

SciFi / Fantasy WARGAMES Catalogue

5150 : NEW BEGINNINGS : NEW HOPE CITY PI

- RPG supplement £15.50

5150 S F Skirmish rules: **FIRST CONTACT** supplement

- Mini campaign & scenarios. Great for the Reaper 10mm SF range, or any 15mm-28mm figures £12.50

5150 : STAR NAVY: Squadron - Fleet space combat

- any scale ships. latest foray from those supreme gamers, Two Hour Wargames Scenarios, Campaign generator £18.50

5150 BATTALION COMMANDER

- Battalion level SF rules. Inc vehicles, mechs etc aliens Solo or multi player £19.50

5150 NEW BEGINNINGS URBAN RENEWAL

- Background and scenario book for this Solo friendly RPG system £19.50

5150: ALIEN FIGHT NIGHT - New Beginnings Supplement Book

- Latest supplement for these popular SF rules from 2 hour Wargames £15.50

5150: FIRST CONTACT

- supplement to these excellent Sci FI rules 10mm-32 scale £12.50

ACP 164: The Albedo Miniatures Game Rulebook

- New large format full colour paperback -Full colour, 114 page, softback A4 rulebook containing all the rules that you need to bring the world of Albedo Anthropomorphics to life on your tabletop. Includes: Quick Start Rules * Two Sample Scenarios * Vehicle Combat * Non Lethal Combat * Night Fighting * Fighting in Zero-G * Scenario Building * Player Aids. ACP164 can be played with as few as 4 figures per side up to company sized engagements with 50+ figures and supporting vehicles and flyers. £20.00

ACP164: Albedo Sourcebook

- New large format full colour paperback £18.00

ACP164: Albedo The Almata Campaign Book

- New large format full colour paperback £18.00

AFTER THE HORSEMEN : Post Apocalypse skirmish gaming

- Each players controls a small band of figures. any scale Inc characters, scenarios and campaign system £18.50

ALL QUIET ON THE MARTIAN FRONT

HARDBACK RULES Few only £35.00

ALL THINGS ZOMBIE : Better dead than Zed

- latest edition of these classic Zombie skirmish rules £19.99

ALL THINGS ZOMBIE : HAVEN SCENARIO BOOK

- Zombie skirmish scenarios and extra rules £16.50

ALL THINGS ZOMBIE : I, ZOMBIE

- inc scenarios; campaign system etc £18.50

ALL THINGS ZOMBIE: HIGH RISE TO HELL SUPPLEMENT BOOK

- Latest supplement for 2 hour Wargames; ATZ Zombie rules £17.00

AMAZING STORIES: PULP ACTION IN WWII

SUPPLEMENT TO 45 ADVENTURE £15.00

AMBUSH Z ZOMBIE RE-INFORCEMENT Pack

- Cut up your rules or use these. Adaptable & Useful for other horror skirmish rules £13.00

ANIMOUCH!

Anime wargaming £6.99

ARCWORLDE RULEBOOK - BP1495

WARPLOQUE MINIATURES - Play as one or more of six dynamic warbands or as a plethora of fearsome monsters in a 32mm miniatures game that is quick, fun and easy to learn. With a fast paced turn system and characterful rules, each game of ArcWorld is its own epic story. £19.00

ARKEO OBSKURA: Horror SKirmish Rules

In Arkeo Obskura a handful of heroes (from the Modern or Victorian eras or even from the early 1900s) face incredible adventures populated by zombies, witches, mummies, ghosts, the forgotten, aliens... The game system is easy to learn and intuitive and you don't need a GamesMaster. You can play solitaire or with friends in cooperative or competitive mode. You will see your characters grow, buying new characteristics and equipment from one game to the next. This book contains two adventures and others can be downloaded free from Kev Dallimores magazine website. £23.50

ARMIES & LEGIONS & HORDES

Dave Taylor Large format all color illustration Historical and Fantasy painting guide. 28mm/32mm . Colour Photos £31.50

ASTOUNDING ADVENTURES 2

- 2nd volume of scenarios for pulp fiction adventure gaming £14.00

ASTOUNDING ADVENTURES MAGAZINE 1)

- supplement to these pulp fiction wargames rules. inc 5 scenarios £12.50

AT-43

- ready to play 28mm Science Fiction wargame in a box- 19 expert painted figures, 2 fighting machines, rules etc

First of a whole line £47.50

AT-43 : The Rule Book

- Science fiction wargames rules. Mainly for the excellent AT-43 system but adaptable for most ranges of figures & forces £17.50

AvP: ALIENS Versus PREDATORS The Hunt Begins Boardgame

Take on the roles of either Predators, masters of the hunt, Aliens, the ultimate species or the Colonial marines, the underdogs stuck in between these monstrous races at war. Contains the following 28mm models: - 10 Infant Aliens - 5 Stalker Aliens - 3 Predators - 5 Colonial Marines as well as dozens of individual board pieces, Dice, Tokens and other accessories. £69.50

AvP: ALIENS Versus PREDATORS The Hunt Begins Boardgame

Seed AVP below £0.00

AVP: ALIEN Vs PREDATOR

- Mini game but slight damage to box £62.50

BATTLEFIELDS IN MINIATURE: Making Realistic and Effective Terrain for Wargames

Davies, Paul 256p. All colour ill. Mini hbk The terrain makers handbook £25.00

BEAR YOURSELVES VALIANTLY Fantasy, Ancient, and Mediaeval Big battle rules

- Players command battle groups composed of multiple war bands. Typically a player will control 10 to 20 stands.

