled to ship in June 2011.
GBG 010080\$9.00

GOLD CARD DECK BAG

Scheduled to ship in June 2011.
GBG 010060\$9.00

GREEN CARD DECK BAG

Scheduled to ship in June 2011.
GBG 010050\$9.00

RED CARD DECK BAG

Scheduled to ship in June 2011.
GBG 010030\$9.00



SILVER CARD DECK BAG

Scheduled to ship in June 2011.
GBG 010070\$9.00

WHITE CARD DECK BAG

Scheduled to ship in June 2011.
GBG 010020\$9.00

IRON WIND METALS

CLASSIC BATTLETECH MINIATURES

Scheduled to ship in June 2011.

APOLLO MECH RE-ISSUE (3055)

IWM 20-5016\$11.95

KARHU KHU-R1 MECH (TRO 3085)

IWM 20-5018\$13.50

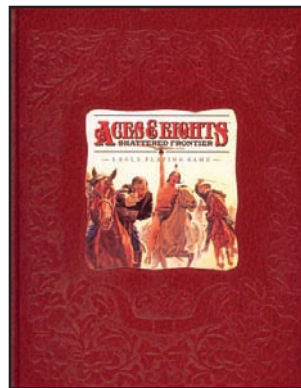
MARSDEN II MAIN BATTLE TANK [2] (TRO)

IWM 20-5015\$14.50

PENTHESILEA MECH (TRO 3085)

IWM 20-5017\$13.95

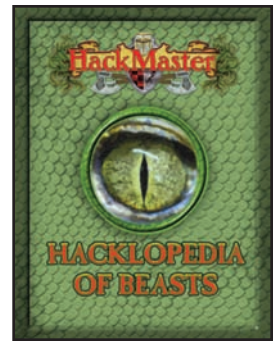
KENZER & COMPANY



ACES & EIGHTS: THE SHATTERED FRONTIER (THIRD PRINTING)

Through the gunsmoke and over the slumped corpse of a gambler, beyond the sprawl of grazing buffalo on the high plains, above the din of a saloon in full swing, and farther than the blue sky atop the open range lies the Shattered Frontier of the *Aces & Eights* game. A game about the daring adventures and everyday lives of people in the Old West, *Aces & Eights* lets you tell the tale of the West that could have been, in your own words, deeds, and history. And with the USA, CSA, Republic of Texas, Deseret, Mexico, France, England, and dozens of Indian nations all vying for control, the alternate history of the Shattered Frontier is far wilder than the Wild West ever was! Scheduled to ship in July 2011.

KEN 5002\$59.99



HACKMASTER: HACKLOPEDIA OF BEASTS

This encyclopedic, *HackMaster* sourcebook details the history, habitat, behaviors, and ecology of over 170 creatures and monsters. Each beautifully illustrated entry includes not only game mechanics, but also first-hand excerpts from researcher field notes, naturalist sketches 'drawn from life', range maps, local legends, and more. Scheduled to ship in July 2011.

KEN 2600\$59.99



KNIGHTS OF THE DINNER TABLE #177

The longest running comic on the subject of games and a hilarious and hysterical slice of (fantasy) life in strips, *Knights of the Dinner Table* is a wonderful celebration of the gaming culture. Scheduled to ship in July 2011.

KEN 177\$5.99

LOONEY LABS



ICE DICE

Ice Dice is a fast-playing, easy-to-learn dice game where players attempt to collect three matching sets of pyramids. If the piece you roll is gone from the bank, you can steal it from your opponent! Rules to a bonus game, *Launchpad 23*, are also included, along with a colorful, 24-page *Guide to Looney Pyramids* promoting the game system and 11 other games that can be played with the pyramids. Each *Ice Dice* game comes packaged in a pyramid-shaped, zippered pouch with 30 pyramids, two custom dice, and instructions for two games. Scheduled to ship in June 2011.

LOO 040\$20.00



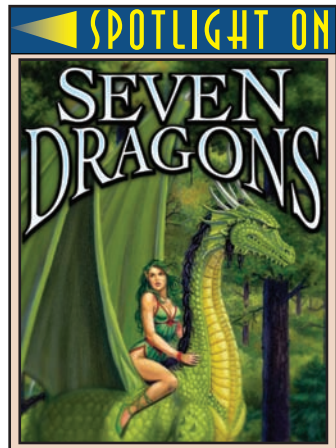
LOONEY PYRAMIDS™



ICE DICE LOONEY PYRAMIDS STASHES

Created to provide additional pyramids to expand Looney Pyramid Games, this set of 15 pyramids comes in two color schemes: *Rainbow* (Red, Green, Yellow, Blue, and Black) and *Xeno* (Purple, Orange, Cyan, Clear, and White). Scheduled to ship in June 2011.

- RAINBOW**
- LOO 015R\$10.00
- XENO**
- LOO 015X\$10.00



SPOTLIGHT ON

SEVEN DRAGONS

SEVEN DRAGONS

Featuring original painted art by Larry Elmore, one of the most recognized and admired dragon artists in the fantasy industry today, *Seven Dragons* is a fast-paced, domino-like game where players attempt to be the first to create a connected territory of seven panels of their dragon. Secret Goals add the opportunity to bluff, and with aggressive Action cards in the mix subterfuge is a necessity! Offered in 6-count displays. Scheduled to ship in June 2011. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

- GAME**
- LOO 039-S\$12.00
- DISPLAY (6)**
- LOO 039-D\$72.00

MEMENTO MORI THEATRICKS



PARSELY #2: JUNGLE ADVENTURE

Play anywhere, anytime, with anyone! The second *Parsely* game inspired by old-school, computer text adventures, *Jungle Adventure* is presented as a z-fold pamphlet featuring the game guide on one side, and a jungle map on the other. Scheduled to ship in June 2011.

- MMT 4002\$5.00

MAYDAY GAMES

OFFERED AGAIN



O/A KING'S VINEYARD

The King intends to appoint a new Master for his vineyard and wishes to discover which apprentice has the cleverest way with grapes. The wily King will pay three visits, judging the grapes for color, sweetness, and size of the vine, dispensing gifts of goblets, bottles, and barrels to demonstrate his appreciation.

