

White Wolf Publishing Releases: Monday 1st December 2003

The Ventrue Chronicles – WWP2460

(Vampire The Masquerade Sourcebook, SC, RRP £11.99)

The Ventrue: Manipulators of mortals and leaders of the Kindred. Yet the Ventrue's powerful façade hides a myriad of internal struggles, petty rivalries and epoch-spanning vendettas. From the domain of Prince Mithras to the reaches of India, the Ventrue power gambit plays out nightly.

Created in the spirit of the Giovanni Chronicles series, this book pits the players' characters against elders, ancillae and even neonates in a century-spanning bid for power.

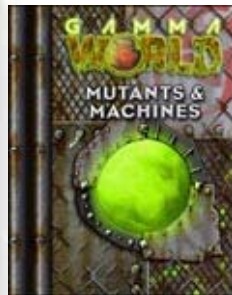
Luclin – WWP16512

(EverQuest Sourcebook, HC, RRP £17.99)

The goddess Luclin has lifted the veil that hid her moon. Granted access to this wondrous lunar world, the races of Norrath encounter the legacy of the Combine Empire that once united Norrath. Luclin discusses the moon of Norrath in detail, including its peoples and cities, its dangers, dark secrets and treasures.

Machines & Mutants: Gamma World – WWP17252

(d20 Modern Sourcebook, HC, RRP £20.99)



Once, not so long ago, scientists played with genes like toys. Now, new species of plants and animals fill the places humanity once ruled, and things that were once tools prey on the descendants of their makers.

This first supplement for the popular Gamma World campaign setting covers things both animal and mechanical that roam the post-apocalyptic future. You'll find descriptions of mutated creatures and of electronic species.

Dark Ages: Players Guide to High Clans – WWP20007

(Dark Ages Sourcebook, HC, RRP £17.99)



The Salubri have fallen. Now we are only six, although we do not stand united, we are the rulers of the night, by divine ordinance and by the power of Caine's blood. If the Low Clans have forgotten their place, surely it is time we reminded them.

Contains detailed information on the Brujah, Cappadocians, Lasombra, Toreador, Tzimisce and Ventrue. It includes hints on running High Clan and mixed chronicles, how High Clan characters develop and lots more...

Days of Fire – WWP8281

(Demon The Fallen Fiction, Trade paperback, RRP £11.99)

Heed the Signs and Beware! The seals of the Abyss are sundered and demons walk the earth again, claiming souls as they vie for dominance across the globe. Demon: Days of Fire presents a vision of the world on the brink of apocalypse, as ancient powers clash and the future of mankind hangs in the balance.

The Puppetmasters: Brujah Clan Trilogy #3 – WWP11122

(Vampire the Masquerade Fiction, paperback, RRP £3.99)

Theo Bell's future hangs in the balance. Cut off from vampire society, his ranks and privileges as an archon revoked, Theo faces his most lethal task yet - identifying the forces behind the global slave ring he has pledged to destroy.

Demons Walk the Earth T-Shirt (XL) - WWP5758

(White Wolf Apparel, RRP £15.99)

A stunning T-shirt inspired by Demon: The Fallen, features a full colour back print.

Tribe and Tradition

Tribebook Uktena:

Revised – WWP3862

(Werewolf, SC, RRP £11.99)

Seekers after the Forgotten. They follow the great water-serpent Uktena, the strange totem of mystical wisdom. They have imprisoned countless evil spirits and learned volumes of magical lore.

There are no greater sorcerers among the werewolf tribes - but the Uktena have not gained such wisdom without cost. There is always a price.

The mystics of the Garou Nation, the Uktena are masters of long-lost lore, able to bind evil spirits and fight the Wyrm with magic unknown to other tribes. Explore the depths of the Uktena's knowledge. Learn their blessings and curses, and their secret arts.

Tribebook Wendigo:

Revised – WWP3863

(Werewolf, SC, RRP £11.99)

Their anger is not hot, but cold as the frozen North. They have endured pain enough to kill a thousand nations, but they refuse to die. They are the chosen of the cannibal spirit, the tribe of winter, the last of the Pure Ones. They are the Wendigo, and woe to anyone who crosses these warriors' path.

