

Dungeons & Dragons 4th Edition...

The announcement has been made, watch this space for more information.

New Releases: Tuesday 21st August 2007

Pokémon

POK11412 – Diamond & Pearl Theme Display (12 decks @ RRP £8.99)

POK11410 – Diamond & Pearl Booster Display (36 packs @ RRP £2.99)

The next generation of Pokémon has arrived! In the new *Pokémon Trading Card Game: Diamond & Pearl* expansion, players will explore the never-before-seen Sinnoh region and catch over 50 brand-new Pokémon for the very first time. With new gameplay, including the exciting Pokémon LV.X that make Pokémon more powerful... new attacks... and even a new look, the *Pokémon TCG: Diamond & Pearl* expansion will take every Trainer to the next level! *Diamond & Pearl* features over 120 cards and remains compatible with previous releases.

Features:

- *Over 50 all-new never-before-seen *Diamond & Pearl* Pokémon!
- *A whole new look, including cool Pokédex information!
- *An amazing new card type—Pokémon LV.X
- *Features three theme decks built around new *Diamond & Pearl* Pokémon!
- *Each booster pack features 10 randomly inserted game cards
- *Exciting holographic parallel set for players and collectors alike
- *Over 120 cards in all!

UPR82075 – Diamond & Pearl 4-pkt Portfolio (RRP £3.99)

UPR82076 – Diamond & Pearl 9-pkt Portfolio (RRP £4.99)

New portfolios from Ultra-Pro featuring official, licensed artwork from *Pokémon Diamond & Pearl*.



World of Warcraft TCG by Upper Deck: Tuesday 21st August 2007



UPD210778 – Fires of Outland Booster Display (24 packs @ RRP £2.99)

Rush to war as the conflict is joined in Outland! The armies of Azeroth lay siege to the mysterious world, while the Burning Legion throws its might against the Stair of Destiny. Prestige and glory await those who are bold enough to join the fray. Let your battle cry be heard as echoes of war engulf the blood-soaked world. Heed the call!

Fires of Outland is the third set in the *World of Warcraft Trading Card Game*, which is based upon the award-winning massively multiplayer online role playing game, *World of Warcraft*.

Wow

Roleplaying by Various: Tuesday 21st August 2007

AEG3204 – Emerald Empire (L5R Sourcebook, Softcover, RRP £20.99)

Emerald Empire is a must-have for *Legend of the Five Rings Role-Playing Game* Players & GMs who wish to bring their campaigns alive with a wealth of details about the workings of Rokugani life, as well as plot hooks and adventure ideas. It is also a crucial resource for players who want to understand how their characters — or the NPCs whom they encounter — are expected to act, and think and feel, and how they are shaped by the world in which they live. Above all, *Emerald Empire* is a comprehensive guide to the world of Rokugan, its wonders and its commonplaces.

ATG2702 – 40 Years of GenCon (RRP £15.99)

In *40 Years of Gen Con*, gaming guru Robin D. Laws chronicles the story of every gamer's lifetime. It's a history that reaches out to four decades of gamers to form a vast collage of the Gen Con experience from every point of view - from the gamers playing in the halls, to the staffers behind the scenes, to the exhibitors on the sales floor. *40 Years of Gen Con* is a treasure trove of personal interviews with game industry insiders and luminaries like Dave Arneson, E. Gary Gygax, Ed Greenwood, R. A. Salvatore, and many many others. This epic collection of oral histories, photographs, reminiscences, and more tells the complete story of the best four decades in gaming!

Roleplaying by Various: Tuesday 21st August 2007

CAT26301 – Emergence

(Shadowrun Campaign, Softcover, RRP £17.99)

The Crash of 2064 ruined the lives of millions. Some died in the Matrix or went insane, many lost everything they owned, and still others found their identities completely erased. But a small percentage were changed into something altogether different, with the strange and inexplicable ability to affect the new Matrix with their minds. Now, in 2070, the existence of these technomancers becomes front-page news, leading to widespread paranoia and witch-hunts. The Emergence campaign setting involves the runners in a series of pivotal events that may change the way they view the world and the Matrix—and each other.