- MDG 4294\$22.95

MERC'S MINIATURES

MERC'S MINIATURES

Scheduled to ship in May 2011.



CCC YELLOW JACKETS DEMOLITION

- MCX MMA020\$10.00

KEMVAR DEMOLITION

- MCX MMA021\$10.00

SEFADU ASSAULT

- MCX MMA025\$10.00

SEFADU BERSERKER

- MCX MMA029\$10.00

SEFADU GRENADEIER

- MCX MMA026\$10.00

SEFADU GUNNER

- MCX MMA027\$10.00

SEFADU LEADER

- MCX MMA024\$10.00

SEFADU SNIPER

- MCX MMA028\$10.00



USCR BOOSTER

- MCX MMA023\$10.00

USCR MEDIC

- MCX MMA022\$10.00

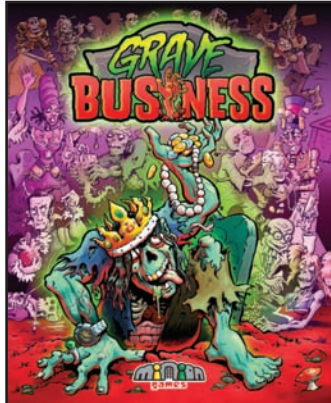
MINION GAMES



FIVE FINGERED SEVERANCE

Today is your last day on the job. Corporate decided to close the store and everybody is getting the boot. You could spend the rest of the day helping those miserable, wretched wastes of human skin who come in and demand service, or you could do what you always wanted - tell them where to go and have a good time! In *Five Fingered Severance*, players assume the role of one of the characters attending the store, stealing, slacking, or simply keeping up with their work duties. Get caught (by the boss) doing something wrong, you gain heat. Heat naturally rises during the game, and when a player reaches 30 - they're fired! Scheduled to ship in June 2011.

- IMP MNI5FS10\$49.99



GRAVE BUSINESS

In these dire times, one has to look after his own, and you're a necromancer who is more dangerous than most; you're a necromancer with a business plan. Your zombies will dig up graves and loot valuables, and while they're at it, they'll grab fresh body parts so you can make more zombies to dig up more graves. Sounds good, right? Unfortunately, it's so good that other necromancers are after the same cemeteries you are! Scheduled to ship in June 2011.

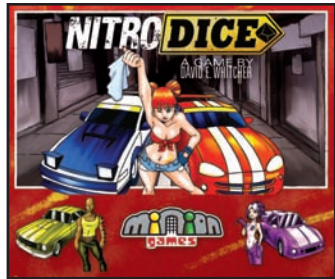
- IMP MNIGB100.....\$44.99



NILE DELUXOR

This bundle of the base euro-style Nile card game comes complete with a new expansion, plus two new crop cards (for easier play with 5-6 players), one new resource card, three Monument cards, and three turn counter cards. Scheduled to ship in June 2011.

- IMP MNINIL20\$24.99



NITRO DICE

You have the Car! You have the Nerve! But, do you have what it takes to win on the open streets in a nitro-burning race for fame and fortune? It won't be easy, especially with opponents that know how to cheat and drive the winding streets. You'll be dodging them and anything they can throw at you! Whoever drives fastest, smartest, and toughest will become the Nitro Circuit champion! Scheduled to ship in June 2011.

- IMP MNIND100\$29.99

MONGOOSE PUBLISHING



A CALL TO ARMS: NOBLE ARMADA - KURGAN FLEET BOX SET

The riches of the Known Worlds lure the Kurgan back to the core worlds - just as the Empire reaches out for more planets to rule. This box set contains everything a Kurgan player needs for *A Call to Arms: Noble Armada*, with a full set of ships ranging in size from explorers and raiders to destroyers and carriers. Scheduled to ship in July 2011.

- MGP 5603\$29.99



DEVIL'S DICE

In this quick and easy-to-learn dice game, players attempt to deceive and bluff their rolls while guessing the intentions of their opponents. However, each player must also contend with the Devil's Dice, which may win a round for them - or condemn them to certain loss! Scheduled to ship in July 2011.

- MGP 5103\$19.99



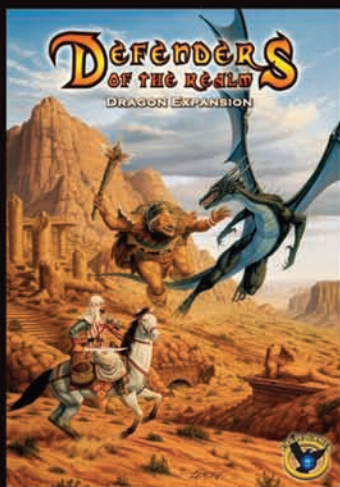
WWW.EAGLEGAMES.NET
WWW.EAGLE-GRYPHON.COM



Defenders of the Realm - 1-4 players
Our Liege is in desperate hour! Orcs, Dragons, Demons and the Dead march towards Monarch City. The King is in need of valiant Heroes! Designed by Richard Launius (Arkham Horror) and legendary fantasy artist, Larry Elmore.



Defenders Hero Expansion #1
5 Minis and 6 New Global Effect Cards



Defenders Dragon Expansion
The Dragon Expansion rules include up to 6 players and allows players to increase or decrease the difficulty level of gameplay using variants and scenarios. 3 new Dragons, 3 Agents of the Dark Lord and 4 new minions enter the Realm!