The Revised Tribebook series closes not with a whimper but with a roar, with Tribebook Wendigo. Inside are tales of the heroic past of the children of Wendigo, details on their tribal customs and laws, and rules for their potent gifts of ice and war. Will the fiercest tribe be the last hope of the Garou, or will the Wendigo fall prey to their own hatred and Rage?

Tradition Book Virtual Adepts:

Revised – WWP4660

(Mage, SC, RRP £11.99)

The youngest magical Tradition is the most vibrant and the most irreverent. Virtual Adepts don't waste time delving into ancient grimoires. They're too busy surfing the razor's edge of the next zeitgeist. They don't follow trends, they make them. By the time the mainstream catches up to their latest idea, they've moved on to new frontiers of space and mind.

Why hack computers when you can tap into reality itself? After all, the programming language of the universe is hardwired into every mage's Avatar. Unlike other mages, Virtual Adepts aren't content to just seek enlightenment. It's time to upgrade the universe's operating system, even if it risks crashing the current program.

Roleplaying Releases: Tuesday 2nd December 2003

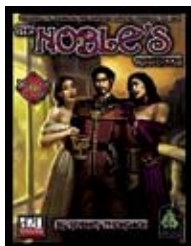
GURPS: Klingons – ADB8003

(GURPS Prime Directive sourcebook, SC, RRP £16.99)

Everything you ever wanted to know about the Empire of Steel - how the emperor is selected, why there are always three princes, why the empress is not always the wife of the emperor but sometimes his daughter or sister, the military nobility, military academies, the difference between warriors and civilians, the warrior colonies, military ranks and promotion, military awards and decorations, the Knights Paladins, Klingon religions, the intelligence services that spend most of their time spying on each other, a complete Space-3 readout of all Klingon ships, and much more.

Nobles Handbook – GRR1305

(d20 sourcebook, SC, RRP £9.99)



The Noble's Handbook provides everything you need to add this class to your d20 campaign, from prestige classes like the Commander and Diplomat to feats like Frightful Aura and Smooth Talker. The book also features rules for creating noble houses, a treatise on duelling, advice on integrating nobles into your campaign, and

expanded rules for followers.

Silver Age Sentinels d20 Core Rules – GUA13-201

(d20 Core rulebook, HC, RRP £26.99)

A reprint of the ultimate guide to Silver Age Sentinels for the d20 setting. This book is packed with details of how to put the super into your d20 hero.

Silver Age Sentinels Min. Pack #3 – GUAZ15-009-12

(Gaming accessory, RRP various)

Four fantastic miniatures including the Iron Duke RRP (£5.99), Iron Walkers (RRP £5.99), Red Phoenix (RRP £2.99 and Green Ronin (RRP £2.99)

Construct Companion – ICE5815

(Rolemaster sourcebook, SC, RRP £12.99)



Build a Better Bad Guy! Artificial beings are unnatural creatures constructed by enchantments. Composed of virtually any element or substance.

Construct Companion is a fantasy roleplaying sourcebook on artificial entities and magical machines of every kind. It expands on the material available in Creatures &

Monsters and Treasure Companion, and represents a total revision and unification of the fragmented resources found in previous editions of Rolemaster.

RIFTS: Rise of Magic – PAL662

(RIFTS sourcebook, SC, RRP £6.50)

The return of magic has empowered humans with strange and wondrous powers unlike anything so far seen (and different from conventional types of magic). This only complicates things for Earth's defenders as the line of distinction between "good" and "bad" guys begins to blur.

Munchkin GM Screen – SJG3406

(d20 Munchkin accessory, RRP £9.99)

The Munchkin Master's Screen doesn't contain combat tables. It doesn't contain treasure generation tables. It doesn't even contain pizza-generation tables... What it does contain are the tables a true Munchkin Master needs!

Dragon in the Smoke – VIC1002

(Victoriana RPG adventure, SC, RRP £8.99)

A missing persons case draws the characters into a convoluted investigation of a crime with no apparent motive. The investigation becomes even more convoluted when the only solid clues the characters have refer to a dragon - and there aren't any dragons in London... are there?

