



2010 PRODUCT CATALOG
July - December



Illustration: Wayne Reynolds



2010 Product Catalog July - December Table of Contents

Magic: The Gathering®	2
Avalon Hill®	8
Dungeons & Dragons®	15
Heroscape®	24

©2010 Wizards of the Coast LLC

Wizards of the Coast, Magic: The Gathering, Magic, Rise of the Eldrazi, Zendikar, Deck Builder's Tool Kit, Archenemy, Duels of the Planeswalkers, Scars of Mirrodin, Duel Decks: Elspeth vs. Tezzeret, Betrayal at House on the Hill, RoboRally, Dungeons & Dragons, Rules Compendium, Heroes of the Fallen Lands, Heroes of the Lost Kingdoms, Dungeon Master's Kit, Monster Vault, Lords of Madness, Gamma World, Dark Sun, D&D Encounters, Acquire, Diplomacy, Counteroffensive 1941-1943, Castle Ravenloft, Wrath of Ashardalon, Battle for the Underdark, Champions of the Forgotten Realms, Warriors of Eberron, Moltenclaw's Invasion, Diplomacy, Acquire, and their respective logos are trademarks of Wizards of the Coast LLC in the U.S.A. and other countries.

Avalon Hill, Battle Cry, Risk Godstorm, Risk 2210 A.D., Axis & Allies, Heroscape, and their respective logos are trademarks of Hasbro, Inc. and are used with permission.

MAGIC: THE GATHERING®



MAGIC

The Gathering®

2011 CORE SET



A set everyone can sink their teeth into!

Walk amongst the elite – The ultimate strategic duelists. The few who can control deadly creatures and wield terrifying sorceries. Battle on countless worlds beyond this one in a quest for supremacy, and know what it means to say, “Here I Rule.”

- The *Magic 2011 Core Set* follows the same blueprint laid by the *Magic 2010 Core Set*, one of the best-selling **Magic™** core sets of all time.
- Like the *Magic 2010 Core Set*, approximately half of the *Magic 2011 Core Set* will be brand new cards. The rest of the set will be returning favorites from throughout **Magic's** history.
- Starting with the *Magic 2011 Core Set*, Intro Packs will contain 60-card decks instead of 41-card decks. They will still contain a 15-card booster and rules inserts, all for \$12.99 MSRP.

ITEM/ CONTENTS	SKU #	UPC	ISBN	MSRP	SIZE
Booster Pack 15 cards	207590000	6 53569 51546 3	978-0-7869-5596-1	3.99	0.19" x 4.75" x 2.56"
Booster Display 36 booster packs	N/A	6 53569 51547 0	978-0-7869-5597-8	143.64	4.94" x 2.69" x 7.94
Intro Pack 1 premium card, 60-card deck, 1 booster, 1 learn-to-play insert, 1 strategy insert	207600000	6 53569 51573 9	978-0-7869-5603-8	12.99	3.81" x 3.81" x 1.25"
Intro Pack Display 10 intro packs	N/A	6 53569 51574 6	978-0-7869-5604-3	129.90	7.81" x 7.81" x 7.16"
Fat Pack 8 boosters, 1 card box, 1 player's guide, 1 40-card land pack, 1 learn-to-play insert, 1 Spindown™ life counter.	207610000	6 53569 51598 2	978-0-7869-5609-8	34.99	3.5" x 6.43" x 7.43"
Booster Blister 1 booster	207620000	6 53569 51554 8	978-0-7869-5602-9	3.99	0.25" x 7" x 3.81

RISE OF THE ELDRAZI™



Carnage Shall Follow

In their quest to uncover ancient treasures, Planeswalkers have awakened the Eldrazi – parasitic titans of the aether, imprisoned on Zendikar for thousands of years. Seemingly unstoppable, these world-eaters threaten all of the Multiverse, and their very presence has changed everything you know about Zendikar. To survive, you'll have to be at the very top of your game.

- *Rise of the Eldrazi™* is set 3 of 3 in the *Zendikar™* block.
- *Rise of the Eldrazi* is a new 248-card large **Magic** expansion that reveals the fate of *Zendikar*, and introduces entirely new mechanics and game play.
- The Eldrazi are among the biggest and most powerful creatures ever printed in Magic!

ITEM/ CONTENTS	SKU #	UPC	ISBN	MSRP	SIZE
Booster 15 cards	251820000	6 53569 46525 6	978-0-7869-5456-8	3.99	2.56" x 4.75" x 0.18"
Booster Display 36 booster	N/A	6 53569 46526 3	978-0-7869-5457-5	143.64	7.93" x 2.68" x 4.93"
Intro Pack 1 premium card, 1 40-card deck, 1 booster, 1 learn-to-play insert, 1 strategy insert	251830000	6 53569 46537 9	978-0-7869-5462-9	12.29	3.81" x 6.87" x 1.06"
Intro Pack Display 10 intro packs	N/A	6 53569 46538 6	978-0-7869-5463-6	122.90	7.8125" x 7.8125" x 7.1563"
Fat Pack 8 boosters, 1 card box, 1 player's guide, 1 40-card land pack, 1 learn-to-play insert, 1 Spindown™ life counter.	251850000	6 53569 46881 3	978-0-7869-5470-4	34.99	3.5" x 6.43" x 7.43"
Booster Blister 1 booster	251840000	6 53569 46878 3	978-0-7869-5469-8	3.99	3.8125" x 7" x 0.25"

MAGIC The Gathering® DECK BUILDER'S TOOLKIT



An instant collection!