.Supported by the Look, Sarge, No Charts Yahoo group. Designed with 10mm figures in mind for that massed battle

aesthetic, but easily used for other scales of figures as well.. Fro £25.00

BEYOND THE GATES OF ANTARES RULEBOOK

At 260-pages, this full-colour hardback tome contains everything you need to know in order to get started exploring the brand new Science Fiction universe from the creator of Warhammer 40,000.. £27.00

BEYOND THE GATES OF ANTARES STARTER SET

This starter set contains everything you need to start gaming including complete tabletop wargame rules army list, battle scenarios and two opposing forces: the Concord and Ghar. Full colour 260-page hardback rulebook. Quick reference sheet. Getting started booklet. 3 multi-pose plastic Ghar Battle Squad walkers. 3 multi pose plastic Ghar Assault Squad walkers. 20 multi-pose plastic Concord Strike Troopers. 4 plastic Concord support drones. 8 plastic spotter drones. Strike Leader Kai Lek Atastrin metal figure. 12 order dice. Ghar distort dice. 13 Polyhedral dice. Launch Edition plastic templates and tokens. 12 red plastic pin markers £62.00

BLACK OPS: OSPREY RULES

Guy Bowers £10.00

BORDER RAID: PILLAGE IN PROSCRASTOR. A MINI CAMPAIGN WITH A DIFFERENCE

Grant, Charles 80p. large format v well ill inc. colour. Latest in the series. Free play campaign. As ever, a C18th background but useful for any period you fancy. This volume is particularly transferable to WWII/Modern skirmish rules as it comprises small scale actions with small forces. £17.99

CADWALLON : Free City

- Tactical roleplaying rules. designed for the RACHKAM range of figures but useful for any. Sumptuously designed full colour hardback £24.50

CARNEVALE: THE MINIATURES GAME

- Fantasy 30mm squad-level rules set in 1795 Venice. £18.00

CAV : JOURNAL OF RECOGNITION

- supplement for Reaper Miniatures CAV mech rules £11.50

CD ROM BACK ISSUES FOR MINIATURE WARGAMES MAGAZINE- ISSUES 1 -25

- Fully printable. Others available- see MINIATURE WARGAMES under magazines £16.50

CD ROM BACK ISSUES FOR MINIATURE WARGAMES MAGAZINE- ISSUES 301-325

-- £16.50

CD ROM BACK ISSUES FOR MINIATURE WARGAMES - 12 different

E mail us for details EACH £16.50

CELTOS

: Fantasy wargaming rules I-Kore LF well ill in col. Skirmish-large battle`any figures(we sell celtos figs) £13.99

CLASH OF KINGS 2018 EDITION - MANTIC - KINGS OF WAR

MANTIC UPDATED AND NEW SCENARIOS £12.50

CLASS WARGAMES : Ludic Subversion Against Spectacular Capitalism

Barbrook, Richard 330p. ill. Fascinating account of the influence of Debord's Game of War; the activities of Class Wargames & their demonstration games; reports of battles and ideas for scenarios and games. Recommended for the thinking Wargamer £21.50

COLONIAL LEMURIA

- Fantasy C19th Colonial world campaign and scenario source book for Colonial Adventures or LARGER THAN LIFE - or indeed any Colonial ca £12.50

Complete Project Z From Warlord Games!

STARTER SET plus one each of the plastic box sets £97.50

CONGO: Darkest Africa rules from Studio Tomahawk

Glossy Rules and Card. template pack. You will need around 30 figures to play the game. In addition to the various troops at your disposal, you will be able to add some larger than life and colourful characters as a newspaper correspondent, a big game hunter, the colonel's daughter, a withdoctor or a tribal warchief. £32.50

CURSE of Dead Man's Hand source book (includes CoDMH card deck)

Supplement for Dead mans Hand. The Curse of Dead Mans Hand contains rules for running multi-player campaigns, 10 new scenes and four new gang types: The Baron, The Seven, Mountain Men and The Malevolent Seven. The book comes with a deck of 16 special cards for the four new gang types plus an extra 8 optional cards for fighting The Baron. £15.00

DAISHO: Skirmish Wargaming in Mystical Japan

Charles Murton and Craig Cartmell This game allows players to field forces of five to fifteen miniatures in a game you can easily complete in an evening on a space only a yard square. £14.99

DARK GUEST : Training Games For Cyber Warfare : Wargaming Internet Based Attacks

Curry, J 122p. 4 table top games for cyber warfare education. £14.99

DARKER HORIZONS: Miniature Wargame SF & Fantasy wargaming special

- Inc free Mantic games plastic figure £4.25

DEAD IN THE DEEP :LONE WOLF Book 30

Dever, Joe, Dever, Ben & Lazzari, V Mint hardback The interwacfive fantasy Lives £19.99

