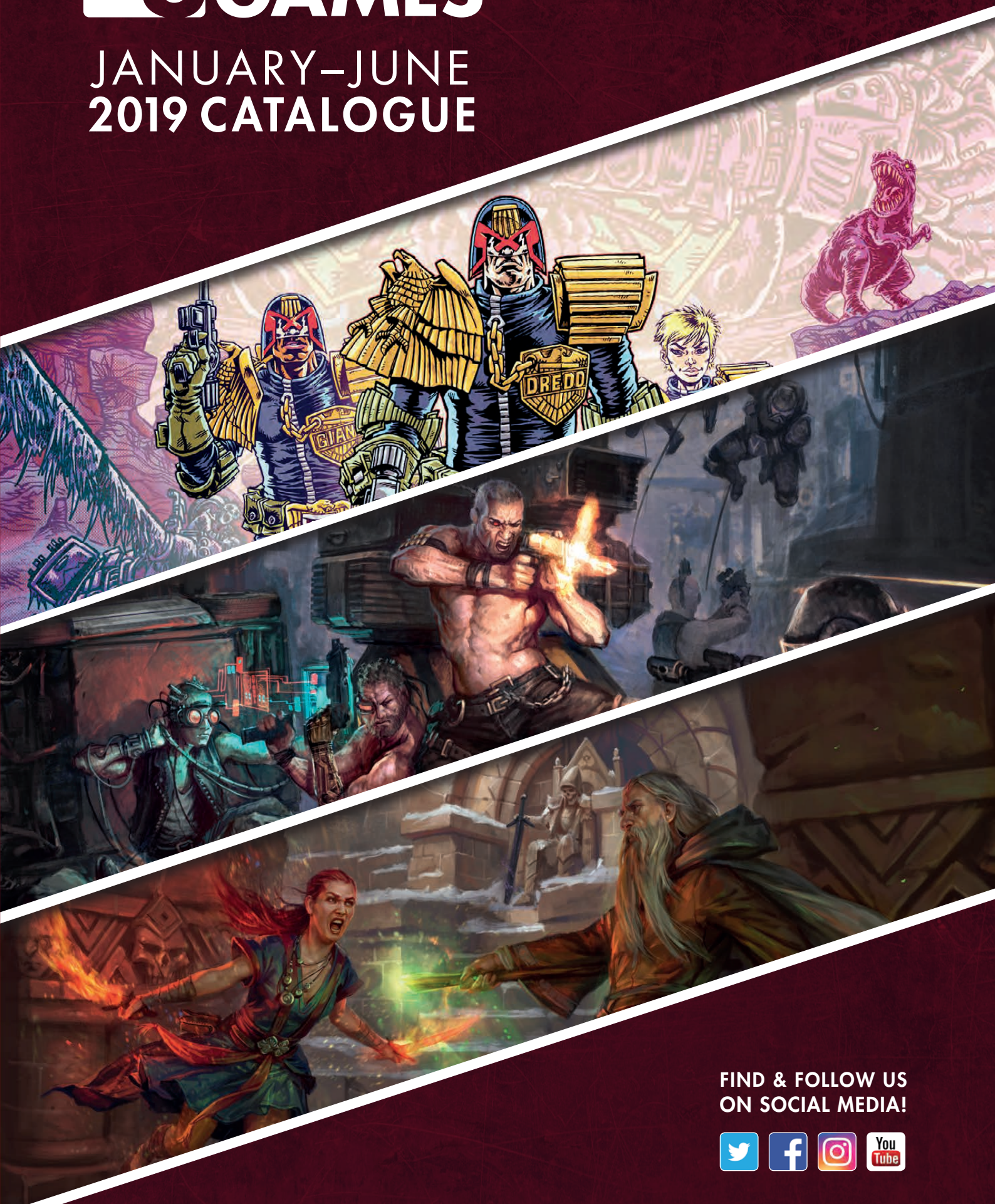


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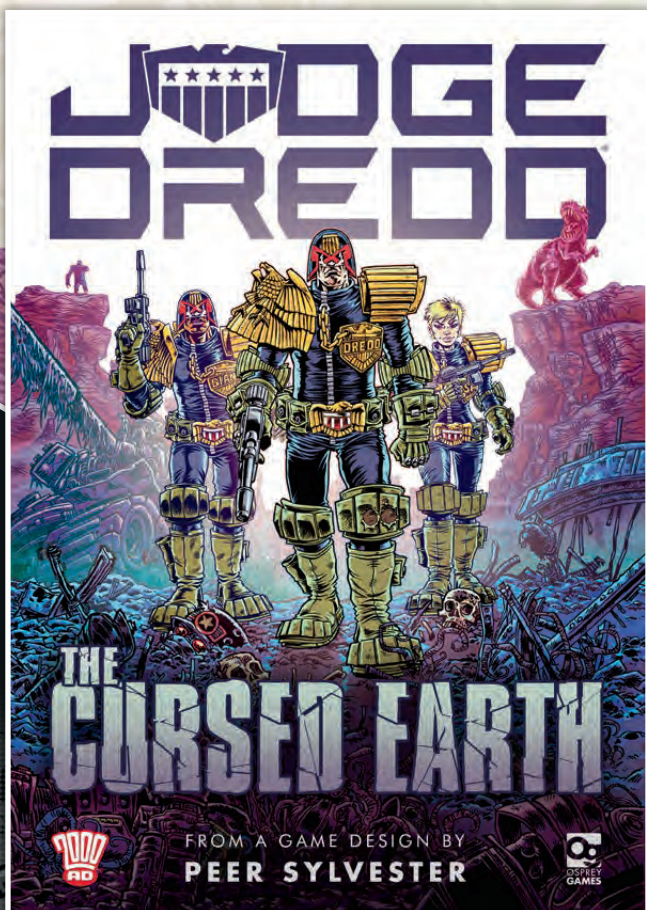
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JUDGE DREDD

FOR YEARS HE'S BEEN THE LAW IN MEGA-CITY ONE,
BUT NOW IT'S TIME FOR JUDGE DREDD TO BRING
JUSTICE TO THE REST OF AMERICA.

IT'S TIME FOR HIM TO VENTURE INTO...



THE CURSED EARTH

Designer: **Peer Sylvester**
Illustrators: **Rufus Dayglo & Dan Cornwell**
Available: **February 2019**
ISBN: **9781472830661**
Price: **£24.99 / US \$35 / CAN \$45**
Format: **Board Game**

Featuring competitive, co-operative and solo game modes and specially commissioned artwork from Dredd artists Rufus Dayglo and Dan Cornwell, *Judge Dredd: The Cursed Earth* is an immersive sci-fi western. Players must lead a team of Judges against dinosaurs, mutants, and the Cursed Earth itself to hunt down a dangerous man who has fled the city, before a gang of criminals can get to him first. As they scour the wastelands, the team will encounter a host of threats that will push their resources and abilities to their limits.

Fans of *The Lost Expedition* will find entirely new cards and new mechanics like radiation tracking and psychic abilities, while fans of Judge Dredd will find a new interactive story developed alongside *2000 AD*.

1-4 PLAYERS
14+ AGES
30-50 MINUTES PLAY TIME

REBELLION



Judge Dredd ©; Judge Dredd is a registered trade mark.
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NOTES FROM THE CHIEF JUDGE



In *Judge Dredd: The Cursed Earth*, you will be guiding a team of Judges as they cross the Cursed Earth in search of Max Normal – a citizen harbouring a deadly disease – who has fled Mega-City One. You'll be against the clock, as a Satellat and his gang of perps are racing to find Normal first and use his latent infection to wreak havoc. Push too fast and you'll be worn down by the Cursed Earth's many hazards, but tread too carefully and see Max Normal captured by Satellat!

