

### Legend of Drizzt...

Look out for the special D&D Minis mid-week sheet, featuring the new Legend of Drizzt Scenario Pack.

## Halo ActionClix by WizKids: Releasing Wednesday 19<sup>th</sup> September 2007

Halo ActionClix

**WIZ1304 – Halo Combat Pack (RRP £13.99)**

**WIZ1311 – Halo Booster (RRP £6.50)**

Halo is a game about firepower, and with the over 80 figures, vehicles, and 3-D objects in *Halo ActionClix* allow incredible combinations of weaponry from the Halo universe. The unique "weapon swap" game mechanic allows you to give a unit on the play map a stronger weapon. *Halo ActionClix* also features character cards for each unit, which describe the special abilities that units possess. You can also upgrade your units by eliminating your opponent's units or controlling vital areas on the map.

Each Combat Pack contains:

- 4 regular-sized figures
- 2 giant-sized figures
- 1 3-D object
- 6 character cards
- 20" x 30" double-sided colour map
- Tokens and dice
- New Halo ActionClix rulebook

Each Booster Contains:

- Five randomly packed figures with character cards
- 15" x 10" colour map
- Rules
- Two micro dice
- Tokens



## D&D Releases from Wizards of the Coast: Tuesday 18<sup>th</sup> September 2007



**WTC109277400 – DD3: Fortress of the Yuan-Ti (D&D Adventure, Softcover, RRP £11.99)**

Evil yuan-ti conspire to destroy a kingdom using dark rituals and the bones of a long-dead king. To win the day, heroes must storm the yuan-ti fortress and wrest the bones from the cultists' clutches. *DD3 Fortress of the Yuan-ti* is a *Dungeons & Dragons* adventure designed for 6th level characters.

**WTC109287200 – Exemplars of Evil (D&D Sourcebook, Hardcover, RRP £16.99)**

The *Exemplars of Evil* supplement shows Dungeon Masters how to construct memorable campaign villains and presents nine ready-to-play villains of various levels that can be easily incorporated into any D&D campaign.

**WTC215437200 – Grand History of the Realms (Forgotten Realms Celebration, Hardcover, RRP £16.99)**

The *Grand History of the Realms* chronicles the rich history of the *Forgotten Realms* campaign setting, presenting a detailed timeline accompanied by essays from Elminster of Shadowdale and other Realmslore experts. Although not a game supplement, it serves as a handy reference guide for players and Dungeon Masters seeking information on specific historical events.

**WTC216017400 – D&D Dungeon Tiles 5: Lost Caverns of the Underdark (D&D Accessory, RRP £7.99)**

This set provides ready-to-use, configurable dungeon and cavern tiles of various shapes. This accessory for the D&D game contains six double-sided sheets of illustrated, die cut terrain tiles printed on heavy cardstock.

Dungeons & Dragons

## Roleplaying by Various: Tuesday 18<sup>th</sup> September 2007

### **APO0200 – Shadow Nations**

**(Shadow Nations Rulebook, Softcover, RRP £18.99)**

The world has ended. Humanity continues in its death throes. Pockets of civilization fight to regain control, taking land and power away from Daemons and nightmares. It is the year 2299. Europe. God's chosen soldiers fight to loosen Hell's grip, battling kultist minions and daemonic half-breeds. Both ancient and the naive struggle in the battle to control the Earth plane. The Roman Army and the Vatican have joined forces to regain command over the European nations. Unfortunately, corruption spreads deeps, and the other nations pledge allegiance only to themselves. The time has come. The battle anticipated. The *Shadow Nations* – prepare for the final apocalypse.

### **BWG600 – Gestalt: the Hero Within**

**(HERO Sourcebook, Softcover, RRP £26.99)**

The Gestalt campaign setting takes the idea of "character as Archetype" one step further. In this campaign world, Gestalt-Earth, the characters are the symbols. A physically powerful superhero might not just be a strong guy - he could be an embodiment of Strength.

### **GMG4700 – WFF0: Temple of Blood**

**(d20 Adventure, Softcover, RRP £1.00)**

An ancient temple. A sinister villain. And plenty of kobold ass to kick! The king's latest wife has gone missing. In an effort to rescue her and other young lovelies, the heroes descend beneath the city streets and find themselves in the ruins of an ancient temple. The villain — who has given himself to dark powers — draws on the magic of the place to complete his vile rituals. The heroes confront vicious kobolds, giant vermin, and the magic of the ancient temple. The Temple of Blood needs cleaning — and there's plenty of bad guys that the heroes can use to mop the floor! An adventure for 1<sup>st</sup> level characters.

### **GMG4702 – WFF2: Against the Iron Giant**

**(d20 Adventure, Softcover, RRP £6.99)**

In *Against the Iron Giant*, the heroes confront a gigantic, iron-shod, town-crushing, monster-smashing war machine. The Iron Giant, long dormant beneath the earth, is awake again. The driven Rayne Darklin now controls the Iron Giant from within, and the enormous construct contains an army of cultists and hired guns as well as defences and traps almost as old as the world. The heroes sneak into the Iron Giant and battle their way through the great construct, finally putting the hurt to Rayne in the giant's mechanical brain. An adventure for 3<sup>rd</sup> level characters.