DEADZONE PRE-RELEASE EDITION BOXED GAME

Deadzone puts you in the centre of exciting battles with variable mission objectives: capture enemy intel, assassinate the enemy leader... eliminate the opposition! Contents: 1 Exclusive the Survivor Mercenary! - This is only available for a limited time with the pre-release edition!, 1 Full Colour A4 Rulebook, 6 eight sided dice, 130+ counters, 54 Card Enforcers Faction Deck, 54 Card Plague Faction Deck, Urban Battlezone., 2'x2' Durable Urban Gaming Mat, 28 Modular Plastic Scenery tiles, 20 Piece Plastic Accessory Sprue, 48 Piece Connector Sprue, 12 Plastic Enforcers Miniatures., 1 Enforcer Peacekeeper Captain, 4 Enforcers with Heavy Rifle, 2 Assault Enforcers, 1 Enforcer Engineer, 1 Enforcer Sniper, 1 Enforcer Missile Launcher, 2 Enforcer Sentry Guns, 11 Plastic Plague Miniatures., 1 Plague Stage 1A, 3 Plague Stage 2A, 4 Plague Stage 3A, 1 Plague Stage 3A with HMG, 2 Plague Stage 3D "Hellhounds £58.50

Discovering Wargames Series and Bill Lamming's Medieval Campaign and Battle Rules: Early Wargaming Rules Volume 5

Tunstall & Lamming 172p. more rules than you can shake an average dice at £12.99

DOCTOR WHO ROLE PLAYING GAME: THE SILURIAN AGE

This supplement for the Doctor Who Roleplaying Game contains rules and background for visiting prehistoric Earth, including stats for all manner of different dinosaurs. It also contains an in-depth look at the Silurian race, including a ready-made Silurian city to visit. £22.99

DOCTOR WHO ROLE-PLAYING GAME : ALL THE STRANGE STRANGE CREATURES 1)

- latest supplement £26.50

DOCTOR WHO: TIME CLASH STARTER SET

- Card based tabletop game £21.50

DOOMSDAY 1949 Secrets of the Third Reich First Rulebook Supplement

- 80 pages large format alternative WWII rules supplement £15.00

DR WHO : TIME OF THE DALEKS

GALE FORCE NINE BRAND NEW GAME FROM GALE FORCE NINE £35.00

DR WHO MINIATURES GAME : EXTERMINATE

- New from Warlord Games £28.50

DRACULA BOARD GAME

- BOARD GAME 2 players 12+ £13.99

DRACULA's AMERICA: Shadows of the West - A Skirmish Wargame

- - £16.50

Dracula's America: Shadows of the West: Forbidden Power

This new supplement for Dracula's America: Shadows of the West introduces two new factions: the corrupt cultists of the Church of Dagon and the Salem Sisterhood, occult practitioners whose history dates back to the early Colonies. New stealth rules allow for all manner of sneaky and underhanded tactics, while expanded rules for arcane powers offer glory but could cost you your sanity. Alongside these are a host of new scenarios, Hired Guns, monsters, skills, and gear to challenge or assist those who dare venture into the Deep South of Dracula's America. £12.50

DRAGON RAMPANT : Fantasy Rules

- shipping now £10.00

Dreadball - The Futuristic Sports Game

post free world wide £45.00

Duke Seifried and the Development of American Miniature Wargaming Including Duke's Melee (1960) and Jim Getz's Napoleonic

- mint pbk £13.99

DUNGEON SAGA: The Dwarf King's Quest Boxed Game

Out September. Post free worldwide pre-orders taken. A pretty amazing Duingeon game- up to 5 players, huge amounts of figures, sett dressing etc. all in a nifty box. Incredible value £44.50

DYSTOPIAN WARS: Global Warfare in a Victorian Sci-Fi Age

- Steampunk rules. Full colour glossy A4 rulebook with airships, tanks and battleships in the c19th. £14.25

ELF WARFARE

- Osprey fantasy army book £8.50

EMBERS OF MEMORY, A THRONE OF GLASS GAME - OSPREY GAMES - BY KURO

OSPREY GAMES - Embers of Memory: A Throne of Glass Game is a two-player co-operative card game set during the events of Kingdom of Ash, the epic climax to Sarah J. Maas' Throne of Glass series. £14.50

Empire of the Dead Rulebook (West Wind Productions)

This book contains all you need to play Empire of the Dead. At 152 pages this is a full colour, lavishly illustrated hard back book featuring evocative illustrations and full colour photographs. With it you can learn more about the rich Steampunk/Horror background in which Empire of the Dead is set. This is a world where the arcane meets the industrial age in a swirling smog amongst dark satanic mills. £27.00

EMPIRE OF THE DEAD: A GAMES FOR GENTLEMEN AND FIENDS

- SKirmish rules for GOTHic Victorian horror £26.99

EMPIRE OF THE DEAD: A GAMES FOR GENTLEMEN AND FIENDS

- SKirmish rules for GOTHic Victorian horror £26.99

EVENT DECK - MEIN ZOMBIE

OLD DOMINION GAME WORKS - £13.95

Evil Baby Orphanage

Evil Baby Orphanage is a communal deck party card game for 3 or more players. Each player takes on the role of a Time Nanny using advanced time out technology to rid the time stream of the world's worst villains and 'prehabilitate' them to be accountants, or ballerinas, or something. The game consists of 2 decks - the Baby Deck and the Nanny Deck. During your turn, play Nanny cards from your hand to 'adopt' babies from your friends, keep your babies in check and make your opponent's babies go nuts! £10.75