The Cursed Earth is based on the incredibly popular *The Lost Expedition*, and fans of the original will both instantly recognise the game they love and find a lot of exciting changes. To start, there's an entire new deck of encounter cards, with a completely different feel and new art that immediately transports you from the Amazon jungle to the desolate wastes of the Cursed Earth. Perhaps more strikingly, the new location cards now form a shifting tableau full of its own boons and hazards, across which you'll be chasing the perps to an end point you can't predict. Combined with new actions, areas of expertise, and negative resources such as deadly radiation, *The Cursed Earth* promises to be an exciting new experience.

Of course, no previous experience is required to jump into the roles of the Judges! *The Cursed Earth* is easy to learn and quick to get going. Each round, players will take turns playing cards into an encounter row, occasionally rearranging them numerically. Having done so, they will decide as a group how to navigate the many events, choices, and options on the played cards, easily distinguished by their colour. Cards might ask the players if they want to deal with troublesome raiders peacefully or with brutal force, ask if they can really afford to slow down to gather supplies, or simply tell them that their rations have spoiled. Navigating these cards is the heart of the game, as players desperately need to use them to advance their team towards Max Normal and outpace the perps.

Like the original, the game can be played on your own for players who want a solo challenge, as well as allowing for a fierce two-player head-to-head, where one player will take the role of the vicious perps instead of the judges. But regardless of how you choose to play *Judge Dredd: The Cursed Earth*, you are sure to find yourself on an impossible journey through a radioactive hellscape...

DO YOU HAVE THE WILL TO SURVIVE?



**MULTIPLE MODES OF PLAY:
SOLO, VERSUS & CO-OP**

**ICONIC CHARACTERS
AND LOCATIONS**



**NEW ILLUSTRATIONS
FROM 2000 AD ARTISTS**

JONATHAN STRANGE & Mr NORRELL



A BOARD GAME OF ENGLISH MAGIC

From Messrs Marco Maggi, Francesco Nepitello & Ian O'Toole

Based on the novel by Susanna Clarke

OSPREY

NOT FINAL ARTWORK. SUBJECT TO CHANGE.

JONATHAN STRANGE & MR NORRELL

Set during the events of the cult-classic book, *Jonathan Strange & Mr Norrell* sees players delve into the world of English magic, developing their talents and expanding their social reach as they aim to become the most celebrated magician of the age.

Take on the role of an aspiring magician, including the titular characters Jonathan Strange and Mr Norrell themselves, and start down the path to greatness. Build up your power and status by travelling across Europe and London, performing feats of magic and attending social engagements. The most celebrated magician will face the gentleman with the thistle-down hair, but only the strongest will defeat him.



2-4
PLAYERS

14+
AGES

60-80
MINUTES
PLAY TIME

Designers: Marco Maggi & Francesco Nepitello

Illustrator: Ian O'Toole

Availability: June 2019

ISBN: 9781472835178

Price: £39.99 / US \$50 / CAN \$66

Format: Board Game

Magic blossomed in England with John Uskglass - the Raven King - and the Aureates of the Golden Age. That was centuries ago, and magic hasn't been seen in England since.

Until now.

It is 1806 and the beginning of the extraordinary revival of English magic, a period of great restoration. Leading this change are four magicians...



MISTER NORRELL



JONATHAN STRANGE



JOHN SEGUNDUS



MISS REDRUTH

At the same time, a malicious fairy known only as the gentleman with the thistle-down hair is stealing away men and women to the Other Lands, and he is only growing in strength.

Which magician shall break his enchantments and be proven the greatest Magician of the Age?

WILDLANDS

DISCOVER NEW EXPANSIONS FOR MARTIN WALLACE'S
MINIATURES BOARD GAME – COMING IN 2019!



WILDLANDS: THE ADVENTURING PARTY

Designer: **Martin Wallace**

Illustrator: **Yann Tisseron**

Available: **March 2019**

ISBN: **9781472830685**

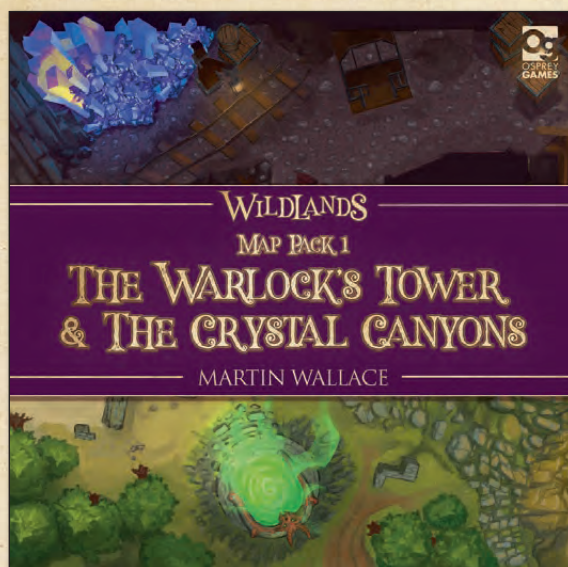
Price: **£19.99 / US \$25 / CAN \$34**

Format: **Board Game (Expansion)**

The Adventuring Party has arrived, bringing four classic adventurers to the Wildlands. Play as a thief, a wizard, a cleric, and a barbarian, asserting your dominance over your opponents and immortalizing your status as fantasy favourites. A word of warning – these characters don't like to be left out, and will invade your game whether someone is playing them or not, stealing your crystal shards and punching anyone in their way.

This faction pack includes four unique miniatures and their activation deck, along with encounter rules for using this faction as non-player characters.

Requires a copy of *Wildlands* to play.



WILDLANDS: MAP PACK 1: THE WARLOCK'S TOWER & THE CRYSTAL CANYONS

Designer: **Martin Wallace**

Illustrator: **Wietse Treurniet**

Available: **May 2019**

ISBN: **9781472836182**

Price: **£14.99 / US \$20 / CAN \$27**

Format: **Board Game (Expansion)**

Travel into the further reaches of the Wildlands, with this new set of maps. Introduce further wrinkles to your game via magical portals which help you rush around the map, or sunken quarries which will slow your progress. Players will have to adapt to their new surroundings if they ever hope to get ahead.

This map expansion for *Wildlands* adds a new double-sided board to the game, featuring new opportunities and obstacles, and can be used in conjunction with the faction expansions.

Requires a copy of *Wildlands* to play.

IN THE WILDLANDS, OPPORTUNITY AWAITS...IF YOU FIGHT FOR IT.

WILDLANDS

Designer: **Martin Wallace** ISBN: **9781472826954**
Illustrators: **Yann Tisseron & Alyn Spiller** Price: **£59.99 / US \$80 / CAN \$105**
Available: **Out Now** Format: **Board Game**

The great Darkness has fallen, and the Empire with it.

The arcane crystals which once powered entire cities were shattered, and the Darkness was destroyed by the magics unleashed. All that remains are the lawless ruins known as the Wildlands, and the shards of the crystals that have been strewn across them. Now a few souls, the brave and the desperate, seek the shards to harness their power for their own ends.

Take control of one of four factions, from the spell-slinging Mages' Guild or the nimble Gnomads to the versatile Lawbringers or the hard-hitting Pit Fighters. Each brings their own playstyle, with unique decks of action cards determining their abilities on the battlefield, so plan your tactics carefully. Dash through the ruins to grab the crystals you so desperately desire or focus your efforts on taking out the opposition – but take care, danger may be lurking in the darkness...



WILDLANDS: THE UNQUIET DEAD

Designer: **Martin Wallace** ISBN: **9781472830678**
Illustrator: **Yann Tisseron** Price: **£19.99 / US \$25 / CAN \$34**
Available: **Out Now** Format: **Board Game (Expansion)**

Across the Wildlands the word is spreading – the dead are rising, swords in hand.