The Deck Builder's Toolkit gives your collection a jump-start with 225 semi-random cards – Perfect for building several different decks! Plus, you'll get a guide containing info on how to build your own customized deck.

- This is the ideal *second* purchase for a new **Magic** player – it gives them all of the tools they will need to build several **Magic: The Gathering®** decks.
- Included in the kit are 100 lands, 125 key commons and uncommons (with semi-random content), and 4 booster packs from current **Magic** sets.

ITEM/ CONTENTS	SKU #	UPC	ISBN	MSRP	SIZE
Deck Builder's Toolkit 225 Semi-random cards, 4 booster packs, Deck Builder strategy insert, learn-to-play insert, reusable storage box	207780000	6 53569 51015 4	978-0-7869-5565-7	\$19.99	8" x 4.125" x 3.25"
Inner Carton 4 Deck Builder's Toolkits	N/A	N/A	N/A	\$79.96	13.5" x 4.75" x 8.5"

MAGIC The Gathering® ARCHENEMY™



You are the Archenemy, and your goal is simple – the utter decimation of your fellow Planeswalkers. A force of unbridled malevolence, your power is so immense that their only hope is to join forces in a desperate attempt to defeat you.

An exciting new multiplayer format, there will be four different game packs, each one with a 60-card **Magic** deck featuring eight rares, and a 20-card oversized “scheme” deck.

ITEM/ CONTENTS	SKU #	UPC	ISBN	MSRP	SIZE
Archenemy (4 versions) 1 60-card deck 20 oversized Archenemy cards 1 deck box 1 learn-to-play insert 1 archenemy insert	248410000	6 53569 53863 9	978-0-7869-5721-7	19.99	7.125" x 7.0" x 2.9375"
Inner Carton 1 of each version	N/A	N/A	N/A	79.96	7.875" x 7.125" x 12.5"

MAGIC The Gathering® DUELS OF THE PLANESWALKERS™



Inspired by the decks from the blockbuster digital game *Duels of the Planeswalkers™*, these powerful 60-card decks are ready to play right out of the box complete with five rares, one of which is foil. Each deck comes with a 15-card **Magic 2010 Core Set** booster pack, allowing you to customize your deck and take total command of your game!

- There are 5 different *Duels of the Planeswalkers* decks, each one based on a popular deck from the blockbuster digital game.
- This product is the ideal entry point to paper **Magic™** for *Duels of the Planeswalkers* players.
- Each deck comes with 60 cards from throughout **Magic's** history, including 5 rare cards – one of which is foil!
- Each one also comes with a 15-card **Magic 2010 Core Set** booster pack, allowing full customization of the deck right out of the box.
- Each display comes with 10 decks – two of each.

ITEM/ CONTENTS	SKU #	UPC	ISBN	MSRP	SIZE
Duels of the Planeswalker Decks 60 cards 1 Magic 2010 Core Set booster 1 strategy insert 1 learn to Play insert	248420000	6 53569 52686 5	978-0-7869-5654-8	\$14.99	3-13/16" x 6-1/5" x 1-1/4"
Display 10 Decks (2 each of 5)	N/A	6 53569 52687 2	978-0-7869-5655-5	\$149.90	7-13/16" x 6-7/8" x 7-5/32"

MAGIC

The Gathering®

DUEL DECKS

EISPETH VS. TEZZERET™

Release Date: September 2010

Ruthless ambition meets noble, battle-hardened determination.

When these two powerful, and diametrically opposed Planeswalkers clash, devastation is assured. What is less certain is who shall prevail.



ITEM/ CONTENTS	SKU #	UPC	ISBN	MSRP	SIZE
Duel Decks 2 60-card decks, 2 deck boxes, strategy insert, learn-to-play insert	210540000	6 53569 51082 6	978-0-7869-5568-8	19.99	5.125" x 7.0" x 1.625"
Duel Decks Display 6 Duel Decks	N/A	6 53569 51083 3	978-0-7869-5569-5	119.94	5.25" x 7.125" x 10.0"

MAGIC

The Gathering®

SCARS OF MIRRORDIN™



Release Date: September 2010

The Corrosion Has Begun

The metal plane of **Mirrodin** shines under the light of five suns . . . but dark forces have begun to assemble. Which side will you command?

ITEM/ CONTENTS	SKU #	UPC	ISBN	MSRP	SIZE
Booster 15 cards	210590000	6 53569 53761 8	978-0-7869-5718-7	3.99	2.56" x 4.75" x 0.18"
Booster Display 36 booster	N/A	6 53569 53762 5	978-0-7869-5719-4	143.64	7.93" x 2.68" x 4.93"
Intro Pack 1 premium card, 1 60-card deck, 1 booster, 1 learn-to-play insert, 1 strategy insert	210610000	6 53569 54202 5	978-0-7869-5728-6	12.99	3.81" x 6.87" x 1.06"
Intro Pack Display 10 intro packs	N/A	6 53569 54203 2	978-0-7869-5729-3	129.90	7.8125" x 7.8125" x 7.1563"
Fat Pack 8 boosters, 1 card box, 1 player's guide, 1 40-card land pack, 1 learn-to-play insert, 1 Spindown™ life counter.	210640000	6 53569 54195 0	978-0-7869-5727-9	34.99	3.5" x 6.43" x 7.43"
Booster Blister 1 booster	210630000	6 53569 54133 2	978-0-7869-5726-2	3.99	3.8125" x 7" x 0.25"



Premium Deck Series

FIRE & LIGHTNING

Blaze Your Path.

