

Solicitation frenzy...

Pre-order information on new products from Upper Deck, WizKids, and Wizards of the Coast are now available. Look out for further solicitations next week.

New Releases: Tuesday 17th January 2006



WTC95422 – Fatal Brood of Infinite Ruin Booster Display (24 packs @ RRP £2.49)

Beasts increase the beatdown! Creature type matters more than ever with the new race affecting abilities and spells introduced in the newest Duel Masters CCG Expansion, Fatal Brood of Infinite Ruin!

Like other expansion sets, this set will feature an all-new 60-card expansion offered in Random 10 Card Booster Packs packed in 24 Pack Boxes.

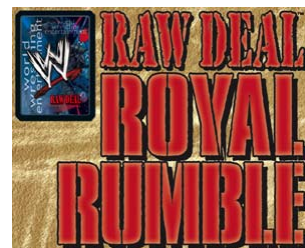
Duel Masters

WWE Raw Deal from Comic Images: Tuesday 17th January 2006

WWE Raw Deal

CIM74011 – WWE Royal Rumble Booster (36 packs @ RRP £2.49)

Royal Rumble is the 18th Raw Deal expansion and the 2005 Holiday set. Featuring four new Superstars (including WWE Legend Sgt. Slaughter!) this is a 90-card booster-only expansion with 20 commons, 20 uncommons, 20 rares, 20 premium rares, and 10 ultra rares.



Mechwarrior TMG from WizKids: Tuesday 17th January 2006



WIZ2214 – Mechwarrior Domination (RRP £6.50)

The battle for supremacy continues in MechWarrior: Domination! The Republic of the Sphere has shattered, and Devlin Stone's dream lies in a smouldering ruin. The Rasalhague Dominion has entered the fray, but what are their true intentions? MechWarriors direct mighty armies across countless planets, using five new pieces of special equipment to lead their factions to domination! Plus, a new mystery faction makes its debut!

MechWarrior: Domination introduces 131 new units, including 6 super-rare 'Mechs™, 6 super-rare gear cards, 6 super-rare pilot cards, 1 ultra-rare 'Mech, 1 ultra-rare gear card, and 1 ultra-rare pilot card! MechWarrior: Domination also adds 32 gear cards, 32 pilot cards, 8 planetary condition cards, 8 mission cards, and 8 faction pride cards to the game.

Mechwarrior

Call of Cthulhu TCG from Fantasy Flight Games: Tuesday 17th January 2006

Call of Cthulhu

FFGCT10 – Eldritch Edition Premium Starter (5 decks @ RRP £12.99)

In the Call of Cthulhu CCG, players take on the roles of brave investigators fighting against the odds to save humanity, or unspeakable horrors trying to complete their insane plots, each trying to thwart their opponent.

The Eldritch Edition Premium Starter includes a deluxe rules booklet, with updated and easy-to-read rules, a 10-card story deck, two 50-card fixed decks - including 10 never-before-seen cards - and 6 brand-new Domain cards.

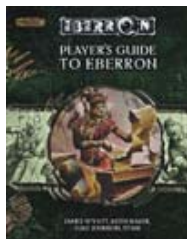
Two players may start playing right out of the box and choose to take on the role of intrepid investigators or nameless star spawn. Start your journey to untold power - or madness - today!

The Old Ones were, the Old Ones are, and the Old Ones shall Be...



Roleplaying & Novel Releases from Wizards of the Coast: Tuesday 17th January 2006

WTC95368 – Player's Guide to Eberron (Eberron Supplement, Hardcover, RRP £16.99)



The Player's Guide to Eberron contains everything a player needs to know about the Eberron campaign setting. Presenting information in an innovative spread format, this comprehensive gazetteer covers key topics a character should know about, from Aerenal to Zilargo, house politics to the Last War, dragons to the Lords of Dust, without revealing information

meant for Dungeon Masters only. New feats, prestige classes, magic items, and spells are included in the relevant entries. The ultimate rules companion and gazetteer for Eberron players!

WTC95369 – Races of the Dragon (Dungeons & Dragons Supplement, Hardcover, RRP £16.99)



Races of the Dragon provides D&D players and Dungeon Masters with an in-depth look at races descended from or related to dragons. In addition to exploring the fan-favourite kobold race, Races of the Dragon introduces two new races, dragonborn and spellscales, and provides information on half-dragons. The dragonborn are a transitive race, an exciting new

concept that allows players to transform from their initial race into a new one. This book also includes a wealth of cultural information and new prestige classes, feats, equipment, spells, and magic items.

WTC95441 – Son of Thunder (Forgotten Realms: the Fighters, Paperback, RRP £5.99)

Vell was content to be a mere warrior in the Thunderbeast tribe, staying behind on the hunt to guard the camp. But then something alien awakened deep within him, the spirit of a behemoth that he could not control. With it came attacks from the sky, visitors from far lands, and a mysterious command from their ancestral totem: Find the living. And this time, no one was going to let him just stay behind.