Drawn to the life-giving power of the crystal shards, a gang of undead nightmares have taken to the battlefield. This ghoulish team can replace one of the existing factions, with the unique mechanic of shared activation offering an aggressive new playstyle, or they can be played using the new 'Encounter' rules as monstrosities that can be controlled by any player, flooding the board as the battle rages.

Requires a copy of Wildlands to play.

2-4 PLAYERS
14+ AGES
30-60 MINUTES PLAY TIME



ALSO AVAILABLE



3-5 PLAYERS
10+ AGES
30-50 MINUTES PLAY TIME

CRYPTID

Designers: **Hal Duncan & Ruth Veevers**
Illustrator: **Kwanchai Moriya**

ISBN: **9781472830654**
Price: **£29.99 / US \$35 / CAN \$47**
Format: **Board Game**

Cryptid is a unique deduction game of honest misdirection in which players must try to uncover information about their opponent's clues while throwing them off the scent of their own. Each player holds one piece of evidence to help them find the creature, and on their turn they can try to gain more information from their opponents. Don't give too much away or your opponents might beat you to it!

THE LOST EXPEDITION

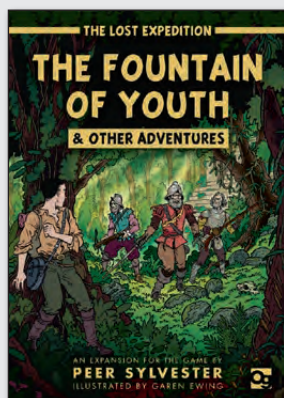
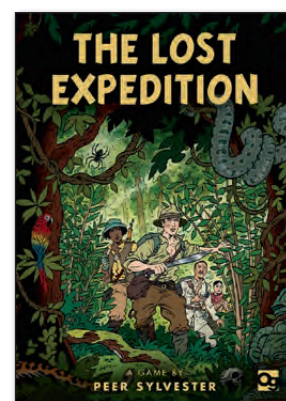
Designer: **Peer Sylvester**
Illustrator: **Garen Ewing**

ISBN: **9781472824165**
Price: **£21.99 / US \$30 / CAN \$40**
Format: **Board Game**

From award-winning designer Peer Sylvester and acclaimed comic artist Garen Ewing, *The Lost Expedition* is a game of hard choices on the road to El Dorado. Make the best of your food, your ammunition and your health, as you plunge deep into the jungle. Choose your path carefully to ensure you're ready for the pitfalls which may occur. Play solo or co-operatively to survive the expedition, or play head-to-head to see which group can reach the lost city first.



1-5 PLAYERS
14+ AGES
30-50 MINUTES PLAY TIME



1-5 PLAYERS
14+ AGES
30-50 MINUTES PLAY TIME

THE LOST EXPEDITION: THE FOUNTAIN OF YOUTH & OTHER ADVENTURES

Designer: **Peer Sylvester**
Illustrator: **Garen Ewing**

ISBN: **9781472835529**
Price: **£14.99 / US \$20 / CAN \$27**
Format: **Board Game (Expansion)**

Explorers have been returning from the Amazon with extraordinary tales – conquistadors withered with age marching through the rainforest, unidentified beasts stalking expeditions, and an ominous mountain more perilous than the jungle itself! Only the most reckless adventurers would ignore these warnings, but even they might find that they need some help.

HIGH SOCIETY

Designer: **Reiner Knizia**
Illustrator: **Medusa Dollmaker**

ISBN: **9781472827777**
Price: **£14.99 / US \$20 / CAN \$27**
Format: **Board Game**

As the quintessential bon vivant you must spare no expense following the latest trends and surrounding yourself with the fineries of life that you justly deserve. Assert your status, impress your peers, and avoid bankruptcy at every turn. In Reiner Knizia's classic auction game, players must bid against each other for life's luxuries, while avoiding going bankrupt in the process. *High Society* features 16 stunning Art Nouveau-inspired illustrations by Medusa Dollmaker.



3-5 PLAYERS
10+ AGES
20 MINUTES PLAY TIME



ALSO AVAILABLE



SAKURA

Designer: **Reiner Knizia**
 Illustrator: **Kevin Hong**
 ISBN: **9781472827760**
 Price: **£21.99 / US \$30 / CAN \$40**
 Format: **Board Game**

2-6 PLAYERS
10+ AGES
20-30 MINUTES PLAY TIME



LONDON: SECOND EDITION

Designer: **Martin Wallace**
 Illustrators: **Przemyslaw Sobiecki, Natalia Borek & Mike Atkinson**
 ISBN: **9781472822222**
 Price: **£39.99 / US \$55 / CAN \$73**
 Format: **Board Game**

2-4 PLAYERS
14+ AGES
60-90 MINUTES PLAY TIME

ODIN'S RAVENS

Designer: **Thorsten Gimmler** ISBN: **9781472815033**
 Illustrator: **Johan Egerkrans** Price: **£16.99 / US \$24 / CAN \$28**
 Format: **Board Game**

Every morning Odin sends his ravens across the world to bring back news of what life is like on Earth. Naturally, after thousands of years, they've gotten a little competitive... Race through the landscape in opposite directions to be the first to return to Odin. Focus on speed, or enlist the help of the trickster god Loki to create shortcuts and hinder your opponent. Can you be certain Loki's changes won't help your opponent instead? There's only one way to find out!



2 PLAYERS
8+ AGES
20-30 MINUTES PLAY TIME



1-2 PLAYERS
12+ AGES
10-20 MINUTES PLAY TIME

SHAHRAZAD

Designer: **Yuo** ISBN: **9781472823052**
 Illustrator: **Kotori Neiko** Price: **£12.99 / US \$20 / CAN \$27**
 Format: **Board Game**

Players must help Shahrazad to pass another night by playing tiles to construct the best story. Placing certain story types together will grant players more points, but telling a story in the wrong order will drastically limit their options. With 24 oversized, fully illustrated tiles featuring unique takes on iconic fairy-tales, *Shahrazad* is a beautiful gift package for solo and cooperative play.

ESCAPE FROM THE ALIENS IN OUTER SPACE

Designer: **Santa Ragione** ISBN: **9781472817730**
 Illustrator: **Giulia Ghigini** Price: **£29.99 / US \$40 / CAN \$47**
 Format: **Board Game**

A mysterious alien plague has crept aboard the space station and is transforming the human crew into horrendous monsters! This a game of strategy and bluff set on a badly damaged deep space research station. Each player's identity and position is kept secret: you will need to interpret the movements and behaviours of the other players to learn where, and what, they really are.



2-8 PLAYERS
12+ AGES
20-45 MINUTES PLAY TIME



ALSO AVAILABLE



3-6 PLAYERS
14+ AGES
30-45 MINUTES PLAY TIME

STAR CARTEL

Designer: **Martin Boisselle** ISBN: **9781472822215**
Illustrator: **Michal Niewiadomy** Price: **£21.99 / US \$30 / CAN \$40**
Format: **Board Game**

Star Cartel is a space trading game of making the right bets at the right time. Players take on the role of traders and smugglers, trying to maximise the value of the goods they have stockpiled, while minimising the value of other player's goods.

SAMURAI GARDENER

Designer: **Hisashi Hayashi** ISBN: **9781472824103**
Illustrator: **Kevin Hong** Price: **£14.99 / US \$20 / CAN £27**
Format: **Board Game**

You are a samurai, tasked with upholding the honour of your noble lord. Now you must face your toughest task yet – ensuring he has a more beautiful garden than the other Japanese lords! Move quickly to grab the best cards, but play them thoughtfully to ensure you have the most appealing bushes, paths and ponds. Race to complete your tableau quickly, or plan carefully to go for the big points!