Baked or fried? You choose how to burn down your opponents with this powerful, 60-card, all-foil deck. It contains famous flames, bolts, and beats from across Magic history, including several never before released in foil! Blaze your path to victory and serve your foes well done.

ITEM/ CONTENTS	SKU #	UPC	ISBN	MSRP	SIZE
Premium Deck Series: Fire & Lightning 1 60-card, premium deck, 1 Spindown™ life counter, 1 foil deck box, 1 strategy insert, 1 learn-to-play guide	210530000	6 53569 51026 0	978-0-7869-5566-4	34.99	8" x 7" x 3"



Why run Friday Night Magic?

Friday Night Magic is a program that gives your customers a great reason to visit your store every Friday – the opportunity to play **Magic™** with friends and other fans.

Every week, thousands of **Magic** players all around the world converge on their local WPN location to play their favorite game in a casual environment that offers the chance to get cool prizes.

So, not only will running FNM increase weekly foot traffic in your store, it will help you build your loyal community of **Magic** players.

Sign up now: WIZARDS.COM/WPN

AVALON HILL®





Release Date: October 2010

New spooky nights await you and your friends!

The creak of footsteps on the stairs, the smell of something foul and dead, the feel of something crawling down your back – this and more can be found in the exciting refresh of the **Avalon Hill** favorite *Betrayal at House on the Hill*®. This fun and suspenseful game is a new experience almost every time you play – you and your friends explore “that creepy old place on the hill” until enough mystic misadventures happen that one of the players turns on all of the others! Hours of fun for all your friends and family.

Designed for 3–6 players aged 12 and up, this boardgame features multiple scenarios, a different lay-out with every game, and enough chills to freeze the heart of any horror fan.

This game includes the following components:

- 6 pre-painted plastic Character miniatures and corresponding Character cards
- 80 cards (Event, Omen, and Item decks)
- Rulebook
- Traitors Tome booklet
- Secrets of Survival booklet
- Game dice
- 45 Room tiles
- Over 100 game tokens

ITEM/ CONTENTS	SKU #	UPC	ISBN	MSRP	SIZE
Betrayal at House on the Hill (2010) <i>See above</i>	266330000	6 53569 53345 0	978-0-7869-5717-0	\$50.00	10-1/2" x 10-1/2" x 3-1/4"



Release Date: November 2010

Ready the Cannon! Fix Bayonets! Prepare to Charge!

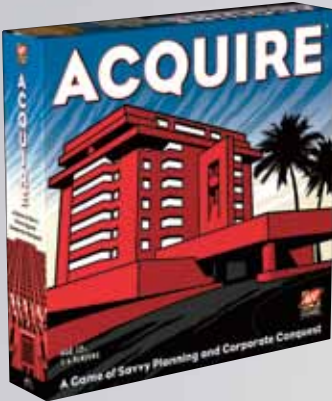
Civil War is now upon us, and you must take the field as the leader of the Union or the Confederate forces. Command your generals and direct your infantry, cavalry, and artillery in 30 different scenarios that feature the terrain and troop deployment of each historical battle—from the First Bull Run and Wilson’s Creek to Prairie Grove and Gettysburg.

History may have been written, but in *Battle Cry*™, the outcome of each battle is up to you. With your strategy and tactics, you can turn the tide to carry Old Glory or Dixie to victory.

This game includes the following components:

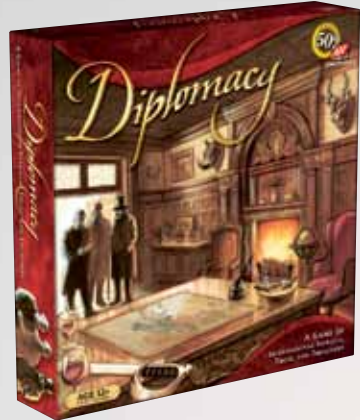
- 1 Rulebook
- 1 Game Board
- 60 Command Cards
- 46 Double-sided Terrain Tiles
- 9 Double-sided Entrenchment/Fieldwork Tokens
- 14 Double-sided Flag Tokens
- 8 Battle Dice
- 1 Flag Label Sheet
- 61 durable, plastic figures for each side (122 total).

ITEM/ CONTENTS	SKU #	UPC	ISBN	MSRP	SIZE
Battle Cry (2010) <i>See above</i>	282950000	6 53569 55450 9	978-0-7869-5748-4	\$60.00	16.5" x 11.5" x 4.125"



ACQUIRE®

SKU Number: 221920000
UPC: 6 53569 30629 0
ISBN: 978-0-7869-5007-2
MSRP: \$30.00



DIPLOMACY®

SKU Number: 221930000
UPC: 6 53569 30630 6
ISBN: 978-0-7869-5008-9
MSRP: \$30.00



RISK® GODSTORM™

SKU Number: 217590000
UPC: 6 53569 28500 7
ISBN: 978-0-7869-4884-0
MSRP: \$45.00



RISK® 2210 A.D.™

SKU Number: 86600000B
UPC: 0 76930 86600 9
ISBN: 978-0-7430-0764-8
MSRP: \$45.00



ROBO RALLY®

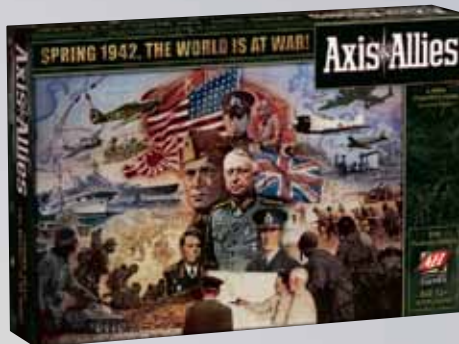
SKU Number: 217580000
UPC: 6 53569 28478 9
ISBN: 978-0-7869-4883-3
MSRP: \$50.00