**EARTHDAWN RPG:
BURNING DESIRES**

Oshane is Burning! For many years, the Inner City of Oshane has been a source of tension in the Kingdom of Throal. The city's population is heavily ork, while the government is primarily dwarf. The two races have lived together, uneasily at best, but a combination of poor government and racial tensions have recently sparked race riots in the city. Now, a spate of fires has sent the situation from bad to worse, and it will take more than a keen sword to restore peace! *Burning Desires* is an adventure supplement for *Earthdawn*, intended to challenge three to five Journeyman characters of any Discipline. Scheduled to ship in July 2011. MGP 6191\$24.99



**JUDGE DREDD:
APE GANG BOX SET**

Experiments in the past vastly increased the intelligence of apes, with the intention of using them as advanced slave labor. However, while such science has been outlawed for many years, its legacy remains, in the form of sentient apes. Often corralled into the less desirable parts of the city, it is not unusual for apes to form their own criminal gangs. This box set contains a complete force for the *Judge Dredd Miniatures Game*, including eight armed Apes. Scheduled to ship in July 2011. MGP 10147\$29.99



**JUDGE DREDD:
HOLOCAUST JUDGES BOX SET**

The Holocaust Judges are deployed only in the most exceptional circumstances. Highly trained, highly experienced, and equipped with the best armor the Justice Department can devise, they are sent into the most dangerous of situations and expected to lay down their lives for Mega-City One if required. This box set contains a complete force for the *Judge Dredd Miniatures Game*, including three Holocaust Judges. Scheduled to ship in July 2011. MGP 10149\$39.99



**JUDGE DREDD:
CURSED EARTH DESPERADOES**

Beyond the walls of Mega-City One lies a dreaded and irradiated wasteland, the Cursed Earth. Home to the worst kind of mutants and villains, it takes a special kind of human to survive here. This box set contains a complete force for the *Judge Dredd Miniatures Game*. Scheduled to ship in July 2011. MGP 10148\$29.99



**JUDGE DREDD:
JUSTICE DEPARTMENT BOX SET**

The judges are the lawkeepers of Mega-City One, fighting to protect innocent citizens from criminals and scum. Few in number, the judges welcome only the best and the brightest into their ranks, and not all of those survive the 15-year training regime. This box set contains a complete force for the *Judge Dredd Miniatures Game*, including eight Judges. Scheduled to ship in July 2011. MGP 10146\$29.99



**JUDGE DREDD:
FATTIE STAMPEDE BOX SET**

As sad as it is, few people in Mega-City One are friends with Fatties, seeing them as gluttons, disgusting, or just plain weirdos. Driven to the point of madness in their all-consuming hunger, a Fattie stampede can be a terrible thing to behold, as several tons of blubbery flesh propelled on belli-wheels comes lumbering through a block, desperate to lay their hands on any available food! This box set contains a complete force for the *Judge Dredd Miniatures Game*, including three Fatties. Scheduled to ship in July 2011. MGP 10150\$39.99

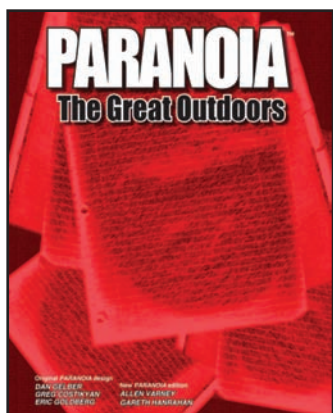


**JUDGE DREDD:
SKY SURFER GANG BOX SET**

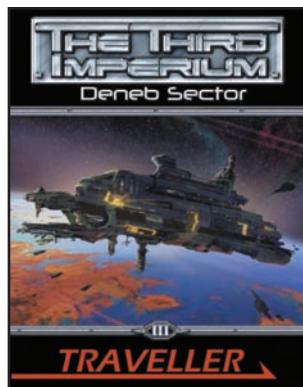
Some juves, in an attempt to escape a life of anonymity and make a name for themselves, practice long hours on the power board, surfing the skies of Mega-City One and competing in dangerous races. The casualty rate for sky surfing races is very high, and innocent bystanders are in as much danger as the sky surfers themselves, so the Justice Department is quick to act whenever a race starts. This box set contains a complete force for the *Judge Dredd Miniatures Game*, including six Sky Surfers. Scheduled to ship in July 2011. MGP 10151\$29.99



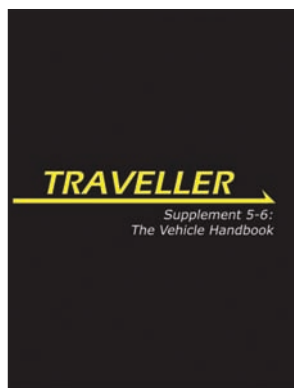
LONE WOLF RPG: STORNLANDS
The people, settlements, and history of the war-torn Stornlands are fully explored and detailed in this sourcebook for the *Lone Wolf Multiplayer Gamebook*. Scheduled to ship in July 2011.
MGP 1322\$19.99



PARANOIA XP: THE GREAT OUTDOORS
All your life, you've lived inside the dome of Alpha Complex. All your life, you've been terrorized, interrogated, drugged, manipulated, brainwashed, probed, experimented on, shot at, and occasionally murdered. That's still better than life Outdoors! *The Great Outdoors* provides a comprehensive guide for Troubleshooters assigned to Outdoors sector, as well as a full mission, "A Question of Ballast." Scheduled to ship in July 2011.
MGP 6680\$12.99



TRAVELLER RPG: DENEB SECTOR
The Deneb sector is an area of great significance. As the major thoroughfare from the Imperial Core to the Spinward Marches Sector and the rest of the frontier, it sees a large amount of traffic. Home to one of the brightest stars in the galaxy, it is an area of wonder, beauty, travel, and fortune in the *Traveller* universe. Scheduled to ship in July 2011.
MGP 3835\$24.99

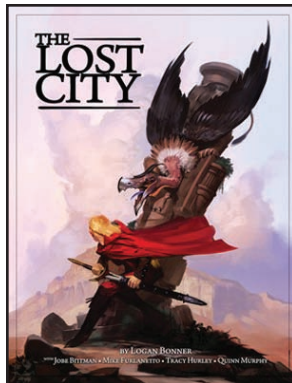


TRAVELLER RPG: SUPPLEMENT 5-6 - VEHICLE HANDBOOK
Completely rewritten with an all-new, flexible design system, the *Vehicle Handbook* provides details on every vehicle published for the *Traveller* RPG, along with many new designs and a complete construction system that allows you to build any vehicle in any setting - from a simple bicycle and advanced power armor, to floating aircraft carriers and massive piloted robots. Scheduled to ship in July 2011.
MGP 3868\$39.99

ON MILITARY MATTERS

MINIATURE WARGAMES MAGAZINE #339
Scheduled to ship in July 2011.
OMM MOR339\$8.50