2-5 PLAYERS
10+ AGES
15-20 MINUTES PLAY TIME

ZOO BALL

Designer: **Duncan Molloy** ISBN: **9781472824110**
Illustrator: **Lauren Dawson** Price: **£21.99 / US \$30 / CAN \$40**
Format: **Board Game**

Zoo Ball, a highly skilled sport of pushing the other team out of the way to slide your scorer into their goal! Flick all three defenders to clear a path, or just flick your scorer to go for goal. Play head-to-head, or in a four team free-for-all. Customise your teams as much as you like. That's it. You're ready for Zoo Ball!



2/4 PLAYERS
8+ AGES
10-15 MINUTES PLAY TIME

ESCAPE FROM COLDITZ

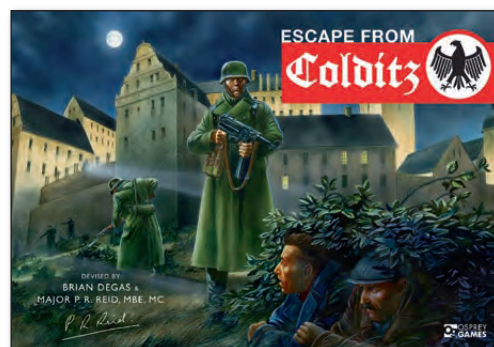
Designers: **Pat Reid MBE & Brian Degas** ISBN: **9781472818935**
Illustrator: **Peter Dennis** Price: **£49.99 / US \$65 / CAN \$86**
Format: **Board Game**

Designed by Major Pat Reid, one of only a handful of prisoners-of-war to escape Colditz Castle, and screenwriter Brian Degas, *Escape From Colditz* is the iconic game of careful planning and nerves of steel. This deluxe edition of the classic game includes both original and updated rules, new hand-painted artwork, a 32-page history book, and unique replicas of artefacts from the prison.

2-6 PLAYERS

14+ AGES

90-180 MINUTES PLAY TIME



ALSO AVAILABLE



LET THEM EAT CAKE

Designer: **Peer Sylvester**
Illustrator: **Lauren Dawson**

ISBN: **9781472816351**
Price: **£19.99 / US \$27 / CAN \$34**
Format: **Board Game**

From Peer Sylvester comes a game of committees, coercion and cake. Elect your friends to positions of power in the hope that they look on your patronage favourably, or denounce them as enemies of the revolution. Alliances and betrayal are all fair game as you try to amass as much cake as you can before the revolution collapses.

RAVENS OF THRI SAHASHRI

Designer: **Kuro** Price: **£14.99 / US \$22 / CAN \$26**
ISBN: **9781472816344** Format: **Board Game**

In this cooperative card game, one player controls the deck of memories, while the other can communicate only through the placement of cards. Only by working together can they save Ren before the Ravens come to feast on her heartbreak and devour her memories whole.



AGAMEMNON

Designer: **Günter Cornett**
ISBN: **9781472817280**

Price: **£16.99 / US \$24 / CAN \$34**
Format: **Board Game**

A fast-paced abstract board game in which two players take the roles of ancient Greek gods during the Trojan War. By tactically deploying warriors across the board, each player may influence the final outcome of the battles famously detailed in Homer's *Iliad*. Some areas will be decided by the strength of your warriors, some by sheer weight of numbers, and others by the inspiration your heroes provide.

THEY COME UNSEEN

Designer: **Andrew Benford** Price: **£39.99 / US \$49.95 / CAN \$63.95**
ISBN: **9781472813961** Format: **Board Game**

Designed by retired Royal Navy Officer and submarine commander Andy Benford, and developed deep beneath the waves, *They Come Unseen* is an asymmetrical strategy game of bluff and deception that uses two boards, one for action on the surface, seen by both sides, and one for movement underwater, seen only by the submarine commanders.

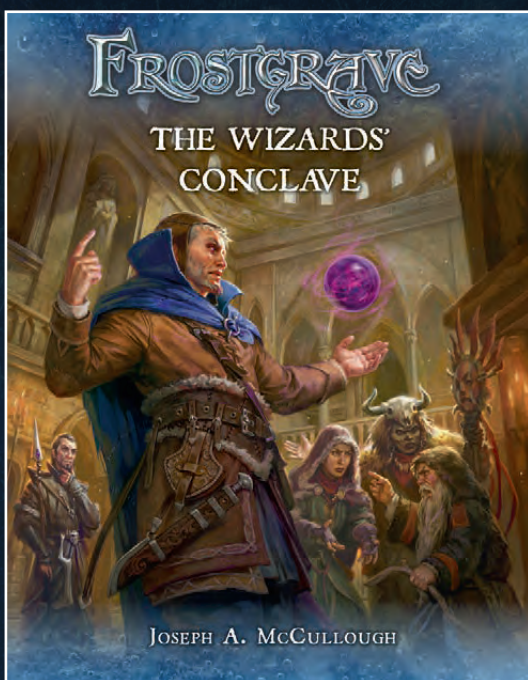
2-5
PLAYERS
12+
AGES
60-120
MINUTES
PLAY TIME



FROSTGRAVE

Amidst the frozen ruins of an ancient city, wizards battle in the hopes of discovering lost treasure, enchanted artefacts, and forgotten secrets of magic. For many their thirst for power, knowledge, and riches has proven their downfall.

Will you falter, or will you rise from the ruins of Frostgrave mightier than ever?



FROSTGRAVE: THE WIZARDS' CONCLAVE

Designer: **Joseph A. McCullough**

Illustrator: **Kate & Dmitry Burmak**

Available: **February 2019**

ISBN: **9781472824059**

Price: **£14.99 / US \$25 / CAN \$34**

Format: **Paperback**

Wizards tend to be solitary, keeping to themselves and associating with a select few apprentices, followers, and henchmen. It is rare that they spend time in the company of other spellcasters, and rarer still that they work together. Now, however, something is about to take place that has not occurred since the great days of Felstad – a gathering of wizards.

In this new supplement for *Frostgrave*, some of the biggest names in gaming turn their creative powers towards the Frozen City, each contributing a scenario and adding their own flair to the game. Featuring scenarios by Alessio Cavatore, Alex Buchel, Andy Chambers, Gav Thorpe, Chris Pramas, Daniel Mersey, Andrea Sfiligoi, and many more. This tome provides a collection of adventures that will pit players against unimaginable foes and challenges, pushing their wizards and warbands to new limits.

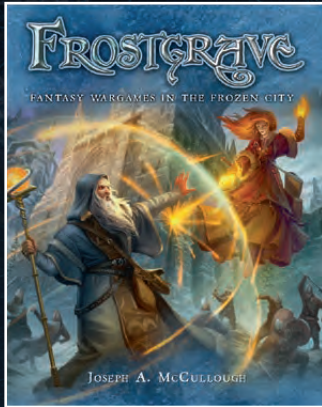


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US \$17.95 / CAN \$23.50



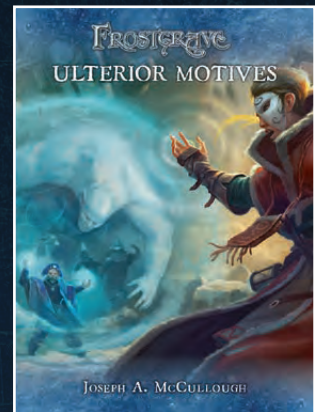
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US \$25 / CAN \$34



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Price: £14.99
US \$25 / CAN \$34

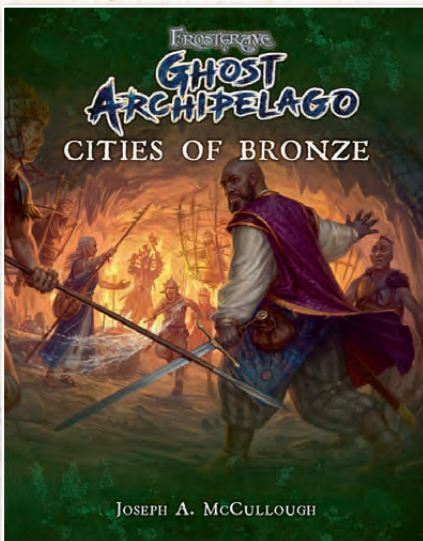


ISBN: 9781472830616
Price: £8.99
US \$8.99 / CAN \$11.99

FOR MORE INFORMATION ON FROSTGRAVE, VISIT WWW.OSPREYGAMES.CO.UK/FROSTGRAVE

FROSTGRAVE GHOST ARCHIPELAGO

Filled with steaming jungles, lost cities, deadly monsters, and fabulous treasures, the Ghost Archipelago has brought great wealth to many explorers and a horrible death to many more. Some even hunt for the fabled Crystal Pool, whose waters grant abilities far beyond those of normal men. Only the bravest venture into these islands - do you have what it takes?



