

## Perth Games and Comics Store New Releases Intrepidations

### New Releases

To order you can either call or text 07515 894503 or email on ken@intrepidations.co.uk. orders will be placed on Tuesday 11th January. Remember 10% discount off retail for all pre-orders.

#### Board & Card Games

##### Save Doctor Lucky



*Save Doctor Lucky* is a clever twist on the original *Kill Doctor Lucky*, players move around a sinking ocean liner trying to collect items that help to save the good old Doctor Lucky. It wouldn't be too hard, except all the other players are trying to stop you by playing failure cards.

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**PAI5502**  
**RRP £24.99**  
**Players 3-7, Ages 10+**

##### Wings of War: WWI Deluxe Edition



*Wings of War Miniatures Revised Deluxe Set* is the perfect place to start playing *Wings of War*, the action-packed game of aerial combat and World War I dogfights. This deluxe set includes complete rules for *Wings of War*, a full set of player boards, manoeuvre and damage decks, tokens, and four beautifully-painted and historically-accurate miniatures, based on four major planes from WWI: the Fokker DR I, Albatros D.Va, Sopwith Camel, and Spad XIII.

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**FFGWW27**  
**RRP £54.99**  
**Players 2-4, Ages 6+**

## RoadZters & Bisikle

*RoadZters* and *Bisikle* are flicking games from Cepia Games. The whole concept revolves around the ZBall, a marble with a unique internal mechanism. Very easy to control, you can spin it in different ways to do high precision shots. The goal of the game is to flick your way to the finish line as fast as possible.

Players have to complete laps, avoid obstacles, -ZBall- and overtake opponents in order to win the race. No cards or electrical devices are involved.

Easy to learn, tricky to master.



**Roadzters**  
**CEPRDZ10**  
**RRP £39.99**  
**Players 1-4, Ages 5+**

**Bisikle**  
**CEPBSK09**  
**RRP £39.99**  
**Players 1-6, Ages 5+**

## Phantom League



In *Phantom League*, you are the captain of a merchant spaceship. You begin as a nobody with a hunger for recognition and glory that will soon lead you onto a path of fame or notoriety! Build your career through trading, piracy, exploring new systems and eliminating your rivals in the other Leagues - phantom alliances powerful enough to challenge law and political order across the known universe.

This game features a modular board so every game is different. Cards drive the game play so your aren't at the mercy of a throw of the dice. The game includes a wide range of actions and strategies so there are multiple ways of beating your opponents. However with cooperative and competitive interaction, choosing an ally or conspiring may give you the edge against other players.

*Phantom League* is inspired by David Braben's video game *Elite*.

**DWN001**  
**RRP £44.99**  
**Players 2-6, Ages 12+**

## Board & Card Games

### Arkham Horror Dice Set



Designed by Q-Workshop, producers of high-quality polyhedral dice, these highly-detailed six-sided dice are carved

cast from hand-carved originals, and feature sculpted number faces as well as Elder signs on the "5" and "6" sides indicating successes. Arm yourself against the horror of the Ancient Ones!

This set contains five dice in new colours beige and black, designed for use with the *Arkham Horror* board game.

**QWSSARK18**  
**RRP £8.00**

### Vinhos



In *Vinhos* (a Portuguese word meaning "Wines") you will play the producers

role of wine in Portugal.

Over a period of 6 years, you will expand your business by establishing Estates in the different regions of Portugal, buying vineyards and building wineries. Skilled ecologists will help you increase the quality of your wine, while top Wine Experts will enhance it's features at the "Feira Nacional do Vinho Português", the Wine Tasting Fair.

**WYG008**  
**RRP £39.99**  
**Players 2-4, Ages 10+**

### Travel Blog



*Travel Blog* is a swift and thrilling game about travelling. Your task is

to pick a country or countries most suitable for your trip and to do it faster than your opponents. How many borders do you cross on your trip from France to Russia? Is it more or less than from Norway to Turkey? Detailed knowledge of the map is an advantage, but can be easily beaten by good intuition and fast decision making.

The interesting facts about 100 countries and states are here just as a bonus. This is not a trivia game.

**ZMG7071**  
**RRP £34.99**  
**Players 2-8, Ages 8+**

## Back In Stock

### Castle Ravenloft



The popular *Castle Ravenloft* is back in stock. This game is compatible

with the *Wrath of Ashardalon* coming in February.

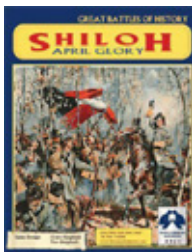
The master of Ravenloft is having guests for dinner - and you are invited!

Evil lurks in the towers and dungeons of *Castle Ravenloft*, and only heroes of exceptional bravery can survive the horrors within. This board game features multiple scenarios, challenging quests, and cooperative game play.

**D&D Boardgame**  
**WTC207790000**  
**RRP: £49.99**  
**Players 1-5, Ages 12+**

## War Games

### Shiloh



*Shiloh* was an important American Civil War battle fought in April 1862.

A surprise Confederate attack, led by Albert Sydney Johnson, nearly swept encamped Union defenders into the Tennessee River. The next day, a reinforced Union army counter-attacked and drove the CSA line back in confusion and retreat. The battle ended with a Union victory, the death of Johnson, and the eventual demise of Confederate hopes in the West. Days 1 and 2 can be played separately or together.