OPEN DESIGN



DUNGEONS & DRAGONS 4TH EDITION: THE LOST CITY
Treasure and Glory Await! Visit Kadralthu, the City Beneath the Sands, a place of shifting dunes and layers of lost civilizations. Uncover its mysteries, and loot the treasures of ancient days in *The Lost City*, a Paragon-level sandbox adventure with plenty of lost threats and secrets to uncover, as well as a new servitor race, new magic, mysterious ghostly foes, and multiple factions for players to ally themselves with - or against! Scheduled to ship in June 2011.
OPD TLC\$24.95

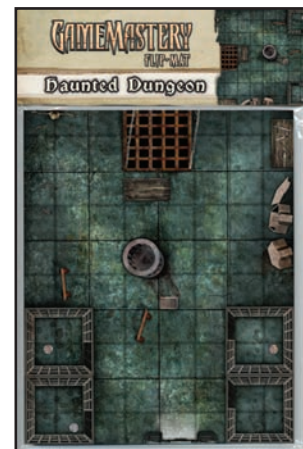


KOBOLD QUARTERLY MAGAZINE #18
Scheduled to ship in July 2011.
OPD KQ18\$7.99

The Complete **KOBOLD** Guide to **Game Design**

THE COMPLETE KOBOLD GUIDE TO GAME DESIGN
The Kobold Guide to Game Design distills years of professional experience into a collection of design wisdom that can improve your game and vastly increase your odds of selling a magazine article, adventure, or complete game design. This compilation of the first three volumes of *The Kobold Guide to Game Design* features over 200-pages of tips, tricks, and how-to guidance from an all-star cast of authors and designers, including Monte Cook, Wolfgang Barr, Keith Baker, Ed Greenwood, Colin McComb, and Rob Heinsoo. Scheduled to ship in July 2011.
OPD CKGGD\$29.95

PAIZO PUBLISHING



GAMEMASTERY FLIP-MAT: HAUNTED DUNGEON
Few locales inspire more horror among fantasy gamers than the dungeon, and *GameMastery Flip-Mat: Haunted Dungeon* provides tons of terror and traps to trouble legions of would-be heroes! This portable map measures 24" x 30" unfolded, with a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in July 2011.
PZO SQW30040\$12.99



PATHFINDER ADVENTURE PATH: CARRION CROWN PART 6 - SHADOWS OF GALLOWSPIRE
With relics gathered from across the land, the death-worshippers travel to the most feared location in the *Pathfinder* campaign setting, the tower of Gallowspire, wherein lurk the deathless remains of the immortal evil wizard known as the Whispering Tyrant. There the cultists plot to conduct a ritual to resurrect the notorious villain, using their collected relics to transform an innocent into a new undead body for the imprisoned archmage! A *Pathfinder Roleplaying Game* adventure for 13th-level characters, *Shadows of Gallowspire* brings the *Carrion Crown Adventure Path* to its climactic conclusion! Scheduled to ship in July 2011.
PZO 9048\$19.99

SPOTLIGHT ON



PATHFINDER: VAN GRAAF'S JOURNAL OF DRAGONS
Legendary explorer and adventurer, Van Graaf, takes you on a grand voyage of discovery, uncovering the mysteries and secrets of those most fearsome of beasts - dragons! Compatible with *Pathfinder*, *Van Graaf's Journal of Dragons* looks at the different species of dragons, their lairs, treasures, allies, and habits. Scheduled to ship in July 2011.
MGP 6192\$39.99



GAMES

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MAY 2011

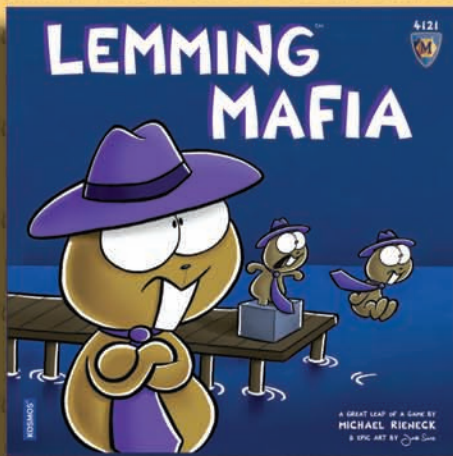
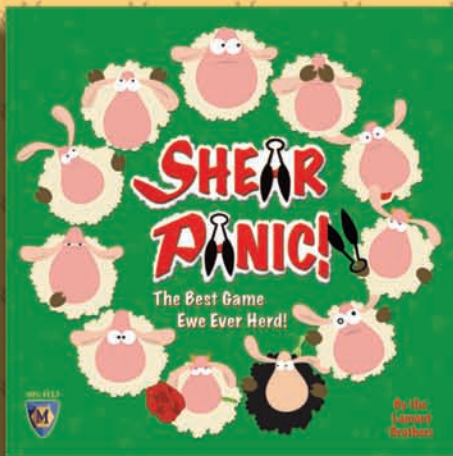


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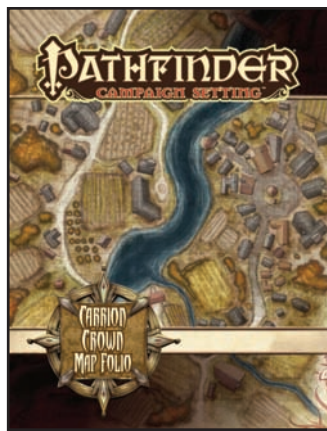


Mayfair Games

What play for the animals today?