Comic & Magazine Releases: Tuesday 2nd December 2003

Code	Description	RRP	Code	Description	RRP
DCG-FM131	Fire & Movement Issue #131	£4.99	FUT-SFX112	SFX Issue #112	£3.75
DSP-NO22	Nodwick Issue #22	£1.99	GRI-HAR3	Harbinger Issue #3	£3.50
DSP-DT25	Dork Tower Issue #25	£2.50	PAI-UD3	Undeafed Issue #3	£3.99
DSP-DTCS	Dork Tower Clicky Special	£1.99	PAI-DUN106	Dungeon Magazine Issue #106	£5.50

Out of the Box Releases: Tuesday 2nd December 2003

Fish Eat Fish – OBG4321

(Board game, 2-5 players, ages 8+, RRP £14.99)

It's Survival of the Fishes! In a wave of challenges and bluffs, players compete for control of the sea. Play your cards right, and watch your stack of fish grow. But just when you think you're the big fish... a bigger fish comes along. Gobble up the most fish and you win!

Wildside – OBG2244

(Dice game, 2-4 players, ages 8+, RRP £10.99)

Shake, Rattle, and Roll! Wildside™ is the dynamic dice game where all players roll specially designed dice, and race to find a match. Be the first to spot a match and win that round.

Collect the most dice by the end of the game and win!



Wargame Releases: Tuesday 2nd December 2003

America Triumphant – APL0023

(Wargame, RRP £24.99)

A fast-playing game. Take command of the German Fifth and Sixth Panzer Armies or the American First and Third Armies in the climactic battle of World War Two.

Pasaran! – UGGPAS

(Wargame, RRP £19.99)

Re-create and take command of the forces involved in the Spanish Civil War. Unique card mechanics make every game different. A standalone game or a game for 2 players.

Great Pacific War – APL0025

(Wargame, RRP £49.99)

Origins-Award-winning designer Brian L. Knipple brings you the long-awaited sequel to Third Reich. Japan's elite forces face the awesome power of the United States in a struggle for the Pacific basin's future. Play it separately, or together with Third Reich to recreate the entirety of World War Two. Contains new rules to combine the two games.

Games Releases: Tuesday 2nd December 2003



Stoner Fluxx! – LOO420 (Card game, 2-6 players, for Adults, RRP £9.99)

A marijuana themed version of the Mensa Select award winning game! Goals and keepers have been changed to reflect the new theme – Such as “Pursuit of Happiness” (Goal) and of course “Weed” (Keeper). A fantastic card game repackaged with a wide appealing theme.

Nostalgia Monopoly – HAS40753 (Themed Monopoly, RRP £24.99)

Consumers now have a chance to own a piece of monopoly history with a board based on the very first edition. Featuring Wooden box, the original graphics from a first edition Monopoly and wooden house/ hotels.

Ninja Burger – SJG1430 (Card game RRP £19.99)

Now you can join the elite Ninja Burger delivery team! The twisted minds that brought you Chez Geek and Munchkin are back. Based on the popular website at www.ninjaburger.com, this hilarious card game, designed by Steve Jackson, pits you against your fellow trainees in a new Ninja Burger store. Learn the secrets of stealth, swordsmanship, and customer service. Fight for honour, respect, big tips, and that coveted promotion...

Return of the King Top Trumps – WIN004060 (Top Trumps, RRP £3.99)

The latest The Lord of the Rings™ themed Top Trump cards based on the upcoming Return of the King film.

Wizards of the Coast Novel Releases: Tuesday 2nd December 2003

The Death Ray – WTC17992

(D&D Fiction, paperback, ISBN 0-7869-3030-6, RRP £5.99)

This title chronicles the latest adventure of various iconic characters from the Dungeons & Dragons core rulebooks. This tenth title in the novel line features the iconic characters of the fighter and the wizards, both of whom appeared in the kickoff title for the line, The Savage Caves.

Insurrection – WTC17993

(Forgotten Realms Fiction, Spider Queen Bk #2, paperback, ISBN 0-7869-3033-0, RRP £5.99)

Quentel Baenre is second only to the matron mother and is Menzoberranzan's most powerful priestess of Lolth. When the Spider Queen goes silent, Quentel is called upon to lead a team of dark elves on a mission that could save Menzoberranzan or doom it forever. With the cunning wizard Pharaun Mizzrym, weapons master Ryld Argith, mercenary Valas Hune, and the vicious draegloth Jeggred by her side, the priestess is sent to the trade city of Ched Nasad to determine the scope of Lolth's silence.