FROSTGRAVE: GHOST ARCHIPELAGO: CITIES OF BRONZE

Author: **Joseph A. McCullough**

Illustrators: **Dmitry & Kate Burmak**

Available: **June 2019**

ISBN: **9781472832795**

Price: **£14.99 / US \$25 / CAN \$34**

Format: **Paperback**

The islands of the Ghost Archipelago are covered in the ruins of ancient civilizations, but there is one group whose culture still thrives and whose power still grows – the Dricheans. Divided into many small kingdoms and city-states that wage near-constant war with snake-men, native tribes, and with each other, the Dricheans are renowned for the gleaming bronze of their weapons and armour and their martial prowess. Organized and militaristic, these formidable warriors pose a new threat to adventurers exploring the Lost Isles.

This supplement for *Frostgrave: Ghost Archipelago* examines the scattered realms of the Dricheans, presenting players with three new mini-campaigns featuring these bronze-armed warriors. Also included are optional rules for using Drichean Heritors, Wardens, and Crew, and guidelines for creating your own Drichean kingdoms.



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FROSTGRAVE: GHOST ARCHIPELAGO

Author: **Joseph A. McCullough**

Illustrators: **Dmitry & Kate Burmak**

Available: **Out Now!**

ISBN: **9781472817341**

Price: **£19.99 / US \$30 / CAN \$40**

Format: **Hardback**

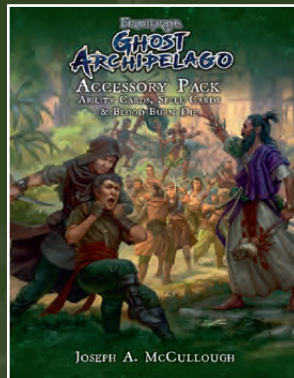
In this wargame, set in the world of *Frostgrave*, players take on the role of Heritors, mighty warriors whose ancestors drank from the Crystal Pool. These Heritors lead their small, handpicked teams of spellcasters, rogues, and treasure hunters into the ever-shifting labyrinth of the Ghost Archipelago. Using the same rules system as *Frostgrave*, this standalone wargame focuses on heroes who draw on the power in their blood to perform nigh-impossible feats of strength and agility. This game also includes 30 spells drawn from five schools of magic, a host of soldier types, challenging scenarios, treasure tables, and a full bestiary of the most common creatures that inhabit the Lost Isles.

ALSO AVAILABLE



ISBN: **9781472824127**

Price: **£9.99 / US \$16 / CAN \$22**



ISBN: **9781472831477**

Price: **£14.99 / US \$20 / CAN \$27**



ISBN: **9781472832665**

Price: **£14.99 / US \$25 / CAN \$34**



ISBN: **9781472824684**

Price: **£8.99 / US \$8.99 / CAN \$11.99**



ISBN: **9781472832726**

Price: **£8.99 / US \$8.99 / CAN \$11.99**



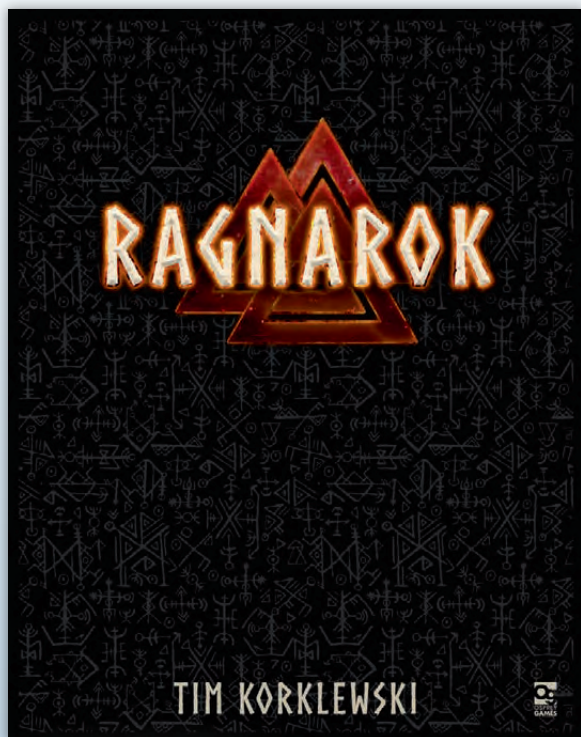
ISBN: **9781472832702**

Price: **£8.99 / US \$8.99 / CAN \$11.99**

RAGNAROK

The end of the Aesir has come, but not as the prophecies foretold. The dread dragon Nidhogg has devoured the roots of the World Ash, Yggdrasil, and the great tree has toppled onto its side, crashing the realms of mortal and supernatural together. With the gods dead and the fires of ruin consuming the world, your war clan of Viking warriors know what they must do to survive the destruction of the Nine Realms and restore order: they must become the new gods!

Ragnarok is a campaign-driven skirmish game in which players form a Viking war clan seeking to prove itself worthy of becoming the new pantheon. The use of a mechanic called Godspark means that battles are no longer determined by merely striking an opponent and dealing damage. Instead, warriors will be pushing, throwing, and crashing their opponents around the battlefield, making their very environment a weapon. As the war clans develop, they may gain glorious new powers that will bring them closer to godhood, or win the respect of the denizens of the realms, allowing them to bring dire wolves, dwarves, and even the dreaded giants into their war clans. With strategic gameplay and epic storytelling, players must write their own sagas and tell of how their war clans have, through blood and steel, clawed their way up from ruin to stand before the halls of Valhalla.



Author: **Tim Korklewski**

Illustrator: **RU-MOR**

Availability: **March 2019**

ISBN: **9781472832818**

Price: **£24.99 / US \$35 / CAN \$47**

Format: **Hardback**



- MEET THE AUTHOR -

TIM KORKLEWSKI

Vikings have always resonated with me, in the the same way that many other outlaw warrior cultures throughout history have; the sense of self-ownership and action through extreme deeds. It is because of the sheer attitude possessed by Vikings that drew me in to their larger-than-life way of living. It is no surprise that over the years (and with the help of skalds telling sagas of great Viking warriors) that they have grown to be more than just a mere raider culture. They have become these beings of high fantasy and great legend, able to take on all comers who dare cross their path.

These tales have made them out to be more than just normal men and women but have elevated them to an almost comic book-like imagery in the imaginations of many around the world. Berserkers have become more than just champions of Jarls but rampaging warriors capable of great feats of strength and so tough that they can absorb deadly blows that would kill at least ten men before succumbing to their wounds. Jarls are more than just the leaders of their communities but great warriors that only another champion of legend could ever hope to best in hand-to-hand combat.

Ragnarok takes everything we love about comic books and Vikings and smashes it all together to create something visceral and epic. Much akin to many comics and other fantasy works, *Ragnarok* did not happen as was told by our mythologies. In the world of *Ragnarok*, the dread dragon Nidhogg, the Malice Striker, has devoured the roots out from under the World Ash, Yggdrasil, and the great tree has toppled onto its side, crashing the nine realms of mortal and supernatural together. Asgard, located at the top of Yggdrasil, was utterly destroyed upon impact, the realm exploding into nothingness, killing all of the Aesir. With the Aesir dead and the fires of ruin consuming the worlds, your war clan of Viking warriors know what it must do to survive the destruction of the Nine Realms and restore order: THEY must become the new gods!