WTC95469 – The Road to Death (Eberron: The Lost Mark, Book 2, Paperback, RRP £5.99) The Mark of Death.

After hundreds of years, it has returned to Eberron, and the forces of good and evil want to control it. But one man only wants to get his daughter back alive. To save her, he must walk a perilous path . . .

WTC95475 – Wizards Betrayal (Dragonlance the New Adventures: Trinistyr Trilogy, Vol. 2, Paperback, RRP £5.99)

The Trinistyr, ancient holy relic, cursed symbol of power, key to Nearra's future . . . or her destruction. An antique map reveals yet another family secret: Nearra must relive the suffering of two more of the wizards betrayed by her ancestor, or her family's magic and the healing power of the Trinistyr will never be restored. Undeterred, Nearra, Jirah, and their friends continue their mission, arriving at the once great city of Tarsis. But they do not journey alone. Two elf mages watch them from afar, while a dark cleric follows their every move. Betrayals come to light. New powers arise. And a startling revelation threatens to destroy Nearra, once and for all.

Roleplaying Releases from White Wolf: Tuesday 17th January 2006

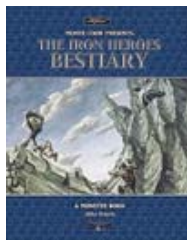
WWP12996 – Wild Blood (Novel, Trade Paperback, RRP £7.99)



Skinner Cade always felt he wasn't like the others in his small Midwestern town. Violent dreams haunted his sleep and bursts of inexplicable anger flared in his heart. When he discovers that he was adopted, he goes on a search for his birth mother and uncovers a world of savage beasts and blood feuds. There is a wolf in Skinner Cade's heart and it fights to

get out - no matter how much blood must be spilled.

WWP16156 – Iron Heroes Bestiary (Iron Heroes Supplement, Softcover, RRP £11.99)



Great heroes need great foes! The Iron Heroes Bestiary contains more than 30 new monsters designed for use in Iron Heroes. They fill a variety of roles, from intelligent, thinking foes to brutal, mindless beasts that spread misery and destruction. What they all have in common is a mixture of martial and arcane power to challenge the player characters.

The book also includes some basic advice on using monsters in Iron Heroes, such as mathematical methods you can use to judge whether a creature offers the proper threat to the party and new feats designed to work with monster abilities.

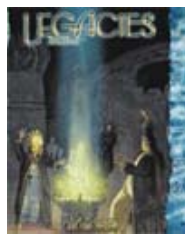
WWP25103 – Bloodlines: the Legendary (Vampire: the Requiem Sourcebook, Hardcover, RRP £14.99)



These are the vampires other Kindred whisper about in the dark. These monstrous lineages, terrifying, taboo and bizarre, mystify even the Damned. Each is surrounded with a fog of rumour and myth that makes the truth of their power impossible to know for certain—until their fatal flesh is faced in person. This sequel to the highly successful Bloodlines: The Hidden™

features nine new bloodlines, each with unique supernatural Disciplines or blood magics, along with an intriguing history and collection of mysterious legends for each bloodline, so Storytellers can introduce them with an aura of fear.

WWP40100 – Legacies: the Sublime (Mage: the Awakening Sourcebook, Hardcover, RRP £15.99)



Mages aspire to greatness, and none more so than those who craft their souls with the techniques of the sublime—legacies that invoke awe and terror. Legacies: The Sublime details 13 all-new legacies, the specialized magical paths that result from soul-shaping and grant unique mystical attainments. Each legacy features a detailed history and organization along

with its own unique attainments. Legacies: The Sublime also provides complete rules for designing your own legacies.

Roleplaying by Various: Tuesday 17th January 2006

CSR0401 – Mecha Aces

(FUDGE Sourcebook, Softcover, RRP £16.99)

Mecha Aces uses the FUDGE system as a foundation, and builds upon the system to create the perfect synergy between a pilot and their machine.

CSR1200 – Encyclopaedia Eldoria

(d20 Setting, Softcover, RRP £19.99)

Come visit the world of Eldoria. This fully illustrated game setting book has everything you need to launch your campaign in the enchanting land. This book is rich with illustrations, world map, regional maps and a creature codex.

CSR4801 – Kevin & Kell RPG

(Action System Setting, Softcover, RRP £19.99)

The Kevin & Kell Roleplaying Game is illustrated throughout with actual strips from nine years of Kevin & Kell, with original art and a new full-colour cover by Bill Holbrook himself.

HER110 – Ultimate Metamorph

(HERO System Supplement, Softcover, RRP £16.99)

The Ultimate Metamorph is your guide to creating and playing shape-changing, form-altering characters and powers in the HERO System.