Axis & Allies®

AXIS & ALLIES® 1942

Axis & Allies celebrated its 25th Anniversary in 2009 with a new and updated edition of its original classic game. **Axis & Allies 1942**, designed and developed by Larry Harris, will utilize the updated rules established in **A&A Anniversary Edition**. Cruiser class ships will make their debut in **A&A 1942**, forever changing the naval line-up. Newly sculpted playing pieces and all new packaging will position this game as the cornerstone of the **Axis & Allies** game line for years to come. Decide the fate of a nation in a few short hours!



SKU Number: 250660000
UPC: 6 53569 41600 5
ISBN: 978-0-7869-5301-1
MSRP: \$30.00

AXIS & ALLIES EUROPE 1940

With the invasion of the Low Countries and the allied evacuation from Dunkirk, the German army is poised to march on Paris. **Axis & Allies Europe 1940**, designed and developed by Larry Harris, builds on the success of the acclaimed **A&A Anniversary Edition**. France appears for the first time in **Axis & Allies** and will represent a new playable ally! Italy will be included as a second Axis power along with Germany. The UK, USSR and the US find themselves vulnerable at this early and uncertain point of the war. Two new combat units that debuted in **Axis & Allies Pacific 1940**, Tactical Bombers and Mechanized Infantry, will also appear in this game.

Axis & Allies Europe 1940 will feature an oversized board that measures 35" wide by 32" high. With over 550 combat units, deluxe game components and local storage boxes, this game will raise the standard established by **A&A Anniversary Edition**. All new rules for neutral nations, naval & air bases, and convoy disruption will add even more depth and historical accuracy to this giant game.



SKU Number: 255240000
UPC: 6 53569 47822 5
ISBN: 978-0-7869-5535-0
MSRP: \$90.00

AXIS & ALLIES: GUADALCANAL



SKU Number: 957740000
UPC: 6 53569 15508 9
ISBN: 978-0-7869-4181-0
MSRP: \$25.00

AXIS & ALLIES: D-DAY™



SKU Number: 217610000
UPC: 6 53569 28504 5
ISBN: 978-0-7869-4886-4
MSRP: \$40.00

AXIS & ALLIES PACIFIC 1940



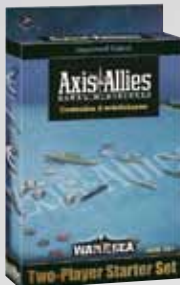
SKU Number: 217450000
UPC: 6 53569 28475 8
ISBN: 978-0-7869-4882-6
MSRP: \$90.00

Axis & Allies

NAVAL MINIATURES

WAR AT SEA™ TWO-PLAYER STARTER SET

A redesigned and updated Two-Player Starter is ready to launch for the *War at Sea* naval miniatures game. Each Two-Player Starter will contain eight pre-painted, authentically detailed miniatures, an updated and expanded rulebook, two full-size battle maps, and dice. Each ship and aircraft included in this set is unique to this product, and will carry new statistics and paint schemes not available in other *War at Sea* sets. The expanded *War at Sea* rulebook will include new rules for night fighting, weather effects, and long distance battles that will interest any existing *War at Sea* player.



SKU Number: 255100000
UPC: 6 53569 45689 6
ISBN: 978-0-7869-5385-1
MSRP: \$24.99

The *War at Sea: Two-Player Starter* will quickly teach two players how to build and operate fleets which they can use to recreate the legendary naval battles of WWII.

WAR AT SEA CONDITION ZEBRA™ BOOSTER



SKU Number: 255050000
UPC: 6 53569 45685 8
ISBN: 978-0-7869-5384-4
MSRP: \$14.99



product shot unavailable

All hands on deck for the third expansion to the *War at Sea* naval miniatures game. *Condition Zebra* will contain 40 authentically detailed miniatures that war gamers, WWII enthusiasts, and collectors can use to assemble fleets with which to do battle on the seas of WWII. Battleships, cruisers, submarines and aircraft will help you bring the battle to your opponent. *Condition Zebra* will let players add to their existing navies to recreate historical battles that rage across massive 30"x 40" battle maps.

WAR AT SEA V BOOSTER

All hands on deck for the fourth expansion to the *War at Sea* naval miniatures game. *War at Sea V* will contain 40 authentically detailed miniatures that war gamers, WWII enthusiasts, and collectors can use to assemble fleets with which to do battle on the seas of WWII. Battleships, cruisers, submarines and aircraft will help you bring the battle to your opponent. *War at Sea V* will let players add to their existing navies to recreate historical or "what-if" battles that rage across massive 30"x 40" battle maps.