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PATHFINDER CAMPAIGN SETTING: CARRION CROWN POSTER MAP FOLIO

Within this map folio you'll find a huge, 8-panel poster map of the mist-haunted realm of Ustalav, along with four, 4-panel poster maps of the gothic cities of Ardis, Caliphaz, Karcrau, and Lepidstadt, several of which serve as settings for the terrors of the *Carrion Crown Adventure Path*. Scheduled to ship in July 2011. PZO 9236.....\$15.99



PATHFINDER MODULE: THE HARROWING

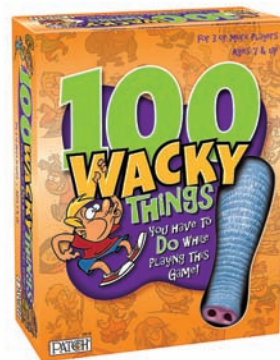
The mysterious cards of the Harrow Deck have been used to foretell futures and fortunes for countless generations. Legends tell of Harrow Decks that can instantly alter a person's life, for good or for ill, but the most outlandish of these legends speak of entire worlds created by the Harrow - realms modeled after the exotic and frightening locales pictured in the cards, and populated by strange people and stranger creatures. So, when the heroes are hired to investigate a mysterious disappearance that leads to this strange dimension within the cards of the Harrow itself, anything is possible! *The Harrowing* is a *Pathfinder* adventure designed for 9th-level characters. Scheduled to ship in July 2011. PZO 9532.....\$13.99

PALLADIUM BOOKS

RIFTER #55

Scheduled to ship in July 2011. PAL 0155\$11.95

PATCH PRODUCTS



100 WACKY THINGS

In *100 Wacky Things*, players will do some ridiculous things while laughing uncontrollably at each other. The game has two types of cards: Always and Whenever. If you draw an Always Card, you will do the wacky thing on your card every time it's your turn. A Whenever Card directs you to do what the card says whenever another player does something specific. And, did we mention the silly props? Scheduled to ship in June 2011. PAT 6924\$22.00



CHECKERS - TAKE N PLAY ANYWHERE

It's classic fun on the go with these magnetic Checkers! Scheduled to ship in June 2011. PAT 671\$8.00



CHESS - TAKE N PLAY ANYWHERE

Checkmate! These fun, durable Chess pieces make traveling fun and easy. Scheduled to ship in June 2011. PAT 672\$8.00



DOMINOES - TAKE N PLAY ANYWHERE

Match up magnetic *Dominoes* on the game board for classic fun on the go! Scheduled to ship in June 2011.

PAT 679\$8.00



FARKLE DICE

Become a *Farkle* fanatic with this classic dice-rolling, risk-taking game! Take a risk, and keep rolling to build your score, or play it safe so you don't lose your points in a *Farkle*. It's a fight to the finish in this fabulously fun game of strategy and luck! Scheduled to ship in June 2011.

CUP
PAT 6911-S.....\$8.00
CUP DISPLAY (6)
PAT 6911-D.....\$48.00

WARMACHINE MINIATURES

Scheduled to ship in June 2011.

ALEXIA, MISTRESS OF THE WITCHFIRE

PIP 41091PI

CRYX LORD EXHUMATOR SCAVEROUS

PIP 34094.....\$36.99



CRYX WRAITH ENGINE

PIP 34080.....\$84.99

CYGNAR CONSTANCE BLAIZE, KNIGHT PROPHET

PIP 31090.....\$14.99

CYGNAR LONG GUNNER INFANTRY

PIP 31087.....\$44.99

KHADOR KOMMANDER HARKEVICH, IRON WOLF

PIP 33088.....\$15.99

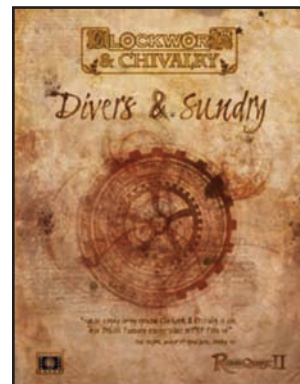
PROTECTORATE THYRA, FLAME OF SORROW

PIP 32086.....\$14.99

RETRIBUTION OF SCYRAH - LORD ARCANIST OSSYAN

PIP 35046.....\$14.99

PUBLISHER SERVICES, INC.



CLOCKWORK & CHIVALRY: DIVERS & SUNDRY

Divers & Sundry is a collection of curios for players and gamesmasters of the *Clockwork & Chivalry* RPG, containing something for both veteran campaigners and those new to the weird and wonderful world of 17th century clockwork and alchemical warfare. Included are new Professions and Factions, new weapons, source material on Scotland, random NPC, village, and adventure seed generators, a selection of pregenerated characters, and three complete adventures. Scheduled to ship in July 2011.

PSI 6105.....\$34.99

SPOTLIGHT ON



FARKLE FRENZY

In this new edition of the classic dice-rolling, risk-taking game, players press the Bubble Hub to bounce a common die that features 5s, 1s, a 2x, and a wild, then use the common die along with their own five dice and race to get the highest score. Scheduled to ship in June 2011.

PAT 6906\$22.00

SPOTLIGHT ON



WARMACHINE: WRATH

Fuel the Engines of War! As the fury of war shatters the fragile peace following the events of *Warmachine: Legends*, the nations of the Iron Kingdoms prepare to unleash new weapons against their foes. While old grudges bring about new hostilities, a sinister force prepares to cast its shadow across all of Immortan as events unfold that will change the Iron Kingdoms forever! Lead the charge to war with *Warmachine: Wrath*, featuring new troops to bring to the fight, including six new warcasters and the debut of the mighty battle engines, plus new narrative fiction, a painting and modeling guide, and new Theme Force lists for each new warcaster. Scheduled to ship in June 2011.

SC
PIP 1045\$34.99

SPECIAL EDITION HC
PIP 1046\$44.99

QUEEN GAMES

FRESCO: THE SCROLLS EXPANSION

Initially offered exclusively during Essen Spiel 2010, *The Scrolls* expansion to *Fresco* introduces the bishop, who presents the painters with some extraordinary scrolls. With the help of these chronicles of the elder masters, the players can now restore the fresco according to his fancies and earn extra victory points. Scheduled to ship in March 2011.

QNG 60529.....\$24.95

SIRIUS

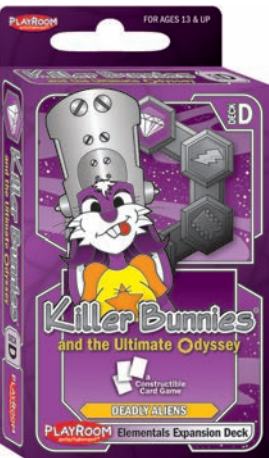


CATCH THE MICE

Roll the dice and collect lots of mice - but, push too far and you may lose them all in this cat-and-mouse chase! Scheduled to ship in June 2011.