CAT35122 – CBT Tech Readout 3050 Upgrade

(BattleTech Sourcebook, Softcover, RRP £12.99)

Classic BattleTech Technical Readout: 3050 Upgrade fully updates this venerable product, fleshing out the history of each design, including notable MechWarriors/pilots, as well as providing fresh illustrations. Additionally, all the 'Mechs, vehicles and aerospace fighters originally found in the now out-of-print Technical Readout: 2750 are included.

CRF2008 – Script Crypt 4: Very Bad Places

(Horror Rules Adventures, Softcover, RRP £9.99)

A collection of Scripts for Horror Rules, the Simply Horrible Roleplaying Game.

FDP16157 – Iron Heroes Players Companion

(Iron Heroes Supplement, Softcover, RRP £11.99)

The ultimate player's addition to their Iron Heroes game! This book is jam packed with additional traits, feats, character classes and a new Spiritualism magic system.

KHP006 – GODSEND Agenda Superlink Edition (d20 Rulebook, Softcover, RRP £22.99)

A completely compatible Mutants and Masterminds conversion of the GODSEND Agenda game world.

KHP007 – U.S.E.R.'s Most Wanted

(GODSEND Agenda Sourcebook, Softcover, RRP £11.99)

The threat dossier used by the United States Eugenics Research program. Included are over 60 of the worst villains the world has ever seen complete with full write ups. This book is a must have for any player or GM of the GODSEND Agenda (D6 Edition).

PAI4009 – Campaign Map Pack: Temples (RRP £7.99)

GameMastery Map Pack: Temples contains 18 full-colour 5 x 8-inch map tiles, stunningly crafted by cartographer Corey Macourek, that unite to form a completely customizable temple adventuring area.

PAI5005 – Item Pack: Elements of Power (RRP £6.99)

GameMastery Item Cards: Elements of Power is an all-new 54-card deck featuring magic items charged with the powers of earth, wind, water, and fire. Each card features a beautiful full-colour illustration of an item on one side, with a text description and room for notes on the opposite side.

PAI8001 – Planet Stories: The Anubis Murders

(Novel, Paperback, RRP £6.99)

Gary Gygax, father of fantasy roleplaying and the co-creator of the Dungeons & Dragons roleplaying game, weaves a fantastic tale of warring wizards that spans the world from the pyramids of ancient Egypt to the mist-shrouded towns of medieval England.

PAI9502 – W1: Conquest of Bloodsworn

(d20 Adventure, Softcover, RRP £6.99)

Fallow and abandoned for years, Bloodsworn Vale has long been a dangerous wood separating two kingdoms. A recent call-to-arms asks adventurers from around the world to establish a trade route through this dark and foreboding forest. An adventure for 6th-level characters.

PAIOMS1000 – GameMastery Combat Pad (RRP £11.99)

A reprint of the extremely handy Combat Pad.

Games by Various: Tuesday 21st August 2007

FFGKN16 – Reiner Knizia's Penguin (RRP £9.99)

Can you find room for all your penguins on the iceberg? Reiner Knizia's fast-paced and surprisingly devious new game is fun for the whole family! Stacking penguins in a pyramid may seem easy, but watch out! Penguins will only stand atop another penguin of their own colour, and if you're not careful there will be nowhere left to stand! Players 2-6, Ages 8+

FFGSL01 – Condottiere (RRP £12.99)

During the Renaissance, Italy was divided into numerous independent city-states, sometimes friendly, sometimes hostile. The best known of these were Genoa, Florence, the Duchy of Milan, and the Republics of Venice. In *Condottiere*, you relive this incredible age, when anything seemed possible for a handful of determined men. In this game, you represent a Condottiere trying to conquer the most famous cities in Italy. But be careful, you are not alone! You must take into account the ambitions of the other Condottieri. Players 2-6, Ages 10+

MATM0279 – Funkeys Starter Pack (RRP £19.99)

MATL7289 – Funkeys Booster Pack (RRP £4.99)

U.B. Funkeys - the collectable figures that unlock a virtual world filled with games and items. Each *Funkey* that you collect unlocks new zones. Play the games in the zones you unlock to earn coins to buy items you can customize your "crib" with. Post your virtual world crib online for all of your friends to see! Each Starter contains 1 U.B. Hub with USB Cable, 2 *Funkeys*, and 1 Installation CD. A Booster contains 1 *Funkey*.

WKD0306 – Wink Death (RRP £7.99)

The ultimate whodunit card game, a party game for any occasion... find the Winker before he finds you! Wink death is a fun and interactive "Whodunit" card game for all ages. Testing your nerves and patience as you try to find the Winker before he Winks you dead.