product shot unavailable

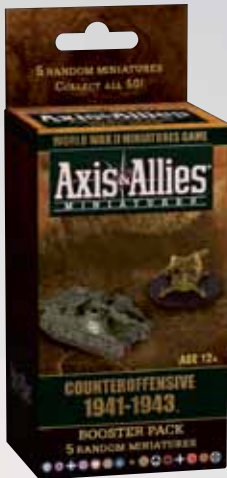


SKU Number: 209880000
UPC: 6 53569 50547 1
ISBN: 978-0-7869-5558-9
MSRP: \$14.99



Axis & Allies

MINIATURES

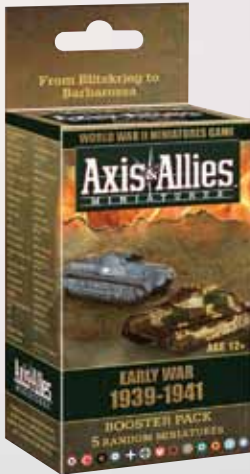


COUNTEROFFENSIVE 1941-1943™

Release Date: October 2010

Get ready for the new **Axis & Allies®** Miniatures **Counter Offensive 1941-1943** expansion. This set contains 50 pre-painted soldiers and vehicles that fought in the pivotal battles of WWII from 1941 to 1943. **Counter Offensive 1941-1943** will feature combat units from 14 nations. New Zealand, Yugoslavia, and Croatia make their debut while nations like Hungary, Japan, and the USSR will receive important units to add to their existing forces.

SKU Number: 198480000
UPC: 6 53569 49519 2
ISBN: 978-0-7869-5551-0
MSRP: \$14.99



EARLY WAR 1939 - 1941 BOOSTER

SKU Number: 239610000
UPC: 6 53569 34706 4
ISBN: 978-0-7869-5096-6
MSRP: \$14.99



EASTERN FRONT 1941 - 1945 BOOSTER

SKU Number: 958660000
UPC: 6 53569 17672 5
ISBN: 978-0-7869-4881-9
MSRP: \$12.99



NORTH AFRICA 1940-1943 BOOSTER

SKU Number: 957880000
UPC: 6 53569 16067 0
ISBN: 978-0-7869-4188-9
MSRP: \$12.99

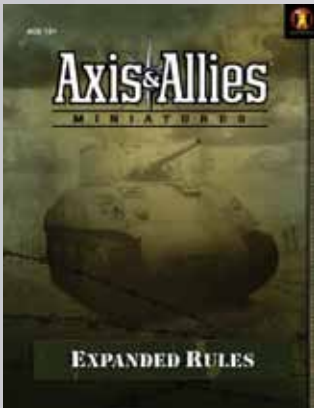
AVALON HILL®



AXIS & ALLIES 1939-1945

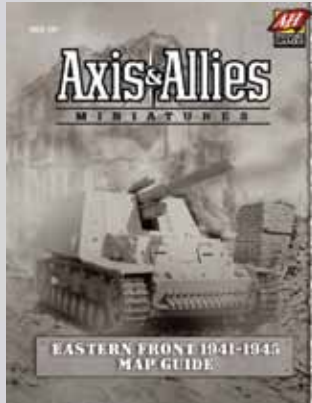
Starter SKU Number: 216430000
UPC: 6 53569 26318 0
ISBN: 978-0-7869-4794-2
MSRP: \$16.99

Booster SKU Number: 216420000
UPC: 6 53569 26317 3
ISBN: 978-0-7869-4793-5
MSRP: \$12.99



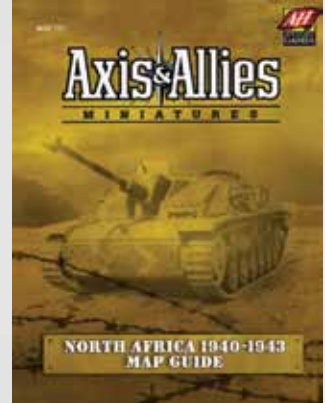
AXIS & ALLIES EXPANDED RULES GUIDE

SKU Number: 216567400
ISBN: 978-0-7869-4804-8
MSRP: \$19.99



EASTERN FRONT 1941-1945 MAP GUIDE

SKU Number: 239790000
ISBN: 978-0-7869-5109-3
MSRP: \$14.95



NORTH AFRICA 1940-1943 MAP GUIDE

SKU Number: 219370000
ISBN: 978-0-7869-5041-6
MSRP: \$14.95



DUNGEONS & DRAGONS®

Illustration: Larry Elmore

ELMORE

D&D Essentials™



PLAYERS



DUNGEON MASTER



DUNGEONS & DRAGONS®

DUNGEONS & DRAGONS® FANTASY ROLEPLAYING GAME

Release Date: September 2010

Designed for 1–5 players, this boxed game contains everything needed to start playing the **Dungeons & Dragons** Fantasy Roleplaying Game, including rules for creating heroes, advice for playing the Dungeon Master, a solo play adventure, and group-play adventure content. Learning the game has never been so easy!

Several different character races and classes are presented, along with powers for each race and class. As the players' heroes advance in level, they acquire new abilities, and the adventures become more challenging. This boxed game is designed for characters of levels 1–3.

Game components:

- 32-page book for players, with rules for character creation and a solo adventure
- 64-page book for Dungeon Masters, with the rules of the game, advice on how to run the game, and adventure content
- 2 sheets of die-cut tokens for characters and monsters
- Cardstock character sheets and power cards
- Double-sided dungeon map
- 6 polyhedral dice



SKU Number: 244660000
ISBN: 978-0-7869-5629-6
MSRP: \$19.99



RULES COMPENDIUM™

Release Date: September 2010

This handy and comprehensive **Dungeons & Dragons** book is intended as a quick rules reference. It contains the complete core rules for the 4th Edition **Dungeons & Dragons** Fantasy Roleplaying Game.