Evil Baby Orphanage: The Crayon Manifesto Expansion

The Crayon Manifesto is an expansion made to add on to the base game of Evil Baby Orphanage that we have come to know and love. This expansion adds Time Nannies which give each player an alternate win condition or really cool effects that can change how the game plays! We even included new babies, action cards and toys! Now it's time to get back into the Time Stream and enhance your Evil Baby Orphanage! £7.25

EXALTED: War for the Throne

- fantasy combat Boardgame £39.99

FANTICIDE

- 28mm Fantasy skirmish game of Homicidal Warbands! Hardcover LF, 2012 very glossy full ill rules. £31.50

FINAL DAYS

Box game with Miniatures £38.99

FIREFLY ADVENTURES BRIGANDS AND BROWNCOATS

Gale Force Nine - £37.50

Firestorm Armada Campaign Guide: Marauders of the Rift

Marauders, pirates, raiders, corsairs, call them what you will, this full colour Firestorm Armada Campaign Guide delivers to you page-after-page of thrilling information to take your space combat games to a new level. Six new factions are introduced, including the audacious Oroshan Imperium, along with statistics for numerous space vehicles, mercenary fleets, new in-game mechanics, a full campaign background and tabletop scenarios for you to game. £10.00

Firestorm Armada Game Tokens & Templates

The three high quality A4 laminated sheets included in this pack give you the tokens and templates you need to play the Firestorm Armada game. £7.00

FISTFUL OF KUNG FU : Hong Kong Movie Wargames Rules

Sfiligoi -Combining the gunfights of John Woo's Hard Boiled, the hand-to-hand combat of Enter the Dragon, the sheer mystical weirdness of Big Trouble in Little China, the wuxia action of Crouching Tiger Hidden Dragon, and everything in-between, A Fistful of Kung Fu is a skirmish wargame unlike any other. £9.99

FLINTLOQUE ILLUSTRATED CATALOGUE (2002)

Includes select article from ORCS IN THE HILLS 1-5 £2.99

FOR QUEEN & PLANET : The Imperial Wars of Earth and Mars 1845-1930

- All rules necessary to play either a colonial or Victorian Science-Fiction (VSF) version of the game. 15mm- 28mm scale. 1-5 figures a stand, 4-5 stands per unit. This set contain both Core rules Plus An Historical Mahdist campaign theme £16.50

FOUNDATION PAINTS: Games Workshop

- 18 pots. They claim a one coat cover over Black POST FREE WORLDWIDE £29.50

FREEBOOTER'S FATE RULE BOOK

- Fantasy pirate/goblin rules for 30mm scale, 8-12 figs per side £22.50

FROSTGRAVE Fantasy Wargames in the Frozen City

136p Hardback Rules. In this fantasy skirmish wargame, each player takes on the role of a wizard from one of ten schools of magic, and builds his band of followers. £12.99

FROSTGRAVE : GHOST ARCHIPELAGO

- Main rules set £17.50

FROSTGRAVE : GHOST ARCHIPELAGO : TALES OF THE LOST ISLES

- Short storiesto inspire your games plus a scenario by the Man himself £7.50

FROSTGRAVE : GRIMOIRE

- A set of cards featuring all the spells from the Frostgrave books published to date (the rulebook, Thaw of the Lich Lord, Into the Breeding Pits, Forgotten Pacts, The Frostgrave Folio, and Maze of Malcor), providing the ultimate in-game reference guide for aspiring Wizards. £13.50

FROSTGRAVE : INTO THE BREEDING PITS

-- £8.50

FROSTGRAVE : OATHGOLD - A Tale Of The Frozen City

Fantasy Novel £7.50

FROSTGRAVE : ULTERIOR MOTIVE

- POST FREE WORLD WIDE PRE-ORDER. This expansion for Frostgrave consists of 40 Ulterior Motive cards, which add variety, depth, and new tactical challenges to wargames in the Frozen City. £13.99

FROSTGRAVE FOLIO - Compilation of stories & scenarios

-- £7.50

FROSTGRAVE NICKSTARTER 4) Post free world wide

- This Nickstarter deal is a pre-order for the new Frostgrave supplement 'Thaw of the Lich Lord', the new Wizard pack, Lich Wizard and Apprentice, the new box set of plastic figures, Frostgrave Cultists and the four new packs for Thaw of the Lich Lord. The new packs are: Soldiers: Bard and Mule. Soldiers: Crowmaster and Javelineer. Creatures: Wraith Knights. Creatures: Armoured Skeletons. Character: Ghoul King. Every Nickstarter Deal 4 comes with three specially designed treasure tokens to use in Frostgrave. As a special bonus, Level 4 Lich Wizard deals also get a model of the Gnoll Chief, a sample from the next Frostgrave supplement due in 2016 called 'Into the Breeding Pits'. £60.00