ZVE SRS28764\$15.00

PLAYROOM ENTERTAINMENT



KILLER BUNNIES: ULTIMATE ODYSSEY - DEADLY ALIENS ELEMENTALS EXPANSION DECK (D)

Killer Bunnies and the Ultimate Odyssey Deadly Aliens Expansion Decks provide players with 30 more cards with new, powerful mechanics to mix in with their personalized decks as they wish. Just like all *Killer Bunnies* games, these boosters don't simply add extra duplicate cards - they introduce new mechanics and bring out unique aspects of gameplay! Scheduled to ship in July 2011.

PLE 41431\$9.00

PRIVATEER PRESS

NO QUARTER MAGAZINE #37

Your guide to 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 July 2011.

PIP NQ37.....\$7.50





MONKEYLAND

It's lunch time in Monkeyland, and busy monkeys are jumping from branch to branch searching for their favorite fruit in the foliage. Look! What does this palm branch hide? Do you remember which monkey loves this fruit? The player with the best memory will be able to feed the highest number of monkeys and win the game! Scheduled to ship in June 2011.
ZVE SRS28758\$15.00



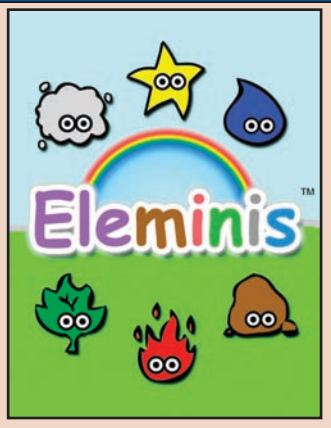
SKYSCRAPERS

Featuring innovative mechanics, players in *Skyscrapers* are competing contractors attempting to build a high-rise superstructure... but the task is made more complicated by fact that not all beams used for building have the required shape, and your opponent aims to hinder your builders at lower floors! Scheduled to ship in June 2011.
ZVE SRS28753\$49.00

SMILEYPOP

SPOTLIGHT ON

ELEMINIS
Small Guys, Big Fun! *Eleminis* is a fast and fun card game where players race to collect all five Eleminis (mini elements) - Fire, Plant, Air, Water, and Rock. Each Elemini is stronger than two other Eleminis. For example, Fire can beat Plant and Air. Use the Eleminis you draw to build your collection or hurt your opponents. But watch out! Wild Stars, dirty Trash, and crazy Action cards can change everything quickly. Can you be the first to collect all five Eleminis and win? Scheduled to ship in June 2011.
GST SMP001\$14.95



SPIN MASTER

FEATURED ITEM



REDAKAI BASIC FIGURE ASSORTMENT (8)

Packed with an exclusive X-Drive, each 4", articulated *Redakai* figure features a slot to insert cards to project Microglyphs attacks! Collect all 36 figures! Scheduled to ship in August 2011.
SPM 5324PI

FEATURED ITEM



REDAKAI DELUXE FIGURE ASSORTMENT (4)

Compatible with all attack cards, each 8", articulated *Redakai* figure features a slot to insert cards to project Microglyphs attacks and comes packaged with an exclusive X-Drive! Collect all six deluxe figures! Scheduled to ship in August 2011.
SPM 5951PI



REDAKAI TCG: ANIMATION UNIT

Challenge your friends, defeat your enemies, and conquer the Kairu! Achieve the ultimate level of Kairu mastery and become a *Redakai* in the *Redakai Trading Card Game*, featuring innovative, new, strategic gameplay and amazing stereoscopic, lenticular Blast3D™ technology that truly brings the game's action to life! Featuring an exclusive X-Drive, each *Animation Unit* includes a deluxe storage case for X-Drives and insert cards designed to display Microglyph animations! Offered in 4-count displays. For more information go to www.redakai.com Scheduled to ship in August 2011. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

ANIMATION UNIT SPM 6111-SPI
DISPLAY (4) SPM 6111-DPI



REDAKAI TCG: KAIRU TIN

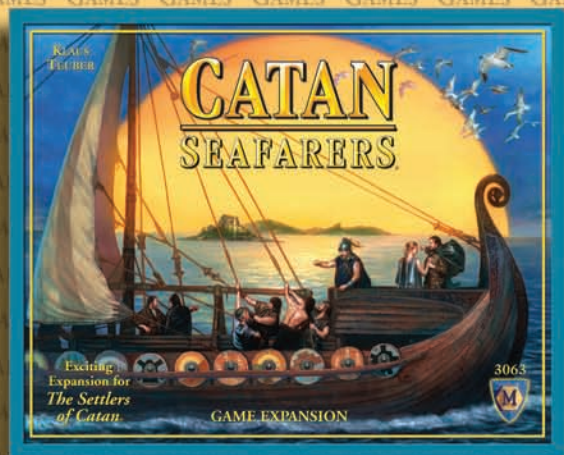
Featuring a lenticular lid, each *Kairu Collectible Card Tin* contains three *Redakai* booster packs and a special 3-pack of Super Rares. Offered in 4-count displays. Scheduled to ship in August 2011. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

TIN SPM 7236-SPI
DISPLAY (4) SPM 7236-DPI



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STEVE JACKSON GAMES

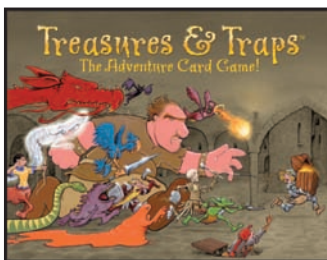


MUNCHKIN 25MM D6 JUMBO DICE (2)

Bigger Is Better! Available in six colors, each pack of Munchkin Jumbo D6s contains two, 25mm jumbo dice - a "Munchkin d6" and a "Monster d6" featuring classic John Kovalic art on every face. Plus, every set includes a pair of new Treasure cards (one for Munchkin and Munchkin Quest) that gives the players abusive bonuses just for owning these dice! Scheduled to ship in July 2011.