At its core, *Ragnarok* is a campaign-driven skirmish game where your Viking war clan will have to prove themselves worthy of becoming the new pantheon of the Fractured Realms. Gameplay consists of vicious combat with a heavy metal edge. Through the use of a mechanic called Godspark, battles are no longer determined by a mere "hit or miss and deal damage" outcome as seen in most games. Instead, warriors will be pushing, throwing, and crashing their opponents around the battlefield, turning even the terrain on the table into dangerous weapons of destruction!

Even with all the various layers of challenge and rules, *Ragnarok* is an easy game to pick up, you can get playing within minutes thanks to the Morpheus Engine. All you need for the game (and any other title that uses the Morpheus Engine) is two six-sided dice and a single eight-sided die. The Morpheus Engine is designed to be a "plug and play" set of mechanics that on the surface are very basic, but when adding in the various rules for the different miniatures games that use them, they become unique and each game will have its own style and flavor. The beauty of the system is that once you learn the basics, you can easily switch between each book that uses the Morpheus Engine and just skip to the additional rules and special features of each game, allowing you to pick up any new games using it in minutes!

I cannot wait for the release of *Ragnarok* to hit the retail shelves in March of 2019 and I hope that you will join me and many others in carving your own path through the Fractured Realms!





Your physical reality is meatspace. You live, work, and die in the Sprawl, a thriving mass of humanity that extends hundreds of miles in any direction. The Sprawl is everywhere, but could be anywhere. Rio De Janeiro, Paris, Shanghai, New York. They are all the same – a tangled mess of city blocks, suburban enclaves, and every conceivable structure in-between.

Your virtual reality is cyberspace, the interconnected world of all networked computers. Called the HyperNET, this is hyper-reality. A better reality. A visual world of holographic objects and virtual projections transposed over the real, anything is digital possible. However, this world is an illusion. Cyberspace is the land of temporary avatars, AIs, and digital Ghosts, no physical creature can live there forever.

You are a Showrunner, a mercenary major-domo who has taken the shortcut to power by accepting powerful cybernetics from a mysterious shadow backer. You lead a crew of low-level freelancers for profit and glory in a world dominated by greedy corporations and bankrupt nation-states. You work in the shadow economy, a grey realm of quasi-legal (and sometimes outright illegal) missions where asking questions gets you killed or, worse, thrown back in the gutter.

What is real and what is not is a pointless question. Between the virtual and the tangible, there is money to be made and, with a bit of luck and perseverance, you might finally make the big time.


The world of *Reality's Edge* is one in which the promises of a better tomorrow were replaced with corporate greed, cynicism, and a breakdown of social order. Inspired by *Neuromancer*, *Cyberpunk 2020*, *Shadowrun*, *Blade Runner*, *Johnny Mnemonic*, and a hundred other noir tales, *Reality's Edge* is a 28mm cyberpunk skirmish game set in a technologically advanced but dystopian world, where everything can be bought and sold... even you. Reputation is all, money and information have equal value, and you lead a team of free-agents trying to make the best of a bad world.

In your games you take on the role of the Showrunner, the leader of a small mercenary team that troubleshoots for a shadow backer, a mysterious entity that buys your loyalty with bleeding-edge chrome. Your team consists of six operatives pulled from the classic tropes of the cyberpunk genre, from sneaky infiltrators and chromed-up cyborgs to dangerous sprawl ronin and the combat hackers called console cowboys.

Reality's Edge uses D10s and the occasional D6, and has a unique activation system that keeps players engaged. Combat is fast-paced and can be quite deadly, but as each model is unique, they are not faceless goons who are pulled off the table at a moment's notice. Befitting its roots, cyberspace plays an important role. Both hyper-reality, the hacking of digital objects imposed over real objects, and virtual space (i.e. cyberspace) are present in the game. Instead of a secondary board or similar gimmick, we imagine that the real and the virtual occupy a shared space and virtual models are placed on the board. Your crew is accompanied by an avatar, the digital representation of your shadow backer. In fact, your avatar and console cowboys have more than 30 applications with which to make cyber-attacks. *Reality's Edge* does not forget the cyber in cyberpunk.

Back in Meatspace, your crew goes out on JOBOPS, or job opportunities, and you try to gain REP and INFO. REP is reputation and is a measure of your pay and overall success. INFO is the valuable data you pull from computer terminals. With INFO you can buy all kinds of high-end gear and cyberware, from smart guns to subdermal implants and everything in-between. *Reality's Edge* has more than 100 individual pieces of gear to find and enjoy.

With a full campaign system, nine highly replayable missions, rules for bystanders and crowds, stealth mechanics, and more, *Reality's Edge* is packed to the nines with fun and adventures. Just remember to pack your mirror shades.



>> HYPER-REALITY.

THE AREA BETWEEN THE THRIVING MASS OF HUMANITY KNOWN AS THE SPRAWL AND THE DIGITAL REFUGE OF CYBERSPACE.

THIS IS YOUR PLAYGROUND.

AS A DATA-JACK, YOU CAN SEE AND MANIPULATE THE FLOW OF DIGITAL DATA THROUGH THE REAL WORLD.

FOR YOU, REALITY IS LIMITLESS.



REALITY'S EDGE

>> CYBERPUNK_SKIRMISH_RULES

JOSEPH MCGUIRE



REALITY'S EDGE

CYBERPUNK_SKIRMISH_RULES

Welcome to *Reality's Edge*, a wargame so shiny you are going to need mirror shades. Set in a dystopian cyberpunk future, players take on the role of a data-jack, a mercenary hacker who leads a small team of trusted operatives and disposable freelancers. Funded by shadow backers, the data-jacks accept jobs from faceless clients for profit, glory, and better chrome...always better chrome.

Battles take place in the concrete jungle known as the Sprawl, but data-jacks must remain wary of the threat posed by Cyberspace. Hacking rules are pivotal to the game, with data nodes, robots, machines, and even enemy chrome presenting potential targets for a cunning data-jack. No-one plugged into Cyberspace is entirely safe from intrusion, and the electronic sprites and digital djinn you can deploy alongside your team can be just as dangerous as any mercenary or assassin.

Gameplay focuses on individual characters, with each skirmish offering you the opportunity to earn experience and equipment for your data-jack and operatives. A wide range of items and upgrades are available, from advanced weaponry and synthetics through to cyber-implants, biological enhancements, clones, and much more. This is a world obsessed with whether something can be done, not whether it should.

- >> AUTHOR: JOSEPH MCGUIRE
- >> ILLUSTRATOR: THOMAS ELLIOTT
- >> AVAILABILITY: MAY 2019
- >> ISBN: 9781472826619
- >> PRICE: £24.99 / US \$35 / CAN \$47
- >> FORMAT: HARDBACK



BOLT ACTION: KOREA

Author: **Warlord Games** ISBN: **9781472836670**
 Cover Artist: **Peter Dennis** Price: **£19.99 / US \$30 / CAN \$40**
 Available: **June 2019** Format: **Paperback**

Beginning in 1950, the Korean War was a defining moment for the UN and the entirety of the early Cold War, widening the already monumental gulf between the east and west, capitalist and communist. This supplement for *Bolt Action* expands the rules-set from its World War Two roots to this new, and truly modern, conflict. *Bolt Action: Korea* contains all the rules, Theatre Lists, scenarios, and new and exciting units, never seen in *Bolt Action* before, to wargame this turbulent period of world history.