CHGJSG – The Jamestown Survival Guide (RRP £15.99)

In the Jamestown Survivor Game players take on the roles of English colonists, eager to succeed in the New World. Players manage their limited resources while working together to ensure the success of the colony. The original settlers very nearly failed – will you survive? Players 2-4, Ages 10+

CHGALR – Alphabet Roundabout (RRP £15.99)

Alphabet Roundabout Crossword Game, is alive with the spirit of Victorian whimsy. Alphabet Roundabout is both a thoughtful crossword-style game and a wild, spirited race to enter "PiQadilly Circus." This is a game that kids love to play, a perfect meeting place for adults and children. Players 2-4, Ages 10+

SGG001 – Margin for Error (RRP £5.99)

Margin for Error is a trick-taking card game, played in partnerships. Contents include 56 cards (4 suits, numbered 1-14), 2 Strategy cards (one Low goal card & one High goal card), as well as a rule booklet. Players 4-5, Ages 12+

War Games by Various: Tuesday 21st August 2007

APL0819 – Panzer Grenadier: Iron Curtain (RRP £12.99)

Iron Curtain is a supplement introducing the post-war weapons of the two superpowers to the Panzer Grenadier system. The scenarios are all hypothetical, of course, but are based on what generals of either side believed would be the course of a war in the years immediately after 1945. This module is not playable by itself, but requires ownership of Road to Berlin and Battle of the Bulge.

GMT0704 – Glory III (RRP £30.99)

Glory III is the third game in GMT's popular American Civil War series, Glory. This series presents a brigade-level system that highlights ease and speed of play combined with solid historical insight. Glory III follows the success of Glory II: Across the Rappahannock, and presents a polished system with ease of play, with two combat-intensive one-map battles. And it is still a game that can be played, and played well, by solitaire gamers.

GMT0011-DLX – For the People Deluxe Map (RRP £12.99)

GMT0501-DLX – Empire of the Sun Deluxe Map (RRP £12.99)

Deluxe maps designed to fit in the boxes for the original games and featuring copies of the latest versions of their rules.

Comics & Magazines: Tuesday 21st August 2007

Code	Description	RRP	Code	Description	RRP
STR-WI239	Wargames Illustrated #239	£3.95			

Miniatures from Privateer Press: Tuesday 21st August 2007

Code	Description	RRP	Code	Description	RRP
PIP71021	Trollblood Warlock Borka Keg	£16.50	PIP73025	Legion Raptor Cavalry (1)	£10.95
PIP73024	Legion Raptor Cavalry (3)	£32.95	PIP74021	Skorne Warlock Aptimus	

Tannhäuser from Fantasy Flight Games: Upcoming Release



FFGTH01 – Tannhäuser (RRP £36.99)

It is now 1949 and the Great War has never ended. Over the last 35 years, neither the Union nor the Reich has succeeded in tipping the precarious balance of power far enough to claim victory. But darker allies are being awoken and ancient rules of warfare, long forgotten, are about to be brought onto the battlefield. In the heart of Central Europe, secular crypts, hiding the Obscura Cardinal Cornerstones, have just been discovered.

Immerse yourself in the mystical u-chronic world of *Tannhäuser*. Take command of the brave men and women of the Army of the Union, or plumb the forbidden secrets of the darker mysteries in the name of the Reich. Live the story of *Tannhäuser*.

The end is near, and this is just the beginning ...

Tannhäuser is the base game in the *Tannhäuser* series. It features the men and women of the 42nd Marine Special Forces, led by John Mac Neal, and the mysterious and deadly Obscura Korps of the Reich locked in a struggle to recover the Obscura Cardinal Stones.

This box of *Tannhäuser* includes everything required for two to ten players to begin playing in the u-chronic *Tannhäuser* universe.

Tannhäuser includes:

- 1 rulebook
- 4 double-sided map boards, designed for use with the Pathfinder system
- 10 finely detailed pre-painted miniatures
- 10 illustrated character sheets
- 2 ten-sided dice
- 162 game counters

Tannhäuser Launch Offer:

Fantasy Flight Games are offering a Bricks and Mortar Store exclusive figure ("Wolf"). Please contact your Account Handler for more information.



Tannhäuser

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