- GREEN SJG 5523D\$5.99
- BLUE SJG 5523E\$5.99
- ORANGE SJG 5523B\$5.99
- PURPLE SJG 5523F\$5.99
- RED SJG 5523A\$5.99
- YELLOW SJG 5523C\$5.99

STUDIO 9 GAMES

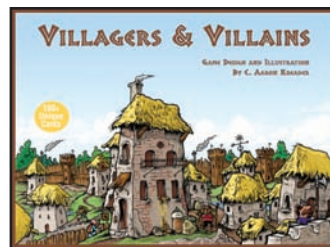


TREASURES & TRAPS CARD GAME

Treasures & Traps is the adventure card game that puts you on a quest for riches. Each card can open the door to a tricky challenge, a magical assistance, or a valuable treasure. The core game contains a full set of 100 unique Treasures & Traps Cards. Scheduled to ship in May 2011. IMP S9G10002\$12.95

TREASURES & TRAPS: EXPANDED REALMS

This expansion for Treasures & Traps adds new cards to the base deck and introduces Class Cards - a play variation where you take on the role of a hero with unique attributes. Scheduled to ship in May 2011. IMP S9G10003\$5.95



VILLAGERS & VILLAINS

In the untamed wild, villains lurk in wait, terrors haunt dark lairs, tradesfolk seek riches, and heroes come to prove their valor! As the mayor of a frontier town, you stand in the center, eyeing the roads for talent - and trouble! Will you hire help or take on challenges, develop your town or command its heroes? Your strategies, risks, and fortune can transform your village into a thriving city - or forgotten ruins! Scheduled to ship in June 2011. IMP S9G10004\$24.95

TOPPS COMPANY

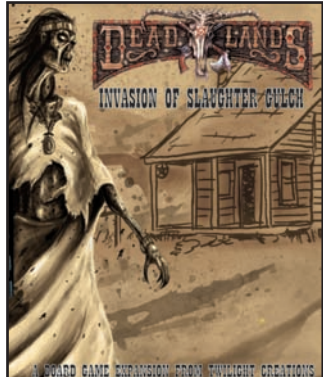


ATTAX BASEBALL TCG

It's a Whole New Ballgame! Featuring new "Major League" game-play and rules, Attax Baseball 2011 boasts exciting baseball action including base hits, base running, stealing, and fielding in addition to pitching and home runs, plus MLB Mascot cards assist kids' teams to victory! Attax Baseball 2011 is introduced in Starter Kits containing two 30-card, pre-constructed, ready-to-play decks, two deck storage boxes, one deluxe play mat redesigned for the new game, and complete game rules, as well as special code cards offering Attax online play and a Topstown experience. Supplement your play with 12-card boosters and new Value Packs containing 30 random cards, a play mat, and a rule sheet - enough cards for one player to open, build a deck, and play immediately! Scheduled to ship in April 2011. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

- BOOSTER DISPLAY (24) TOP 875-DPI
- BOOSTER PACK TOP 875-SPI
- STARTER KIT TOP 834-SPI
- STARTER KIT CARTON (12) TOP 834-DPI
- VALUE PACK TOP 839-SPI
- VALUE PACK BOX (18) TOP 839-DPI

TWILIGHT CREATIONS



DEADLANDS BOARD GAME: INVASION OF SLAUGHTER GULCH EXPANSION
 Things have gone from bad to worse in Slaughter Gulch! Our once quiet little town has already been overrun, and since they discovered the ghost rock there has been a constant struggle for control of the town. Unfortunately, it seems the mining has also attracted something else... something EVIL! *Deadlands: Invasion of Slaughter Gulch* adds new elements to the board game of Weird West fun, including new Monster Event and Encounter cards, new items, a new card type ("Hired Guns"), and expanded rules. Scheduled to ship in May 2011.
 TLC 3601\$12.99

HISTORIC MINIATURES
 Scheduled to ship in April 2011.



CELTIC WARRIORS (40)
 WLW WGHCE01\$38.66

COMMANDO 3" MORTAR TEAM
 WLW WGBBI33\$11.60

COMMANDO CHARACTERS
 WLW WGBBI34\$11.60



IMPERIAL ROMAN PRAETORIANS (20 + EMPEROR)
 WLW WGHRO3\$34.80

POLISH ARMY 75MM GUN
 WLW WGBPI24\$23.20

POLISH ARMY 81MM MORTAR TEAM
 WLW WGBPI25\$11.60

POLISH ARMY LANCER COMMAND
 WLW WGBPI28\$15.47

POLISH ARMY LANCERS
 WLW WGBPI27\$15.47

POLISH ARMY SQUAD
 WLW WGBPI26\$29.00



POLISH ARMY TKS TANKETTE
 WLW WGBPI100\$19.33



HEN PECKED PUZZLE
 Scheduled to ship in June 2011.
 WMP 759\$14.95

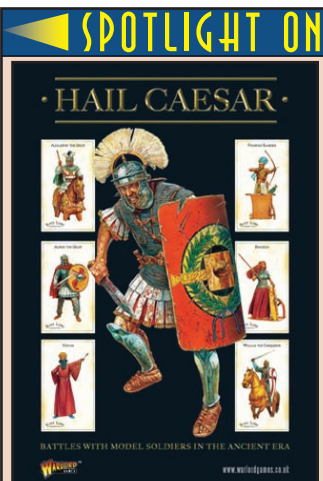


WINE COUNTRY PUZZLE
 Scheduled to ship in June 2011.
 WMP 798\$14.95



THE PLEDGE PUZZLE
 Scheduled to ship in June 2011.
 WMP 745\$14.95

WARLORD GAMES



HAIL CAESAR! RULEBOOK
 Relive the deeds of warriors and conquerors of an age long past with armies of soldiers upon the tabletop arena in *Hail Caesar!* This core book provides rules for all the fundamentals of warfare, including the direction of troops, maneuver on the battlefield, the effects of missile fire, the role of morale, and close-quarter combat, plus detailed rules covering the differences in methods of fighting from the age of the chariot to medieval times, as well as the development of weapons and tactics pertinent to each era. In addition, *Hail Caesar!* features seven complete examples of battles embracing a range of conflicts from the wars of the Pharaohs to the Crusades. Scheduled to ship in April 2011.
 WLW WGH001\$68.14