**COL3322**  
**RRP £ 47.99**  
**Players 2, Ages 12+**

### Steel Wolves



*Steel Wolves* is a solitaire simulation of the German submarine war against British and Allied shipping, the

follow-on title to the award winning *Silent War*. Volume I covers the period from the start of the War in 1939 to the early months of 1943. You serve as BdU, Befehlshaber der U-Boote; the Supreme Commander of Uboats, Kriegsmarine. Your mission is to deploy your forces with maximum effect to destroy British and Allied shipping, while limiting your own submarine losses.

**COM1011**  
**RRP £110.00**  
**Players 1, Ages 12+**

### Storming the Reich



*Storming the Reich* is a game about the World War II Allied campaign to liberate Northwest

Europe from Nazi occupation. It is a game of brutal attrition and slashing advances. Opening on the evening of D-Day, with the Allies on the beaches and the Germans reacting to the landings, the game covers the full campaign through to the battle of the Ruhr Pocket in April of 1945.

**COM1013**  
**RRP £49.99**  
**Players 2, Ages 12+**

### Forces Of Hordes: Minions



Whether fighting for their own agenda or offering assistance to others, minions possess unique

skills that can be used to turn the tide of battle. As war continues to embroil these tribal cultures into a desperate fight for survival, new and more dangerous beings emerge from the darkness of the wilds. From bloodthirsty gators and savage and unruly farrow to the few brave adventurers who blur the lines between the civilized and wild worlds.

**Horde**  
**PIP1043**  
**RRP £22.99**  
**Softcover**

**PIP1044**  
**RRP £29.99**  
**Hardcover**

## Roleplaying



### Smallville

Every hero has a beginning... *Smallville* Roleplaying Game lets you experience all the superpowered action and coming-of-age drama of the hit show. Whether you're struggling against your heritage, your humanity, or your heroic responsibility, you'll need the support of friends and family in order to embrace your destiny. Players may choose to take on the role of Clark, Chloe, Lois, Oliver, or their own original characters in the world of *Smallville*.

Easy-to-learn rules and full-colour pages bring the show to life for new and experienced gamers alike.

**Cortex Plus**  
**MWP1030**  
**RRP £26.99**  
**Hardcover**

### Pathfinder Bestiary 2



Go beyond goblins with an army of fantasy's most fearsome foes! *Bestiary 2* presents

hundreds of different creatures for use in the *Pathfinder Roleplaying Game*. Within this collection of creatures not all these monsters need be foes. In addition, new rules for customizing and advancing monsters.

**Pathfinder**  
**PAI1116**  
**RRP £26.99**  
**Hardcover**

### Pathfinder Adventure #40 Vaults of Madness



*Adventure Path* is Paizo Publishing's monthly 96-page, perfect-bound, full-colour

book. It contains an in-depth *Adventure Path* scenario, stats for half-dozen new monsters, and several support articles meant to give Game Masters additional material to expand their campaign.

**Pathfinder**  
**PAI9040**  
**RRP £13.99**  
**Softcover**

### Pathfinder Campaign: Lords of Chaos



Intended for use with the *Pathfinder* RPG and *Pathfinder Campaign Setting*, but can easily

be used in any fantasy game setting. While *Lords of Chaos* is a standalone product, it also serves as a companion to *Book of the Damned – Volume 1: Princes of Darkness*, which details the legions of Hell.

**Pathfinder**  
**PAI9225**  
**RRP £13.99**  
**Softcover**

### The Godsmouth Heresy



An urban and dungeon adventure for 1st-level characters. It takes place beneath the cliff-top city

of Kaer Maga, an ancient prison colony turned den of thieves and refugees, fully detailed in *Pathfinder Campaign Setting: City of Strangers*. In addition to the adventure, this book features ancient tombs, horrifying magic, crazed alchemists.

**Pathfinder**  
**PAI9528**  
**RRP £9.99**  
**Softcover**

### Flip Map: City Streets



The mean streets of the big city come alive, setting the scene for a dark alley ambush,

rooftop chases, or other urban encounters. Combine the mat with *GameMastery Map Pack: Shops* for building interiors designed specifically for use with this accessory or use the Flip-Mat on its own to provide your players with dynamic urban adventuring they won't soon forget!

**Pathfinder**  
**PAISQW30036**  
**RRP £9.99**

### Starfarer's Gazette #1



The *Starfarer's Gazette* is an intermittently-published style magazine for the cutting edge 30th

Century audience in Terra/Sol's *Twilight*. Nonetheless, this material has been designed specifically to be open and available for any *Traveller* game.

**Traveller**  
**TSG10002**  
**RRP £7.99**  
**Softcover**

## Comics & Magazines

### Black Hands #2



This two-issue miniseries focuses on the hilarious gaming misadventures of Nitro, Newt, Gordo, Stevil, and

Weird Pete, a group of role-players in Muncie, Indiana. The *Black Hands* represent a gamut of people we've all known at the table, but with trouble and in-fighting turned up to 11! Yet, their adventures are still hauntingly familiar and always humorous reminiscence because, like it or not, we've all known gamers like them.

**Knights at the Dinner Table**  
**KEN4004**  
**RRP £2.99**  
**Softcover**

## Miniatures

### Female Azur Agent



The majority of Azur Agents are part of Les Jaeger, the intelligence service of the Azur

Alliance, and among their ranks are some of the best fighters and assassins in the world. This is the female version of the Azur Agent figure that has previously been released.

**Anima Tactics**  
**CST2037**  
**RRP £8.99**

### Tiamat



"Unique" is the best way to describe Tiamat, the youngest of the four 7th Heaven Knights that serves Elisabetta Bardados. Lazy and a womanizer, but with a god like talent for fighting is also another way. Making him sit up and take things seriously is the last thing his enemies would ever want.

**Anima Tactics**  
**CST3037**  
**RRP £10.99**