Sacred Fire – WTC17994

(Dragonlance Fiction, Kingpriest Trilogy Bk#3, paperback, ISBN 0-7869-3036-5, RRP £5.99)

This title completes the exploration of a key part of Dragonlance history. In addition, this title features popular characters that appear throughout the Dragonlance Legends trilogy.

Tanis, The Shadow Years – WTC17995

(Dragonlance Fiction, Preludes Vol. #6, paperback, ISBN 0-7869-3039-X, RRP £5.99)

First launched over a decade ago, the Preludes series has continued to prove popular with Dragonlance fans. This re-release of Tanis, The Shadow Years showcases a new look that is also reflected in the other recovers of this series.

Wind of Truth – WTC17997

(L5R Fiction, Four Winds Saga Vol. #4, paperback, ISBN 0-7869-3045-4, RRP £5.99)

This concluding title to The Four Winds Saga explores a different character's perspective on the events taking place in the series. The ending of this title was actually decided by the Legend of the Five Rings readers and fans in a tournament during the Summer of 2003.

Crimson Gold – WTC96453

(Forgotten Realms Fiction, Rogues Vol. #3, paperback, ISBN 0-7869-3120-5, RRP £5.99)

Focusing specifically on the shadowed life of the iconic character class of the rogue. Each novel in the series is a stand-alone adventure.

W40k CCG Releases: Tuesday 2nd December 2003



Warhammer 40,000 CCG 2nd Edition: The Horus Heresy features the same groundbreaking design and fast-paced rules as the original 40K CCG game, enhanced by a year and a half of extensive analysis and feedback from fans. Your cards are your link to victory. They represent your forces, be they units of troops, thickly armoured tanks, characters, ships, or fortifications. Warhammer 40,000 CCG 1st Edition cards will be compatible with Warhammer 40,000 CCG 2nd Edition: The Horus Heresy cards.

This 150-card base set for the Horus Heresy CCG, sets the stage for the biggest event in the history of the Warhammer 40,000 universe.

STG5010 - Horus Heresy Starter Display RRP £9.99 (10 decks/display)

STG5020 - Horus Heresy Booster Disp. RRP £2.49 (40 packs/display)

The Horus Heresy Product Low-down...

- Starter Decks include 65 cards.
- Booster packs contain 9 cards and 1 bonus Gold Piece Card for a total of ten cards per pack.

YuGiOh! Releases: Friday 5th December 2003

YuGiOh! - Gift Boxes



There are two versions of the Gift Box - The YUGI Starter Deck and the KAIBA Starter Deck. Each contains the items a player will need to begin collecting and playing the Yu-Gi-Oh! trading card game. Each box is constructed in rigid cardboard in one of two Yu-Gi-Oh! designs and contains:

- A starter deck (either the Yugi or Kaiba deck)
- 2 packets of Blue Eyes White Dragon booster series
- 2 packets of Metal Raiders booster series
- 1 packet of 50 Yu-Gi-Oh! card protector sleeves

KON043745 – YuGiOh!: Yugi Gift Box RRP £19.99

KON043752 – YuGiOh!: Kaiba Gift Box RRP £19.99

Roleplaying Releases: Friday 5th December 2003

Burger Tech – 9LG9207

(Ninja Burger sourcebook, SC, RRP £3.99)

BurgerTech! is the far future supplement for Ninja Burger: The Role Playing Game! Complete deliveries to Giant Battle Mekz(tm), uber-powerful little girls, and trans-dimensional forces of evil. However, in the course of these deliveries it may become necessary to battle said Battle Mekz(tm), uber-powerful little girls, and trans-dimensional forces of evil. BurgerTech! makes it all possible. Also included are new, futuristic weapons and equipment...

Captain's Log Issue #27 – ADB5727

(Star Fleet Battles periodical, SC, RRP £10.99)

Fiction, tactics, new ships, new rules, new scenarios.

Fantastic Frontiers – AEG2210

(Stargate SG1 RPG sourcebook, SC, RRP £17.99)



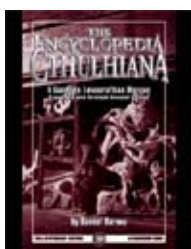
The secrets of the stargate have been unlocked, but where will they lead humanity? And what adventures will the newly founded Stargate Command find on the far side of the universe? This sourcebook contains everything a player needs to know about the first exciting season of Stargate SG-1 -

new aliens, new worlds, and new rules designed to expand your campaign into uncharted territory.