WHITE MOUNTAIN PUZZLES



CATS GALORE PUZZLE
 Scheduled to ship in June 2011.
 WMP 757\$14.95

WILDFIRE



ARE YOU THE CULTIST? CARD GAME
 You have been cordially invited to a private event! It's the roaring 1920's, and players in *Are You the Cultist?* take on the role of investigators who have traveled into the nearby mountains to a remote mansion that holds a terrible secret. Unfortunately, a vicious storm has blown in, trapping the investigators, and knocking out both electricity and telephone. Inside the group, cultists have been quietly waiting to strike - that time is now! Each night, cultists murder one of the investigators, while each day investigators put someone to death with the hope of rooting out the cultists. Scheduled to ship in July 2011. **NOTE:** This

item is sold to retailers in full displays. Please contact your retailer for availability.
 4-POP DISPLAY SAN WDF1009D\$59.80
 DECK SAN WDF1009S\$14.95



THE VOID RPG CORE RULE BOOK
 It is a good time to be alive. The nations of the world still exist, but they have become more civilized. But, alas, it is not to be our time. Something approaches, a thing on an orbit from far away. Seemingly a large shard of dark matter, this object is known in obscure prophecy as the Chthonian Star. It is awakening things long thought lost or dead, things that have slumbered, awaiting its return. The Unified World Council sends out special teams of sanctioned Wardens, whose job it is to ascertain the new threats to human life, to learn everything they can about them, and fight them wherever they are found. From the award-winning team that brought you *CthulhuTech* comes a new Lovecraftian horror campaign setting set a few hundred years in the future. Scheduled to ship in July 2011.
 SAN WDF33000\$29.99

DUNGEONS & DRAGONS

DUNGEONS & DRAGONS: PLAYERS OPTION - CHAMPIONS OF THE HEROIC TIER

Player's Option: Champions of the Heroic Tier offers a wide array of new options for all characters, including themes that allow characters' pasts to play a role in their future, new backgrounds to create hill dwarves and wood elves, and an all-new take on rituals that makes magical abilities more useful in the heroic tier of play. For wizards, warlocks, and other arcane characters, familiars are useful assistants when exploring ancient dungeons, while clerics and paladins gain access to relics, items imbued with the power of the gods! Scheduled to ship in July 2011.

WOC 31715\$29.95

FEATURED ITEM



IKUSA BOARD GAME

Sweep Across the Land and Secure Your Empire! It is the sixteenth century in feudal Japan, where war rages across the land. Amid the chaos and conflict, you have risen to power as one of five warlords mighty enough to conquer and control the whole empire. Your victory depends on how expertly you extend your domain while defending it from your enemies. Send your daimyo leaders, samurai, and ashigaru warriors into battle to seize new provinces and lay siege to castles. Spend your hard-won treasury on building fortifications and bolstering your forces with ronin and ninja. Prove the strength of your strategy, defeat your rivals, and earn the exalted title of Shogun! Scheduled to ship in July 2011.

WOC 34397.....\$80.00

SPOTLIGHT ON

MAGIC THE GATHERING: COMMANDER

Commander, sometimes called "Elder Dragon Highlander" (EDH), starts with the rules for multiplayer Free-for-All games, in which any number of players compete against each other. To build a deck, players first choose a legendary creature, called a "Commander," then construct a themed deck around it containing exactly 99 other cards. Designed specifically for multiplayer play, *Magic The Gathering: Commander* is composed of five, different, 100-card decks, with 51 new *Magic* cards spread across the spectrum and no card other than basic lands appearing more than once per deck. Each deck is playable out of the box, or can be cannibalized for your existing decks. *Magic The Gathering: Commander* comes complete with three oversized, foil, "wedge-colored" Commander cards, a 100-card deck, a strategy guide, a Learn-To-Play insert, and a deck box. Scheduled to ship in June 2011. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.



Commander WOC 36041-S.....\$29.99
 COMMANDER DISPLAY (5) WOC 36041-D\$149.95

FEATURED ITEM



MARVEL HEROCLIX: HAMMER OF THOR FAST FORCES

Thor brings down the hammer in this dynamic *Fast Forces* set that features six of your favorite classic Marvel characters from the smash-hit *Hammer of Thor* release! Each of these *Fast Forces* 6-Pack's comes with two exclusively themed maps, two custom dice, and six *Hammer of Thor* figures completely redialed with all-new powers and abilities. Scheduled to ship in July 2011.

WZK 70243PI

QUARRIORS! DICE BUILDING GAME

In this game of "Uber Strategic Hexahedron Monster Combat Mayhem," players compete to capture the most powerful Spells and Creatures (in the form of dice!) from the Wilds and add them to their collection. Players then roll their powerful cubes and summon them into play to battle each of their opponent's forces. Strategy is key in assembling a force that you can roll to victory! Each *Quarriors Game* comes with 130 Custom Dice and 53 Power Cards, a Score Tracker and four Dice Bags, all stored in a collectible tin box. Scheduled to ship in August 2011.



WZK 70234PI

FEATURED ITEM



THE SMURFS: NO SMURF LEFT BEHIND COLLECTIBLE GAME

In this fast, simple, kid-friendly game, players portray one or all of their five favorite Smurfs (Papa, Smurfette, Brainy, Gutsy, and Clumsy) in a race to the portal back to the Smurf village - or play as Gargamel and try to stop the Smurfs by casting a dastardly spell! Each game contains six pre-painted

miniatures along with a themed game board, game cards, and rules. Scheduled to ship in July 2011.

WZK 70229PI

FEATURED ITEM



THE SMURFS TAG-A-THON BOOSTER 24-COUNT GRAVITY FEED

The Smurfs are back in town with their very own *Tag-a-Thon Game*! Choose between eight of your favorite Smurf characters as you rack up points by tagging other players in this fun-filled, kid-friendly game! Each gravity feed contains 24 individually wrapped figures, each of which comes with a rules card that explains everything needed to play. Scheduled to ship in July 2011.



WZK 70285PI