FROSTGRAVE NICKSTARTER 5) Lich LORD ULTIMATE DEAL Post free world wide

- The Ultimate Deal. If you've been thinking about getting into Frostgrave, but held off till now, then this is the deal for you! Firstly you get everything from Level 4 Lich Wizard deal. We then add everything that came with the original Nickstarter. That includes: The Rulebook Frostgrave. Tales of a Frozen City (book of short stories) Frostgrave Soldiers plastic box set. 10 packs of Wizards and Apprentices (FGV101 to FGV110). 4 packs of Specialist Soldiers (FGV201 to FGV204). 6 packs of Creatures (FGV301 to FGV306). 1 deck of Spell Cards. 6 free Treasure Tokens. 2 free Treasure tokens (Lectern and Armour Rack). 1 free Knight model. 1 Free model of the Lich Lord himself. £217.00

FROSTGRAVE ULTERIOR MOTIVES: CARD EXPANSION

- POST FREE WORLD WIDE PRE-ORDER. This expansion for Frostgrave consists of 40 Ulterior Motive cards, which add variety, depth, and new tactical challenges to wargames in the Frozen City. - £13.99

FROSTGRAVE: FORGOTTEN PACTS SUPPLEMENT

In this supplement for Frostgrave, players lead their warbands into the northern reaches of the city, exploring the ruined temples of the Frozen City to search for the lost secrets of evocation - the art of summoning demons. While the lure of such knowledge is great, few wizards have ventured into this region as it is overrun by barbaric northern tribesmen who have descended from the hills in their own search for treasure. Marking themselves with demonic sigils, many of these barbarians have aligned with ancient powers discovered amongst the temples. Along with a host of new scenarios focusing on the exploration of the temples, the book also contains new treasures, spells, soldiers, and creatures that can be found amongst the ruins. £7.99

Frostgrave: Ghost Archipelago: Cities of Bronze

- SHIPPING NOW £11.99

Frostgrave: The Maze of Malcor

This new, expanded supplement for Frostgrave contains a host of new adventures, treasures, and creatures to challenge players. It also includes its own, unique campaign and experience system, as well as information about several of the mythical lost schools of magic. £13.50

FROSTGRAVE NICKSTARTER 3 + 3 metal tokens.

- NSFGV03 - Level 3 Deal: Lich Apprentice Nickstarter Deal 3 This Nickstarter deal is a pre-order for the new Frostgrave supplement 'Thaw of the Lich Lord', the new Wizard pack, Lich Wizard and Apprentice and the new box set of plastic figures, Frostgrave CULTISTS Every Nickstarter Deal 3 comes with three specially designed treasure tokens + 3 metal tokens from the Caliver Collection £35.00

FUTURE WAR COMMANDER RULES

FEW ONLY £25.00

G.A.S.L.I.G.H.T

Wargames rules for Victorian Science Fiction £17.50

GASLANDS: Refuelled: Post-Apocalyptic Vehicular Mayhem

- You too can be Mad Max. HARDBACK 2nd Edition £15.00

GASLANDS: Refuelled: Post-Apocalyptic Vehicular Mayhem

- Hardback 2nd edition £15.00

GASLIGHT COMPENDIUM

Complete set of these superb Victorian/ Steam Punk/ PULP wargaming rules in one paperback volume - £45.00

Ghost Archipelago: Lost Colossus

- latest supplement. shipping now £9.50

GOTHIC - In Her Majesty's Name Supplement

Third supplement for the game and has been produced by The Ministry of Gentlemanly Warfare, authors of In Her Majesty's Name, Daisho and Blood Eagle. Within these pages, you shall find new weapons and equipment, talents and powers, and creatures both normal and supernatural. As well as a host of new companies to fight or, bring on, the darkness that threatens to engulf the Old World. £11.50

HAMMER'S SLAMMERS : THE CRUCIBLE

Treadway & Drake mint hardback. Consolidation with vehicle updates of all the Slammers rules to date. Essential beautifully produced set of rules £25.00

HARAD

65 pages, Supplement for Lord of the Rings, complete guide to the Armies of Harad and the warriors of the serpent kingdom, includes six scenarios for Hasharin assassins, Haradrim and Mumakil £12.00

HELL DORADO

- Skirmish wargames rules for a fantasy underworld. Glossy A4 format, fully illustrated. £25.00

HELLBOY CORE GAME - MANTIC GAMES

Inspired by the legendary tales of horror, myth and folklore by Mike Mignola, Hellboy: The Board Game is a fully cooperative experience for 1 to 4 players. Contains 4 Plastic Agent Miniatures – Hellboy, Liz Sherman, Johann Strauss, and Abe Sapien 18 Plastic Minion Miniatures 3 Plastic Boss Miniatures – Rasputin, Giant Frog Monster, and the Tentacles of Sadu-Hem 13 Custom Game Dice 12 double-sided Cardstock Room Tiles More than 160 Cards More than 120 Cardstock Tokens and Counters Quickstart Guide and Rulebook £63.50

HERE'S NEGAN - WALKING DEAD STAND ALONE GAME

Here's Negan is a co-operative board game for 1 to 5 players, based on The Walking Dead comic-book series. £49.95

HEROES VILLAINS & FIENDS : IN HER MAJESTY'S NAME SUPPLEMENT

-- £10.00

HEROES OF MAGNUMUND : Lone Wolf Adventure game Handbook

Dever, Joe mint hbk £27.50

HEROES VILLIANS AND FIENDS: Companion to IN HER MAJESTY's NAME

- - £10.00

HIGHWAY FM:

Modern/near future Vehicle Combat / Dropwing SKirmish wargames rules £9.50

HISTORICAL GAMER MAGAZINE US Glossy miniatures mag

SEE MAGAZINE SECTION OF WEBSITE FOR BACK ISSUES & SUBSCRIPTIONS £0.00

HORDES OF THE THINGS Quick play fantasy rules. Version 2.1

- - £0.00

HORIZON WARS : Science fiction combined arms wargaming

- Osprey hardback rules £15.00

HOSTILE REALMS FANTASY WARGAMES RULES RELIC DECKS

- 2 full colour decks of cards £18.50

HOSTILE REALMS FANTASY WARGAMES RULES SEQUENCE DECK

- 2 full colour card decks - saves you printing them out. £18.50

HOSTILE REALMS FANTASY WARGAMING SCENARIOS

6 scenarios, easily adapted to other rules. Inc magic; relics; creatures etc £17.50

HOSTILE REALMS: Fantasy wargames rules based on the PIQUET system

These innovative rules now applied to Fantasy wargaming 10-28mm. Inc army lists etc. This is a 160 page book. £28.50

HOW TO PAINT WITH ACRYLICS FOR MODELLERS

- 104p. large format full colour. Brush, airbrush, metallics etc £15.99

HOW TO... A GUIDE TO MODELLING 1)

Published by Wargames Illustrated . 14 re-vamped articles about building and Terrain modelling £4.50

ICE AND IRON - KINGS OF WAR VANGUARD

MANTIC GAMES - £15.25

IN HER MAJESTYS NAME- Steampunk Skirmish Wargaming Rules

- Osprey OWG3 - MINT PBK= FIGURES ALSO STOCKED see NORTH STAR in figures section- FIGURES post free worldwide £9.99

INCURSION : The latest Boardgame from Grindhouse games in the SECRETS OF THE THIRD REICH world

- post free £35.00

INCURSION board game from Grindhouse Games

INCURSION is a board game set in the world of Secrets of the Third Reich. Armoured troopers of the US "Lucky Seventh" hurtle through underground bunkers and combat the monstrous forces of the German SWD in a furious race against time. The Doomsday Device is ticking and neither the Allies nor the Axis can fail. The mechanics for this two player game are simple to grasp allowing players to instantly focus on their tactical options. Play is incredibly fast-paced and tense and players choose their forces through a card-based Requisition Point system. The game may either be played with chipboard stand-ups that are included in the box or with highly detailed metal miniatures that you can get by clicking the more information link above. £32.50

INNOVATIONS IN WARGAMING 1) DEVELOPMENTS IN PROFESSIONAL & HOBBY WARGAMES

Curry, J (ed) This book is about some of the key innovations in wargaming. - TEWT, Kriegspiel; Designing wargames rules; Imperial Staff games £14.99

INTO THE BREEDING PITS: Frostgrave supplement

- latest supplement £8.50

JANE AUSTEN : ZOMBIE KILLER

Skirmish Rules for the Age of Regency Zombie Hunters. Large format glossy set of fast and furious combat against the Unmentionables £11.50

JANE AUSTEN : ZOMBIE KILLER

- Skirmish Rules for the Age of Regency Zombie Hunters. Glossy full colour set of fast and furious combat against the Unmentionables £11.50

JUDGE DREDD , THE CURSED EARTH - 2000 AD

OSPREY GAMES 1-4 PLAYERS. CO-OP, SOLO OR VS PLAY - Shipping now £21.50

JUDGE DREDD , THE CURSED EARTH - 2000 AD GAME

SHIPPING NOW £22.49

Judge Dredd: Helter Skelter Game

The worlds of Judge Dredd, Slaine, Strontium Dog, and Nikolai Dante will crash together on tabletops in the miniatures board game Judge Dredd: Helter Skelter, which features gameplay similar to that of Wildlands £50.00

KEVIN DALLIMORE PAINTING AND MODELLING GUIDE ; MASTER CLASS

Large format full colour essential guide- and eye candy of course NEAR MINT COPY (sorry, couldn't bring myself to call it Wargamer's Porn!) £59.50

KINGS OF WAR THIRD EDITION - MANTIC

MANTIC GAMES SHIPPING NOW £31.50

KINGS OF WAR VANGUARD: RULEBOOK

MANTIC GAMES - £18.50

Kobolds & Cobblestones : Osprey Fantasy rules

- shipping now £11.50

Konflikt '47: Defiance

- Rules supplement. New units, rules & Background £16.50

KONFLIKT '47

Latest set of wargames rules from Warlord Games. Bolt Action, but with Mechs. Available to preorder £25.00

KONFLIKT '47 RULEBOOK

Warlord games 208 page rule book contains the complete background and rules to play 1947 weird WWII with your Bolt Action forces. £24.50

KONFLIKT 47

Konflikt 47 is a standalone game inspired by the hugely successful Bolt Action, adding to the core rules that many gamers are familiar with from Bolt Action, Konflikt 47 allows the addition of completely new types of units and models to existing 28mm Bolt Action armies and the creation of completely new forces set in the alternate future of 1947.