BOLT ACTION: CAMPAIGN: FORTRESS BUDAPEST

Author: **Warlord Games** ISBN: **9781472835727**
 Cover Artist: **Peter Dennis** Price: **£19.99 / US \$30 / CAN \$40**
 Available: **March 2019** Format: **Paperback**

As the Soviet Red Army marches westward, the city of Budapest stands in their way. Encircled and severely outnumbered, the German and Hungarian forces attempt to resist the Soviet juggernaut and defend Festung Budapest to the last. This book brings the siege of Budapest to the table-top with in-depth information on the forces involved, linked scenarios, and new Theatre Selectors that make this an ideal resource for any *Bolt Action* player with an interest in the the Eastern Front and the fall of the Reich.



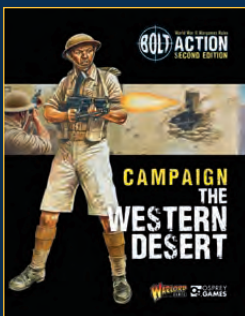
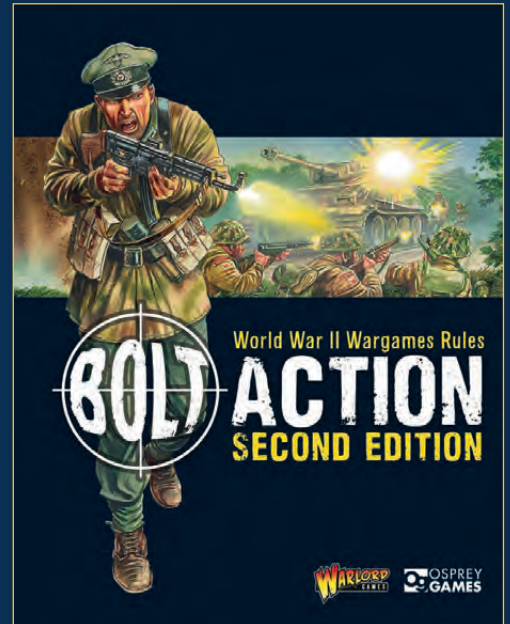
ALSO AVAILABLE FROM BOLT ACTION

BOLT ACTION: WORLD WAR II WARGAMES RULES (SECOND EDITION)

Author: Warlord Games
 Cover Artist: Peter Dennis
 Available: March 2019

ISBN: 9781472814944
 Price: £29.99 / US \$40 / CAN \$54
 Format: Hardback

With more than 23,000 copies sold of the first edition, this second edition of the best-selling *Bolt Action* World War II wargaming ruleset from Osprey and Warlord Games presents streamlined and refined rules, incorporating all the FAQs and errata compiled over four years of intensive gameplay. It is fully compatible with the existing range of supplements and also introduces new material. Written by veteran game designers Alessio Cavatore and Rick Priestley, *Bolt Action* provides all the rules needed to bring the great battles of World War II to your tabletop. Using miniature soldiers, tanks and terrain, you can fight battles in the shattered towns of occupied France, the barren deserts of North Africa, and even the sweltering jungles of the Pacific. Army options are almost limitless, allowing you to build the kind of army that most appeals to your style of play, from heavily armored tank forces to lightly armed, but highly skilled infantry. The choice is yours.



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ISBN: 9781472828804



ISBN: 9781472828682



ISBN: 9781472817921



ISBN: 9781472817891



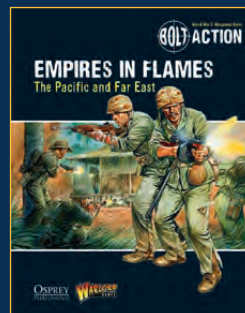
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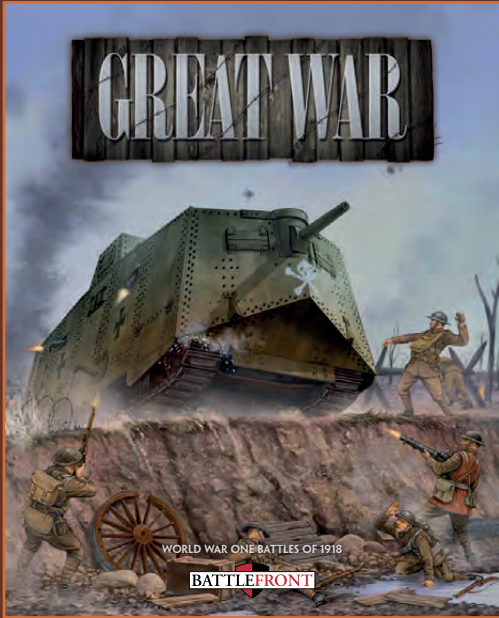


ISBN: 9781472807403



ISBN: 9781472807410

Unless otherwise stated, all Campaigns and Supplements listed above priced at £19.99 / US \$30



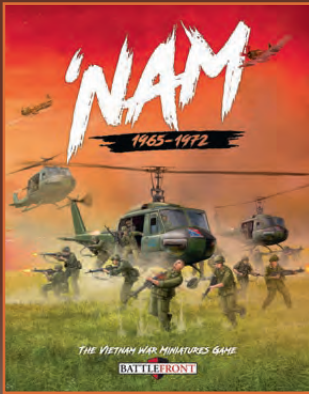
GREAT WAR

Author: **Battlefront Miniatures**
 Available: **March 2019**
 ISBN: **9781472830364**

Price: **£29.99 / US \$40 / CAN \$54**
 Format: **Hardback**

1918 saw great changes in the warfare of the Western Front in France and Belgium. The Germans moved 500,000 men from the Eastern Front after the Russians pulled out of the war, and launched a series of offensives to break the Allied lines between March and July 1918. Great gains were made and the Allies' positions were pushed back huge distances, but through tenacious defence and the timely allocation of reserves the British, French, and Americans were finally able to halt the German progress. They immediately launched a series of offensives to push their enemy back towards their own borders, and ultimately to their defeat.

Great War gives you have everything you need to take command of one of these forces. Building on the success of Battlefront's *Flames of War*, these easy-to-learn rules and forces will get you on the battlefield in no time. Scenarios, missions, and notes on terrain to fully brief you before you step up the ladder and out of your trench, to advance across no-man's-land and into the green fields beyond!



'NAM

Author: **Battlefront Miniatures**
 Availability: **Out Now!**
 ISBN: **9781472830241**
 Price: **£29.99 / US \$40 / CAN \$54**
 Format: **Hardback**

'Nam gives you have everything you need to take command of one of these forces. Building on the success

of Battlefront's *Team Yankee*, these rules and forces are easy to learn and use. Within these pages you can find all of the scenarios, missions, and notes on terrain to fully brief you before you step onto your Huey to lead your troops to the landing zone!



FATE OF A NATION

Author: **Battlefront Miniatures**
 Availability: **Out Now!**
 ISBN: **9781472830319**
 Price: **£29.99 / US \$40 / CAN \$54**
 Format: **Hardback**

Fate of a Nation brings the Arab-Israeli Wars to the tabletop, allowing players to recreate the sweeping operations that helped to shape the Middle East. Take command of your forces and see how you fare in one of the Cold War's most volatile regions.