Featuring detailed breakdowns of every episode of Stargate SG-1's premier season, including not only what you saw on the show but also greatly expanded material introducing new characters, locations, themes, and storylines never before seen in any medium!

Encyclopaedia Cthulhiana – CHA6022

(Call of Cthulhu sourcebook, SC, RRP £11.99)



The second edition of Encyclopaedia Cthulhiana contains over a hundred and fifty additional pages and scores of new entries. New features includes thumbnail illustrations of the most important signs and symbols and a timeline of the Cthulhu Mythos spanning billions of years. Many entries have been revised to reflect our latest understanding of the

Mythos, and the infamous Necronomicon appendix has been greatly expanded.

Heavy Gear Earth Companion – DPN926

(Silhouette/OGL sourcebook, SC, RRP £17.99)

Earth - cradle of Mankind, and currently home of the neofascist New Earth Commonwealth, master of the feared Colonial Expeditionary Force. Visit the homeworld of Humanity and see how it has been altered by evolution, ice ages and regime changes. This book combines the Life on Earth sourcebook (originally scheduled for December), CEF Sourcebook and other Earth material into the new Earth Companion book.

Monsters, Minions & Marauders – HER502

(Fantasy Hero sourcebook, SC, RRP £17.99)

What's a fantasy game without monsters and enemies to fight? Monsters, Minions, and Marauders is an enemies book for Fantasy Hero. It features dozens of monsters appropriate to any setting from old favourites like orcs and ogres to strange new menaces like the Sharthak and the Dreamstalker. It also includes templates for common human adversaries (pirates, city guards and the like.)

Book of Dragons: Classic Play – MGP8802

(d20 sourcebook, HC, RRP £24.99)

Building upon and extending the Slayer's Guide to Dragons, this book is designed to complement the former Slayer's Guide and add a great deal more information for the Games Master. A wide variety of new dragons are introduced, along with complete lairs, studies of the effect dragons have on their environment, and how they guard their hoards and the minions they employ and enslave to further their own goals.

Encyclopaedia Arcane: Components & Foci – MGP1020

(d20 sourcebook, SC, RRP £9.99)

While arcane might stems from learned study or fiery blood, it is the material component and focus that fuels a spell and drives its power. This latest tome from the Encyclopaedia Arcane series takes a detailed study of the components and arcane foci spellcasters use in their art, allowing players to modify spells and gain yet higher abilities!

Signs & Portents Issue #5 – MGP5505

(d20/OGL periodical, SC, RRP £3.99)

Dedicated house magazine designed to support Mongoose Publishing's d20 System lines (including the Slayer's Guide, Quintessential and Encyclopaedias lines), as well as featuring other roleplaying games such as Babylon 5, Judge Dredd, Armageddon 2089 and Slaine.

Game Releases: Friday 5th December 2003

Realm Lord – DFE0001 (Card Game, RRP £14.99)

A strategic fantasy card game where Lords quest to rule the land of Ghezeran. Players seek heroes and gather treasure as they quest to find magical Hope Stones throughout the Realms. Realm Lord is simple to learn but difficult to master as the players unlock a different adventure with each game. Beautiful illustrations and exciting game play make for an enjoyable experience for all ages.

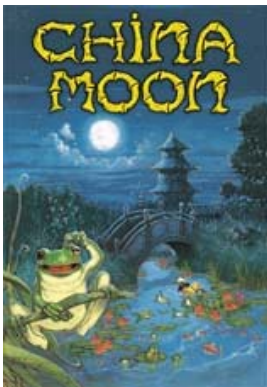
Crystal of Power – DGL200 (Quest for the Dragon Lords 5-6 expansion, RRP £29.99)

The 5 to 6 player expansion comes complete with well over 80 figurines and all new adventures and new spells.

Terra – DOW2101 (Card game, RRP £14.99)

Terra puts the players in front of ecological, socio-economical and diplomatic-military crises where all must collaborate to save the Earth's fragile equilibrium while moving their own interests forward. Players score points for solving a crisis for the common good. Published in partnership with Barcelona Forum 2004 and UNESCO, approximately 20% of gross profits go to solving real world crises.