In addition to providing an overview of the game and how it's played, this book presents the core rules in a format that is easily referenced during a game. It includes information on level advancement, combat, experience points, treasure, skills, equipment, and more.

SKU Number: 247530000
ISBN: 978-0-7869-5621-0
MSRP: \$19.95

HEROES OF THE FALLEN LANDS™

Release Date: October 2010

This essential player product for the 4th Edition **Dungeons & Dragons®** Fantasy Roleplaying Game presents exciting new builds for the most iconic classes: the cleric, the fighter, the ranger, the rogue, and the wizard. Each class comes with a set of new powers, class features, paragon paths, epic destinies, and more that beginning players can use to build the characters they want to play and experienced players can plunder for existing 4th Edition characters.

In addition to new builds, this book presents expanded information and racial traits for some of the game's most popular races, including dwarves, eladrin, elves, halflings, and humans.



SKU Number: 247520000

ISBN: 978-0-7869-5620-3

MSRP: \$19.95



HEROES OF THE FORGOTTEN KINGDOMS™

Release Date: November 2010

This essential supplement for the 4th Edition **Dungeons & Dragons** Fantasy Roleplaying Game presents exciting new builds for the game's most popular classes: the cleric, the druid, the paladin, the ranger, and the warlock. Each class comes with a set of new powers, class features, paragon paths, epic destinies, and more that beginning players can use to build the characters they want to play and experienced players can plunder for existing 4th Edition characters.

In addition to new builds, this book presents expanded information and racial traits for some of the game's most popular races, including dragonborn, drow, half-elves, half-orcs, and tieflings.

SKU Number: 247510000

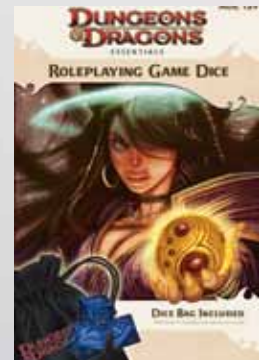
ISBN: 978-0-7869-5619-7

MSRP: \$19.95

D&D® ROLEPLAYING GAME DICE

Release Date: September 2010

Everyone who plays tabletop roleplaying games needs a set of polyhedral dice to make attack rolls, skill checks, and saving throws! This product includes a dice bag and a complete set of official **D&D** game dice: one 4-sided die, four 6-sided dice, one 8-sided die, one 10-sided die, one 12-sided die, and one 20-sided die.



SKU Number: 244690000

ISBN: 978-0-7869-5611-1

MSRP: \$12.99

DUNGEON MASTER'S KIT™

Release Date: October 2010

If you're a **Dungeons & Dragons**® player interested in taking on the role of the Dungeon Master, or if you're an experienced DM looking for more game advice, tools, and adventure content, the *Dungeon Master's Kit* has exactly what you need to build your own **Dungeons & Dragons** campaign and excite the imaginations of you and your players.

This deluxe box contains rules and advice to help Dungeon Masters run games for adventurers of levels 1–30. It also includes useful DM tools such as a Dungeon Master's screen (with tables and rules printed on the inside), monster tokens, and fold-out battle maps.

Game components:

- 96-page book of rules and advice for Dungeon Masters
- 32-page monster book
- 2 double-sided battle maps
- 2 32-page adventures
- Fold-out Dungeon Master's
- 3 sheets of die-cut monster tokens screen



SKU Number: 244640000
ISBN: 978-0-7869-5630-2
MSRP: \$39.99

MONSTER VAULT™

Release Date: November 2010



SKU Number: 244650000
ISBN: 978-0-7869-5631-9
MSRP: \$29.99

This essential product for Dungeon Masters collects the most iconic monsters of the **Dungeons & Dragons** world in one handy box and presents all-new variants, including new spins on such beloved monsters as dragons, orcs, and vampires. The monsters described herein are designed to be easy for Dungeon Masters to use and fun for players to fight. In addition to combat statistics, each monster entry comes with story information to help DMs incorporate the monsters into their adventures and campaigns.

In addition to a comprehensive collection of iconic **Dungeons & Dragons** monsters, this box contains die-cut tokens for the monsters that appear within, as well as a 32-page adventure that showcases several of the monsters. Dungeon Masters can easily incorporate the adventure into their ongoing campaigns.

Game components:

- 160-page book of monsters
- 32-page adventure
- 10 sheets of die-cut monster tokens

DUNGEON TILE MASTER SETS

With these boxes of customizable terrain tiles, Dungeon Masters can add new dimensions to their Dungeons & Dragons tabletop experience. Easy to set up and infinitely expandable, these Dungeon Tiles set allows DMs to create the adventures they want to play.

Each box contains 10 double-sided sheets of illustrated, die-cut terrain tiles printed on heavy cardstock. Each box set is themed around a common adventuring area – The Dungeon, The City, and The Wilderness.



The Dungeon

Release Date:

September 2010

SKU Number: 198860000

ISBN: 978-0-7869-5555-8

MSRP: \$19.99



The City

Release Date:

October 2010

SKU Number: 214430000

ISBN: 978-0-7869-5571-8

MSRP: \$19.99



The Wilderness

Release Date:

December 2010

SKU Number: 244670000

ISBN: 978-0-7869-5612-8

MSRP: \$19.99



LORDS OF MADNESS™

Release Date: August 2010

Lords of Madness is a fully randomized set of 60 pre-painted plastic **D&D**® miniatures, including several Huge figures. The set features iconic **D&D** monsters and characters—perfect additions to any **Dungeons & Dragons** campaign. Collect them all!