### **GMGP1009 – Las Vegas Crawl**

**(Xcrawl Adventure, Softcover, RRP £7.99)**

In this deadly crawl, DJ Outrageous Fortune gives the heroes the chance to test their mettle in a fun-loving adventure filled with Vegas spirit. Giant roulette wheels and deadly dice games are in the cards, along with a Trojan horse, an addictive T-rex in withdrawal, and a giant gorilla throwing flaming barrels. Visit the city of lights — and see if you come home alive! An adventure for 6<sup>th</sup>-8<sup>th</sup> level characters.

### **ICE6500 – Rolemaster Express**

**(Rolemaster Rulebook, Softcover, RRP £5.99)**

Based upon the *Rolemaster Classic* rules, *Rolemaster Express* brings you all the excitement of Rolemaster in a small, streamlined simple to use package. *Rolemaster Express* brings you everything you need to begin playing Rolemaster today! 4 Races, 4 Professions, Condensed Combat System, 30 Spell Lists (to 10th level, covering 2 realms), 20 Monsters, Streamlined XP guidelines, Streamlined Treasure Generation, Starter Adventure, and Rolemaster Classic Compatibility Guidelines.

### **MGP3517 – The Rim**

**(B5 RPG Sourcebook, Hardcover, RRP £15.00)**

The outer limits of the Galaxy has always been a mysterious place that travellers see as the end of everything, but true explorers and adventurous spacers know better. They know that there is no such thing as the End, no Void beyond the Void, and that there is something out there to be found. It is the role of explorers and wanderers to find these things and turn them from mystery to fact. This book looks at the process of exploring the Rim and the many uncharted planets and systems that make it such an attractive topic. Unmapped jump routes and new experimental colonies, explorer vessels and the discovery of new life are all just parts of what can be learned in this sourcebook.

### **MGP8142 – Slaine RPG**

**(Slaine Rulebook, Hardcover, RRP £25.00)**



Tir Nan Og – The Land of the Young – is a place of myth and legend, where the warring tribes of Celts fight one another constantly, except when joining forces to combat invaders. It is here that Slaine mac Roth built his legend in the pages of the comic 2000AD and now you can also adventure in his world, with the new *RuneQuest* rules system. In

this new *RuneQuest* setting your character can learn many new skills unique to the world of Slaine (such as the Salmon Leap and Shield Biting), have immense warp spasms that can lay waste to his foes and use the power of the earth to cast magical spells to defeat your enemies.

### **TLG3352 – More Beasts of Legend**

**(LA Sourcebook, Softcover, RRP £10.99)**

From the creative genius of Gary Gygax comes *More Beasts of Legend*. This new monstrous supplement, designed for the *Legendary Adventure Role Playing Game*, contains over 80 monsters and with dozens of sub-species described and detailed. You'll find classic beasts such as the chimera or stranger creatures, such as the abomination hound, direct from Gygax's own wild imaginings.

### **TLG8002 – Monsters & Treasures Special Edition**

**(C&C Rulebook, Hardcover, RRP £28.99)**

A faux-leather bound edition of the Castles & Crusades Monsters & Treasures rulebook.

## WWE Stickers from Topps: Tuesday 18<sup>th</sup> September 2007

**TOP906289 – WWE Superstar Uncovered Album (25 @ RRP £1.49)**

**TOP906296 – WWE Superstar Uncovered CDU (50 packs @ RRP £0.35)**

Get all the essential facts and stats on the top superstars in Merlin's new sticker collection - *WWE Superstars Uncovered*. Inside the 40 page album you'll find amazing facts to learn on every page and with over 220 stickers to collect this is a real must have for all WWE fans. How much do you know about John Cena, Batista and King Booker? Each Superstar has special quiz questions to test your knowledge to the maximum!



WWE

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## Games by Various: Tuesday 18<sup>th</sup> September 2007

### HUR700100 – Mr. Jack (RRP £22.99)

1888 - London - Whitechapel district. The night covers the gloomy alleys with a veil of darkness. Jack the ripper is moving in the shadows... The finest investigators of the gaslight age have gathered here to catch him before he uses the darkness to slip away for good. The trap is slowly closing upon him... But Jack is cunning. He is in fact impersonating one of the investigators... Will the others unmask him? Players 2, Ages 9+

### MFG3114 – Fishermen of Catan (RRP £2.50)

For generations, the people of Catan have lived in an island paradise, surrounded by the peaceful sea. They have long known of the benefits of the sea: maritime trade has been crucial to their expansion since the beginning. But recently they have discovered that the sea holds other bounty, ready to be gathered and used in the never-ending quest for expansion and trade. An expansion for *Settlers of Catan*.