China Moon – EGDCHINA (Board game, 3-5 players, ages 8+, RRP £13.99)



Once upon a time, in far-off China, there lived a mandarin duck. This duck was very sad because he wanted to give his sweetheart a special gift, but didn't know what would please her. One night, when the moon was full, the frogs that shared his pond decided to help him by gathering a beautiful bouquet of water lily blossoms for him to give his beloved. The frogs divided into teams of 3, and hopped frantically from lily

pad to lily pad, each team trying to gather the most beautiful lotus blossom bouquet. Relive this loony leapfrog race and lead your team to victory by aiding your opponents' frogs - who can't help but do the same for you. Well, let's hope so, anyway!

Trias – RGG228 (Board game, 2-5 players, ages 12+, RRP £14.99)

The Triassic age began 250 million years ago with the greatest global catastrophe ever. 95% of all species were eliminated and those remaining moved quickly to fill the voids on the habitable lands, as the pre-continent Pangea slowly breaks. Each player will create the history of one specie, working to co-exist with the other species while trying to establish secure majorities on the new continents.

Coloretto – RGG226 (Card game, 3-5 players, ages 8+, RRP £7.99)

The players draw cards from a card supply in the middle of the table. During the game, the players try to specialize in a few colours, as at the end of the game, a player can score plus points for only 3 colours; the rest score minus points. The more cards a player has of a colour, the more points he scores. The player with the most points wins.

Ricochet Robot – RGG122 (Board game, RRP £19.99)

A reprint of the classic fun game of robot mayhem featuring new boards.

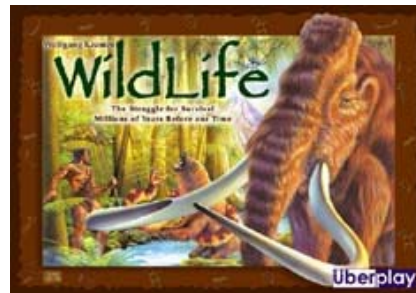
Samurai – RGG116 (Board game, RRP £29.99)

A straight reprint of the popular Samurai themed game.

The Ark of the Covenant – UBR104 (Board Game, 2-5 players, RRP £19.99)

The Ark of the Covenant: the symbol of the centre of worship for the Children of Israel. Through guidance from the Lord, Joshua has led the Children of Israel into the Promised Land. It is your sacred duty to move the Ark of the Covenant throughout the Promised Land, as you strive to develop this holy land by herding sheep and building roads, cities and temples. Based on the 2001 Game of the Year, Carcassone, The Ark of the Covenant takes proven game mechanics, adds some additional new game play and creates a new and exciting theme that everyone can enjoy!

Wildlife – UBR105 (Board game, 2-6 players, RRP £29.99)



Millions of years ago the first men fought with other creatures for survival. By their ability to adapt to new types of terrain, they were able to flourish and eventually

dominate the Earth. In this evolutionary game, players control up to 6 types of creatures indigenous to different regions of the land: Man (savannah), Bears (forests), Mammoths (plains), Eagles (mountains), Crocodiles (water) and Snakes (desert). Each player takes the role of one of these six creatures and tries to expand their herd and learn new abilities. As long as there is enough room in the region for all of the animals, the creatures can live together in harmony. Otherwise, battles erupt amongst the creatures for control of the region. Now, the success of the creatures depends on how well they adapt to the new terrain. Which creature will grow their herds and develop the best strategy for survival?

Toy Vault Releases: Friday 5th December 2003

Shoggoth Plush – TYVHP015 (Plush, RRP £19.99)

"There was the dream in which I saw a shoggoth for the first time, and the sight set me awake in a frenzy of screaming." The immortal words of H.P. Lovecraft, creator of Cthulhu, comes to life in this plush version of another Cthulhu "Companion."

Card Accessory Releases: Friday 5th December 2003

Elmore Dragon Deck Box – UPR81662 (Card accessory, RRP £1.49)

Acrylic deck box with velcro fastening sporting a classic Elmore dragon.

Elmore Dragon Life Counter – UPR81661 (Card accessory, RRP £1.49)

Life counter for collectable card games that features the same fantastic artwork of Mr Elmore.