MECHANISED PLATOON

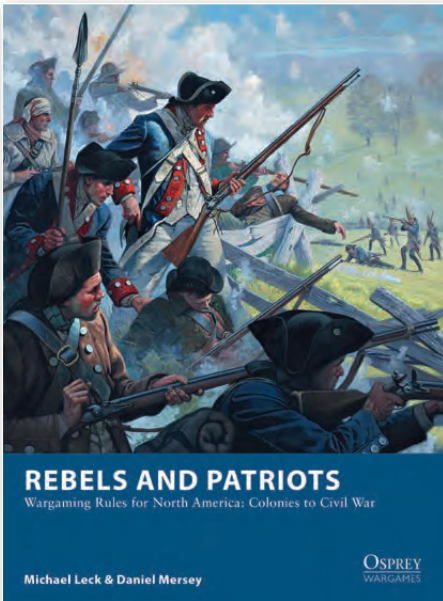
<p>REINFORCED PLATOON</p> <p>1x M113 (with 2x M240)</p> <p>1x M113 (with 2x M240)</p> <p>1x M113 (with 2x M240)</p> <p>1x M113 (with 2x M240)</p>	<p>M113 TRANSPORT</p> <p>1x M113 (with 2x M240)</p> <p>1x M113 (with 2x M240)</p> <p>1x M113 (with 2x M240)</p> <p>1x M113 (with 2x M240)</p>
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ANTI-TANK JEEP PLATOON

<p>ANTI-TANK JEEP PLATOON</p> <p>1x M113 (with 2x M240)</p> <p>1x M113 (with 2x M240)</p> <p>1x M113 (with 2x M240)</p> <p>1x M113 (with 2x M240)</p>	<p>M125 MORTAR PLATOON</p> <p>1x M113 (with 2x M240)</p> <p>1x M113 (with 2x M240)</p> <p>1x M113 (with 2x M240)</p> <p>1x M113 (with 2x M240)</p>
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OSPREY WARGAMES



REBELS AND PATRIOTS

Author: **Michael Leck & Daniel Mersey**

ISBN: **9781472830227**

Cover Artist: **Mark Stacey**

Price: **£12.99 / US \$19 / CAN \$25**

Availability: **January 2019**

Format: **Paperback**

From the first shots at Jumonville Glen to the surrender at Appomattox, *Rebels and Patriots* allows you to campaign with Wolfe or Montcalm, stand with Tarleton at Cowpens or Washington at Yorktown, or don the blue or grey to fight for Grant or Lee.

Designed by Michael Leck and Daniel Mersey, with a core system based on the popular *Lion Rampant* rules, *Rebels and Patriots* provides all the mechanics and force options needed to recreate the conflicts that forged a nation. From the French and Indian War, through the War of Independence and the War of 1812, to the Alamo and the American Civil War, these rules focus on the skirmishes, raids, and small engagements from this era of black powder and bayonet.

MEN OF BRONZE

Author: **Eric Farrington**

Price: **£12.99 / US \$19 / CAN \$25**

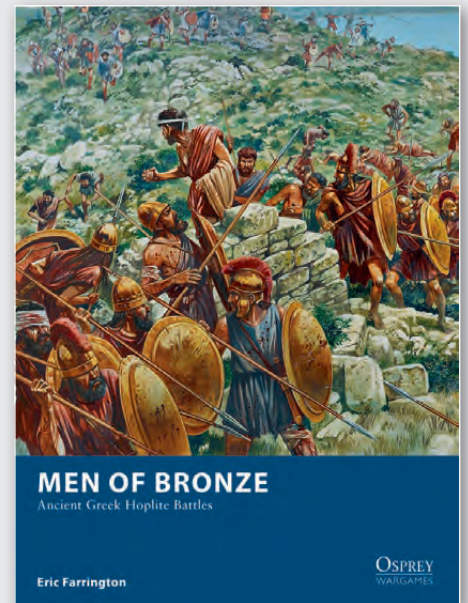
Availability: **April 2019**

Format: **Paperback**

ISBN: **9781472832610**

Men of Bronze is a wargame that allows you to play out Classical Greek hoplite battles on the tabletop. Players are Strategoi (generals) leading phalanxes of bronze-clad warriors in pursuit of fame, glory, and the honor of their city-states. To win such prizes, however, you must prove your mettle, display your valor, and bring the other Strategoi to their knees!

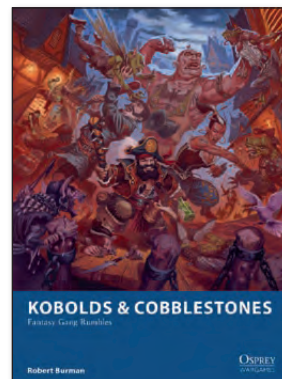
Designed to recreate small battles or larger skirmishes with 50–80 figures per side, each army will have its own unique mix of rules, advantages, backgrounds, and abilities. Strategoi must understand and appreciate the strengths and weaknesses of their forces in order to win glory on the battlefield. Of course, there's no telling what tricks a rival Strategos might have up their tunic sleeves...



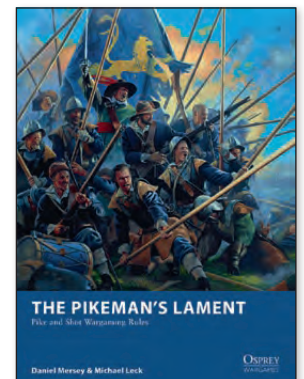
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Oathmark

◆ BATTLES OF THE LOST AGE ◆

The war drums sound in the distance. Soon these lands will be torn asunder by a war like no other. Stalwart dwarves, proud elves, and wild goblins are preparing for battle – all they need is for someone to take command.

Bring classic fantasy armies to your tabletop with the *Oathmark* miniatures range. Each plastic boxed set includes enough parts to build 30 warriors armed with bows, spears, or hand weapons. Blister packs containing metal heroes and champions are also available, giving you the perfect characters to lead your forces into the fray.

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- HUMAN INFANTRY -

Whether they are part-time soldiers or professional warriors, charging the enemy lines or defending their own position, Human Infantry fight with courage and tenacity, no matter the odds.

This boxed set offers enough parts to build 30 Human Infantry for your *Oathmark* armies. These stubborn warriors can be armed with bows, spears, or hand weapons, and parts are also included to add banner bearers and officers to their ranks.





- **GOBLIN INFANTRY** -

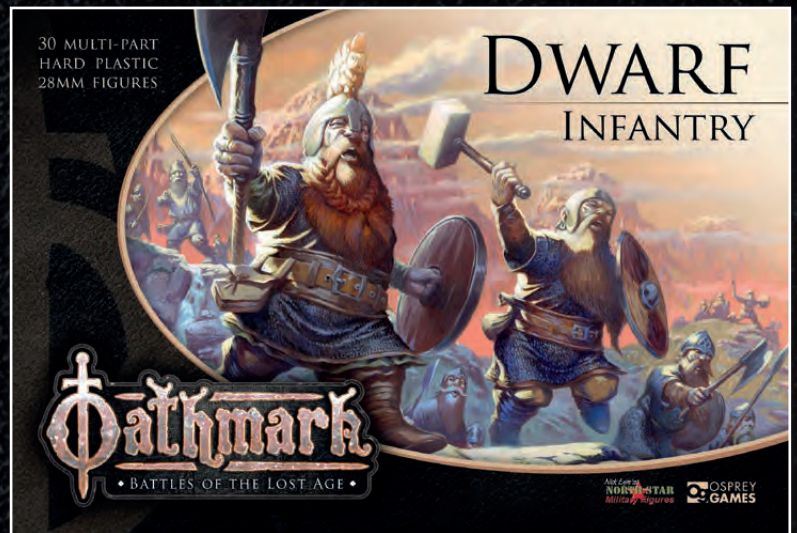
Despite an unruly nature that can make them difficult to control in battle, Goblin Infantry are swift, aggressive fighters, and excel when carrying out flanking attacks or swarming isolated enemy units.

Contains enough parts to build 30 Goblin Infantry.

- **DWARF INFANTRY** -

With their heavy armour and steadfast determination, Dwarf Infantry are at their best when on the defensive, and are the perfect warriors for holding the line or guarding an objective.

Contains enough parts to build 30 Dwarf Infantry.



- **ELF INFANTRY** -



Famed for their discipline and resolve as much as for their prowess in combat, Elf Infantry are tough, versatile warriors who can excel in most battlefield roles.

Contains enough parts to build 30 Elf Infantry.

BOLT ACTION

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