### MFG5201 – Kragmortha (RRP £21.99)

There is no way to measure how smart a goblin is. Do you believe them? Are you brave enough to find out? If you are, sneak into the private library of Rigor Mortis and see if you can claim a magic tome for your own. Beware! The Dark Overlord stalks the shelves seeking his own dark treatises. Can you avoid his withering gaze and escape his terrible spells? Players 2-8, Ages 8+

### S&D0040 – Cutthroat Caverns (RRP £18.99)

An artifact of untold power lies in your hands. To claim it, you must escape the caverns alive. In this game of kill-stealing, you decide whether to swing for a whopping 50 points of damage – or hold back, awaiting a more opportune time. Only the final blow matters if you are to score the kill. Players 3-6, Ages 12+

### S&D0041 – Cutthroat Caverns: Deeper & Darker (RRP £9.99)

Deeper & Darker is the first expansion to Cutthroat Caverns and further extends replay value with 15 new Encounters and more!

### SFG004 – The Red Dragon Inn (RRP £21.99)

You and your adventuring companions have spent all day slogging through the Dungeon, killing monsters and taking their stuff. Now you're back in town, healed up, cleaned up, and ready to party at the Red Dragon Inn. Drink, gamble, and roughhouse with your friends. But don't forget to keep an eye on your Gold. The last conscious adventurer with Gold wins the game! Players 2-4, Ages 13+

### TSL0261 – HeroCard: OrcWars (RRP £14.99)

HeroCard OrcWars is an asymmetrical fantasy game of fierce combat for two players. OrcWars comes as a two player game with the Paladin and Orc King hero decks. It can be expanded to four players with the Ranger and Sorceress packs (sold separately). Players 2-4, Ages 10+

### MFG4504 – China Rails (RRP £24.99)

Can you prove to the People and the Party that you, and you alone, deserve to be named the "Minister of Railroads"? Players 2-6, Ages 12+

### PRE49100 – Killer Bunnies Onyx Booster (RRP £13.99)

Take your bunnies to the far reaches of the Earth to solve the riddle of The Mysterious Places! Discover the near limitless powers of the Extra Super bunnies! The Ominous Onyx Booster Deck adds a hefty 110 cards to your existing set, 12 Mysterious Place cards, 9 coloured Chips and a Yellow Ball with a Red Stripe.

### RAS002 – Tavern Battle (RRP £11.99)

The Dwarf wants his Axe, the Magician his Spellbook, the Elf her Enchanted Lute, and the Troll... whatever. To share their loot from their latest adventure they agreed to come back to the tavern where they had met. For the tavern, this doesn't end well... Players 2-6, Ages 10+

### SFG005 – Tiki Mountain (RRP £21.99)

The Volcano God is very angry and if he doesn't get a sacrifice soon, he's going to destroy the island! You and your fellow islanders must race to the top of Tiki Mountain. If you reach the top first and prove yourself worthy, you may be able to make the sacrifice that saves your island! Players 2-6, Ages 10+

### SQU001 – Dart Wars (RRP £24.99)

Dart Wars is a world conquest game, played with magnetic darts on a flexible dartboard. The game is a mixture of dexterity and territorial conquest where the players will conquer the world. Players 2-5, Ages 12+

## War Games by Various: Tuesday 18<sup>th</sup> September 2007

### DCG1015 – Luftwaffe (RRP £29.99)

Luftwaffe is an update of the classic Avalon Hill game covering the US strategic bombing campaign over Europe in World War II. As the US commander, your mission is to eliminate key German industrial complexes. You select the targets, direct the bombers, and plan a strategy intended to keep the Luftwaffe off-balance. As the German commander, the entire arsenal of German aircraft is at your disposal against the finest in Allied designs.

### SIMZ02 – Napoleon's Triumph (RRP £44.99)

Napoleon's Triumph is built on the same foundations as its acclaimed predecessor, Bonaparte at Marengo, but is bigger and grander in scale. It uses two boards to make a double-size 44" x 34" map of the Austerlitz battlefield and has twice as many pieces as the earlier game, but defying the tradition that big wargames must also take a long time to play, Napoleon's Triumph can be played from start to finish in a single evening.

### LNL300 – Lock 'n Load: Swift & Bold (RRP £19.99)

Lock 'n Load: Swift and Bold expands the forces, battles, and options available in Lock 'n Load: Band of Heroes with the addition of the British paratroopers.

### LNL200 – Lock 'n Load: Not One Step Back (RRP £29.99)

Lock 'n Load: Not One Step Back is Lock 'n Load's first foray into the Eastern Front of World War II. This expansion includes the units, rules, and scenarios that gamers need to recreate the desperate struggles on the Russian steppe.

## Comics & Magazines: Tuesday 18<sup>th</sup> September 2007

Code	Description	RRP	Code	Description	RRP
KBS006	Knucklebones Vol. 2 Iss. 6	£2.99	STR-WI240	Wargames Illustrated #240	£3.95



### GOB001 – Goblins Graphic Novel Book 1 (RRP £12.99)

Taking place in a Dungeons & Dragons setting, this ongoing comedy/adventure comic features a group of goblins that have decided that they can no longer be XP fodder for the scores of low-level adventurers who are constantly attacking them. This story forces any roleplayer who has ever squished a goblin, orc or similar beastie to see things from the monster's point of view.

Goblins

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