Konflikt 47 will also give you the option to include £27.50

KONFLIKT 47 RESURGENCE

A long-awaited arrival for the Konflikt '47 sees its universe finally expanding as new armies, units, rules and scenarios take centre stage of this book. Also within this book contains many rule amendments to adjust Konflikt '47 away from first edition Bolt Action to the second, newer edition! £16.99

LARGER THAN LIFE: THE GAME OF PULP ADVENTURES

- 1930's adventure skirmish wargaming. any scale of figs £14.99

LASERBURN SF RULES BUNDLE; 3 volumes

Ansell & Ackland LASERBURN: ADVANCED LASERBURN:FORCES OF THE IMPERIUM. Near fine, marks to covers. 1 only £45.00

LAST DAYS: ZOMBIE APOCALYPSE RULES

Osprey skirmish rules where each player builds their own faction / gang that must explore, scavenge, and fight in order

to survive another day. With both rival gangs and the living dead as potential hazards. £18.99

Last Days: Zombie Apocalypse: SEASONS supplement

- Shipping now £14.95

LEGEND OF THE FIVE RINGS : THE CARD GAME

FANTASY FLIGHT LEGEND OF THE FIVE RINGS CARD GAME CORE SET £31.45

LEGIONS OF BATTLE

- Legions of Battle Fantasy rules allow players to design armies using any existing figure ranges as the system is not tied into any specific fantasy genre. The combat, firing, and melee mechanics use an easy to learn 'balance' system where the relative values of attack and defense determine the chances of hitting and wounding for both sides. Units are made up of a number of stands which allows for any scale of figures or style of basing to be used. £16.75

LEVIATHAN

Post apocalyptic fantasy wargaming system, 25mm £8.99

LONE WOLF ADVENTURE GAME + Free random figure from the New Lone Wolf Miniatures 28mm metal range

- Rpg £19.99

LONE WOLF ADVENTURE GAME: MAGNAMUND MENAGERIE

Dever, Joe - The first volume of monsters and adversaries for the Lone Wolf Adventure Game £22.99

LORD OF THE RINGS MINIATURE GAME

DELUXE STARTER Rules, maps extra figures. £35+ worth of stuff for only £22.50

LORDS AND LANDS: MASS FANTASY BATTLES

6mm-32mm. 2 hours-ish playing time. Complex hidden meta game which promotes realistic battlefield reactions without complex charts and rules. Inc some magic but is Historical compatible if you wanted to play any pre-gunpowder army £15.00

LORDS AND LANDS: MASS FANTASY BATTLES

ARmstrong, Craig 6mm-32mm. 2 hours-ish playing time. Complex hidden meta game which promotes realistic battlefield reactions without complex charts and rules. Inc some magic but is Historical compatible if you wanted to play any pre-gunpowder army £15.00

LOST BATTLES RULEBOOK : FORTY BATTLES & CAMPAIGNS

sabin, P This is JUST then rulebook (and some charts) for the bestselling - and out of print- boardgame. Very useful for figure gamers £17.50

MACHINAS: DEATH RACES ON THE WASTELAND

- Innovative car race & combat system. Includes a campaign system. Stand alone game, Inc coloured counters if you don't want to play with vehicles £15.00

Making Terrain and Buildings for Historical War Games

Hall & Sutherland near mint pbk 1 only £37.50

MANTIC : COMPENDIUM

- Full colour figure & Gaming Compendium £5.00

MARTIAN EMPIRES: Wargames rules for the Wars between Mars and Earth

- Steam punk/ Space 1889 era (i.e Redcoated Brits) 10-28mm scale miniatures rules £15.00

MASTER SECRETS OF WARGAMES DESIGN: Volume 5: A Tabletop Toolkit of Ideas, Analysis, and Rule Mechanics

- The fifth volume in the series offers 13 articles detailing the nuts and bolts of wargame design, with suggestions for scenario balancing, rules ideas, and rules mechanics to punch up your wargaming in all eras. These can be used as-is, or adapted for published and homebrew miniatures and boardgame rule £16.50

MASTERS IN MINIATURE : MILITARY HISTORY RECREATED

Perry, Alan & Michael large format hardback. Stunning full colour photos of the Perry's amazing stuff, CRusades to WW2 £29.50

MATCHLOCK MINIATURES CATALOGUE 10mm - 40mm

- Printed catalogue, SOME B & W & Colour illustrations. (Inc MINIFIGS 12mm/ N Gauge; Forgotten Front ; Two Dragons; MDS; RPG Manufacturing; HLBSC 40mm Old West; Naval £2.50

MAXIMILLIAN 1934: PULP-AGE ROAD RAGE RULES

- Fantastic set of rules. So you can't afford to fly a Fokker? so Customize your jalopies, Big-gun your Bikes, roll out the Armoured Cars. Most gamers have something lurking in a box they can use, several companies are already cranking up production of even more suitable vehicle. Check out LENTON GAMERS facebook page for inspiration £22.50

MAYHEM: WASTELAND WARRIORS 2

Hour Wargames Gang warfare in the C21st skirmish rules £8.99

MECHWING

Sci fi tactical vehicle combat £6.99

MEIN ZOMBIE: 1:1 skirmish rules for any scale

- Innovative skirmish system based on tried and tested WWII rules system. Ring bound Inc action cards £29.50