Each booster pack contains:

- 6 randomized, pre-painted plastic miniatures, including 1 Huge figure
- 6 stat cards, one for each figure in the booster pack
- *Lords of Madness* set checklist

SKU Number: 254810000

UPC: 6 53569 47573 6

ISBN: 978-0-7869-5529-9

MSRP: \$21.99

D&D® GAMMA WORLD™ ROLEPLAYING GAME

The *D&D Gamma World* Roleplaying Game offers hours of rollicking entertainment in a savage land of adventure, where the survivors of some mythical future disaster must contend with radioactive wastes, ravaged cities, and rampant lawlessness. Against a nuclear backdrop, heroic scavengers search crumbled ruins for lost artifacts while battling mutants and other perils.

This product is a complete, stand-alone roleplaying game that uses the 4th Edition **D&D** Roleplaying Game system as its foundation. It appeals to **D&D** players as well as gamers interested in fantasy science fiction set in a bizarre, post-apocalyptic world.

Game components:

- 160-page book with rules for character creation, game rules, and an adventure
- 2 sheets of die-cut character and monster tokens
- 2 double-sided battle maps
- Cardstock character sheets and mutation power cards
- Mutation power card deck
- Loot power card deck



SKU Number: 254600000
ISBN: 978-0-7869-5508-4
MSRP: \$39.99



WELCOME TO THE APOCALYPSE!

In the wake of a nuclear holocaust, the world has been reduced to a radioactive wasteland overrun with mutants — and you're one of them! As you scavenge for precious technology, you rely on your mutations to stay alive. What powerful new Alpha Mutation or Omega Tech will you discover next?

Each booster pack contains 8 random Alpha Mutation and Omega Tech cards, pulled from a complete set of 120 cards. Game rules not included.

Game components:

- *D&D Gamma World* RPG Booster Packs include 120 new Mutation and Tech cards packaged in 8 card random packs.
- This product gives players more options to choose from when customizing their **D&D Gamma World** characters. It also allows players to play "limited format" by purchasing a few boosters at a time.
- This game product is fully compatible with the **Dungeons & Dragons** Fantasy Roleplaying Game.

ITEM/ CONTENTS	SKU #	UPC	ISBN	MSRP	SIZE
D&D Gamma World Booster Pack 8 random Mutation and Tech cards	254630000	6 53569 47555 2	978-0-7869-5511-4	\$3.99	0.1875" x 4.75" x 2.5625"
D&D Gamma World Booster Pack Display 24 Booster packs	N/A	6 53569 55704 3	978-0-7869-5750-7	\$95.76	6" x 5.5" x 10.75"

EXPLORE A SAVAGE, WONDROUS WORLD...

The *Dark Sun*® Campaign Setting provides exciting character options for **D&D**® players, including new races, new character themes and class builds, new paragon paths and epic destinies, and new equipment. It also provides everything Dungeon Masters need to run 4th Edition **Dark Sun** campaigns or include **Dark Sun** elements in their homebrew campaigns. It has rules and advice for handling survival challenges, arena encounters, desert terrain, and adventure creation. It also presents a short, ready-to-play introductory adventure.

The *Dark Sun Creature Catalog*™ collects the most iconic and dangerous monsters of the **Dark Sun** campaign setting into one handy tome. It also contains other hazards and threats found in the desert wastelands and dungeon tombs of Athas. The creatures and threats presented herein make worthy encounters for Athasian heroes or the heroes in your “homebrew” **D&D** campaign.

Marauders of the Dune Sea™ is a stand-alone **D&D** adventure is designed to take characters from 2nd to 5th level. Although nominally set in the **Dark Sun** campaign setting, Dungeon Masters can easily incorporate it into their “homebrew” **D&D** campaigns.



Dark Sun Campaign Setting
SKU Number: 253870000
ISBN: 978-0-7869-5493-3
MSRP: \$39.95



Dark Sun Creature Catalog
SKU Number: 253880000
ISBN: 978-0-7869-5494-0
MSRP: \$19.95



Marauders of the Dune Sea
SKU Number: 253890000
ISBN: 978-0-7869-5495-7
MSRP: \$14.95

DUNGEONS & DRAGONS

ENCOUNTERS

Why run **D&D Encounters**™?

D&D Encounters is a program that gives your customers a great reason to visit your store every Wednesday – the opportunity to play in a weekly, ongoing **D&D**® campaign – one epic encounter at a time.

D&D Encounters adventures are exclusive to WPN stores, so you’re offering players a unique play experience and prize support they can’t get at home.

So, not only will running **D&D Encounters** increase weekly foot traffic in your store, but it will help you build your loyal community of **D&D** players.

Sign up now: WIZARDS.COM/WPN

CASTLE RAVENLOFT™

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. Designed for 1–5 players, this boardgame features multiple scenarios, challenging quests, and cooperative game play.