HER219 – UNTIL Superpowers Database II

(HERO System Sourcebook, Softcover, RRP £16.99)

Created in part with contributions from numerous HERO System fans, The UNTIL Superpowers Database II contains hundreds of all-new superpowers!

MGP3103 – The Dying Light: Drow War Volume 2

(d20 Campaign, Hardcover, RRP £24.99)

The Dying Light is the second part of the Saga of the Drow trilogy. This 256-page hardback book takes the Players further along the road to the epic climax of the series. Packed with marvellous detail, expressive artwork and a great storyline.

MGP3353 – Hyperion Ship Plans

(B5 RPG Sourcebook, Softcover, RRP £14.99)

And here you have it – a complete tour of one of the Earth Alliance's finest warships. The magnificent Hyperion-class cruiser, in all its glory: the good, the bad and the not particularly roomy.

MOG1301 – Atlantis: The Second Age RPG

(Atlantis RPG Rulebook, Hardcover, RRP £20.99)

Atlantis: The Second Age is a complete and comprehensive setting that uses the Omni System for game mechanics. Within, players and gamemasters will find all that they need to run a campaign in the legendary Second Age of Atlantis, including an atlas of Antediluvian Earth, regional maps, city maps and guides and a compendium of creatures, races, animals and various pantheons of Gods and Goddesses.

MOG1400 – Omni System Rules

(Omni System Rulebook, Softcover, RRP £11.99)

The Omni System Core book contains all the basic rules and mechanics required to play. Designed to be a toolkit and framework for gamemasters who want the freedom and flexibility to play a game their way.

PAI2004 – The Liberation of Prince Thorgrim

(Compleat Encounters, Box Set, RRP £10.99)

Prince Thorgrim rots in jail, wrongly accused by the corrupt sheriff and his cruel gaoler. Whispered rumours speak that those in his keep are tortured and sometimes murdered. A Compleat Encounter, scalable to any level, featuring the elven sheriff, the shackled dwarven prince, and his foul gaoler.

PGUWOC03 – World of Cthulhu Issue 3

(Mythos Periodical, Softcover, RRP £10.99)

A Cthulhu Mythos magazine, featuring adventures for the various eras (Modern, Dark Ages, Gaslight, Twenties), fiction, and advice for GM's.

Games by Various: Tuesday 17th January 2006

GMT0510 – Twilight Struggle (RRP £39.99)

Twilight Struggle is a two-player game simulating the forty-five year dance of intrigue, prestige, and occasional flares of warfare between the Soviet Union and the United States. The entire world is the stage on which these two titans fight to make the world safe for their own ideologies and ways of life. The game begins amidst the ruins of Europe and ends in 1989, when only the United States remained standing.

HAS00386 – Trivial Pursuit Genus Ultimate Edition (RRP £29.99)

The question and answer game. Trivia topics cover Geography, Entertainment, History, Arts & Literature, Science & Nature, plus Sports & Leisure. This is a refresh of the classic Genus Edition.

HAS01242 – Trivial Pursuit 1990's Edition (RRP £29.99)

Celebrate the '90's with this special edition of the world's favourite trivia game. Asks 2,400 questions about one of the most momentous decades of the century. Hip new categories: Oops, Wired, Viewing, Trends, Important, and Hangin'.

APL0030 – SWAS: Strike South (RRP £34.99)

Desperate for natural resources, Japan invaded the American, Dutch and British colonies of South-East Asia in late 1941. This "Strike South" saw Imperial forces quickly dominate a huge segment of the Earth in the fastest conquest of modern times. This is a full, stand-alone game, the sixth in the *Second World War at Sea* series.

HAS01202 – Trivial Pursuit Football Bitesize (RRP £7.99)

A travel edition of Trivial Pursuit with a football theme. 600 new questions to play stand-alone or in addition to a full Trivial Pursuit game.

B5 A Call to Arms from Mongoose Publishing: Tuesday 17th January 2006

Code	Description	RRP	Code	Description	RRP
MGP336019	Earth Alliance Apollo Cruiser	£8.50	MGP3378	Centauri Republic Reinforcements	£29.99

Comics & Magazines: Tuesday 17th January 2006

Code	Description	RRP	Code	Description	RRP
GMT-C3I17	C3I Issue #17	£11.99	STR-WI220	Wargames Illustrated #220	£3.75
PAI-DR340	Dragon Issue #340	£3.99			

Card Accessories by Ultra-Pro: Tuesday 17th January 2006



UPR81770 – Black Dual Life Counter Deck Box (6 boxes at SRP £1.25)

A side loading Deck Box with built-in Dual Life Counter! Holds 82 sleeved standard-size gaming cards. Life counters help you keep track in a variety of popular collectible card games.

Ultra-Pro