Castle Ravenloft includes the following components:

- 40 plastic heroes and monsters
- 13 sheets of interlocking cardstock dungeon tiles
- 200 encounter and treasure cards
- Rulebook
- Scenario book
- 20-sided die

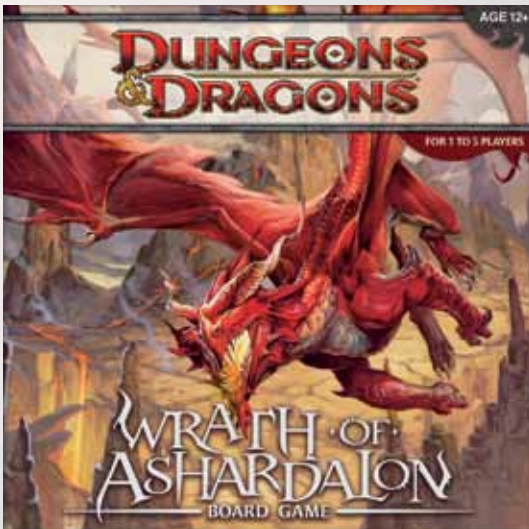


SKU Number: 207790000

UPC: 6 53569 49989 3

ISBN: 978-0-7869-5557-2

MSRP: \$64.99



SKU Number: 214420000

UPC: 6 53569 51210 3

ISBN: 978-0-7869-5570-1

MSRP: \$64.99

WRATH OF ASHARDALON™

Release Date: November 2010

A heavy shadow falls across the land, cast by a dark spire that belches smoke and oozes fiery lava. A cave mouth leads to a maze of tunnels and chambers, and deep within this monster-infested labyrinth lurks the most terrifying creature of all: a red dragon. Who will survive the perils of the Wrath of Ashardalon?

Designed for 1–5 players, this boardgame features multiple scenarios, challenging quests, and cooperative game play.

This game includes the following components:

- 42 plastic heroes and monsters
- 13 sheets of interlocking cardstock dungeon tiles
- 200 encounter and treasure cards
- Rulebook
- Scenario book
- 20-sided die



DUNGEONS & DRAGONS MASTER SET: BATTLE FOR THE UNDERDARK™

The hordes of evil must be stopped. The Valkyrie Generals representing the forces of good have summoned brave adventurers to embark on a quest to defeat the black dragons and their wicked allies. Who will prevail and who will perish?

Iconic characters and monsters from the worlds of **Dungeons & Dragons**® joins forces with the ultimate build and battle miniatures game to bring new dimensions of fun for everyone!

Battle a troll, a band of drow (dark elves), and ultimately face the evil black dragon. Fifty configurable terrain pieces ensures hours of replay as you design your own battles. Choose one of the five customizable game scenarios included or create a scenario of your own – it's all up to you! Everything is fully compatible with other **Heroscape**® figures.



SKU Number: 253590000
UPC: 6 53569 47286 5
MSRP: \$24.99



SMALL EXPANSION SET 11: CHAMPIONS OF THE FORGOTTEN REALMS™

Dark hoards are on the march – lizard men, ghost knights, dark elves, and evil elementals!

The warriors of Faerûn are summoned to the greatest battle of all time. Will the *Champions of the Forgotten Realms* be enough to stem the tide?

Iconic characters and monsters from the worlds of **Dungeons & Dragons** joins forces with the ultimate build and battle miniatures game to bring new dimensions of fun for everyone!

SKU Number: 42623000A
UPC: 6 53569 06099 4
MSRP: \$12.99

SMALL EXPANSION SET 12: **WARRIORS OF EBERRON™**

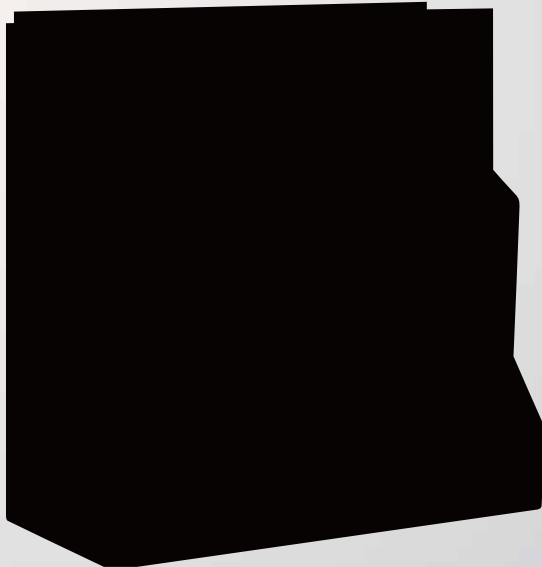
Release Date: August 2010

The hordes of evil must be stopped. Goblins, ogres, mindflayers, and fire giants! The warriors of Khovaire are summoned to the greatest battle of all time. Will the *Warriors of Eberron* be enough to stem the tide?

Iconic characters and monsters from the worlds of **Dungeons & Dragons®** joins forces with the ultimate build and battle miniatures game to bring new dimensions of fun for everyone!



SKU Number: 42623000B
UPC: 6 53569 06099 4
MSRP: \$12.99



product shot unavailable

SMALL EXPANSION SET 13: **MOLTENCLAW'S INVASION™**

Release Date: November 2010

The hordes of evil must be stopped. Orcs, bugbears, demons, and frost giants! The hoards of the evil dragon Moltenclaw are summoned to the greatest battle of all time. Can *Moltenclaw's Invasion* be stopped?

Iconic characters and monsters from the worlds of **Dungeons & Dragons** joins forces with the ultimate build and battle miniatures game to bring new dimensions of fun for everyone!

SKU Number: 288300000
UPC: 6 53569 56216 0
MSRP: \$12.99

ORDERING INFORMATION

Ordering Information

For Wizards of the Coast ordering information please contact your authorized Distributor or your Premier Store Representative.

For Distributor information or to set up an account please go to www.wizards.com/retailer.

Premier Stores can call 800-564-1636.