MERCS : SCI FI SKIRMISH WARGAMES RULES

- all colour Hardback £29.50

Miles Behind Us Expansion Set - All out War - Walking dead - Mantic

- Second expansion for the Walking dead Mini's game £22.50

MILITARY VEHICLES: The D20 book of military vehicles from around the World: D20 Mecha RPG Supplement

Pulver, Spainhour Large format, hard cover book. Publ. 2004. 144 pages. Black and white illustrations throughout. New. Mint. £22.50

MINIATURE WARGAMES

- Longest running wargames mag on the market. Bumper bundle of 5 Random issues £10.00

MUNCHKIN FOUR

latest supplement for this Hilarious D&D spoof card game £11.50

NAVAL SITREP : C20th & C21 st naval wargames magazine from clash of ARms

SEE MAGAZINE SECTION OF WEBSITE FOR BACK ISSUES & SUBSCRIPTIONS £0.00

NO MORE ROOM IN HELL: SURVIVING THE ZOMBIE APOCALYPSE

- skirmish rules from Iron Ivan game. Interesting concepts. inc scenarios £14.50

NUTS : WAR WITHOUT END: WEIRD WAR WII 1946

- Based on the popular Squad level WWII rules. Campaign; scenarios; good solo play £16.50

Of Gods and Mortals

Of Gods and Mortals is a set of rules to conduct tabletop battles between small forces of chosen warriors led by mythological beasts, heroes, and the gods themselves! Four factions are provided – Greeks, Egyptians, Celts and Norse. A complete, self-contained, uncomplicated game which can be expanded at will by the participants, Of Gods and Mortals uses the award-winning Song of Blades rules engine, making sure that all players stay involved at all times, plenty of tactical choices are made, and the turns flow in an unpredictable manner. £10.00

OF GODS AND MORTALS: Osprey Myths & Legends skirmish rules

- Post free world wide pre-order. Of Gods and Mortals is a set of rules to conduct tabletop battles between small forces of chosen warriors led by mythological beasts, heroes, and the gods themselves! Four factions are provided – Greeks, Egyptians, Celts and Norse. A complete, self-contained, uncomplicated game which can be expanded at will by the

participants, Of Gods and Mortals uses the award-winning Song of Blades rules engine, making sure that all players stay involved at all times, plenty of tactical choices are made, and the turns flow in an unpredictable manner. £10.00

ONE HOUR WARGAMES: Practical Tabletop battles for those with limited time & Space

Thomas Mint pbk. 150p. Rules & Scenarios for skirmish wargames £12.99

ONE RING ROLE PLAYING GAME: EREBOR, THE LONELY MOUNTAIN

-- £17.50

One-hour Skirmish Wargames: Fast-play Dice-less Rules for Small-unit Actions from Napoleonics to Sci-Fi

Lambhead, John the basic rules are supported by sections which give special rules and scenarios to capture the flavour of a range of different periods £10.00

OPEN COMBAT: RULES FOR FIGHTING MINIATURE BATTLES

- Large format glossy hardback Pre-gunpowder and Fantasy skirmish rules. some very interesting and innovative concepts. Inc scenarios, campaign ideas etc £30.00

PAINTING WARGAME TANKS 2nd edition.

Torregrosa & Jimenez 90p large format. All full colour photos Suitable for 10mm, 15mm, 28mm £25.00

PAINTING WARGAMING FIGURES

Javier Gomez 192p. v well ill in colour. SHIPPING NOW. El Mercenario - A highly talented figure painter of long experience and excellent reputation, shares the secrets of his success in this accessible 'how-to' guide to painting miniatures. £14.99

PAINTS: Your complete guide to painting wargames miniatures

- Wargames Illustrated special issue. large format all colour 72 pages. A must for any gamer, no matter how good an artist they are! £5.95

PARANOIA : Death , Lies and Vidtape

Varney, Allen West End Games, Inc., 1990. 48 pages. Mint. Never used. £6.50

PARTIZAN PRESS GUIDE TO SOLO WARGAMING

Asquith, S 100p. v well ill inc col. Guide to the various aspects of playing with yourself- with wargames figures of course!. scenarios- campaigns etc. £16.99

PAX BOCHEMANNICA RULEBOOK

- Just the rulebook for this fantasy skirmish game - figures available from www.miniaturefigurines.co.uk £11.50

Perilous Dark : Frostgrave supplement

This new supplement for Frostgrave presents rules for playing solo and cooperative games in which the focus shifts from the feuds of wizards to exploring the city, unlocking its mysteries. and surviving what is discovered. With guidelines for scaling game difficulty, dungeon crawls, monster generation, and more, as well as ten scenarios demonstrating these options, £12.50

PMC 2640: Science Fiction skrmish rules

- any scale of figures - designed as a 'true company scale' wargame, which means that it runs smoothly both with a few as well as a few dozen units on the battlefield. This was achieved by eliminating sophisticated, but unnecessary special rules, and limiting the number of counters to morale markers only, represented by D6 dice. Compact and elegant, PMC 2640 offers countless possibilities Inc unit entries, six scenarios and seven terrain generators, - fast and addictive! £23.50

Puppet Wars Unstitched

Puppet Wars is a fast-paced tactical board game set in the world of Malifaux. Each player takes on the role of a voodoo puppet, animated by arcane energy and trying to act out the part of its real life look-alike. Claim precious workbenches, tear the stuffing out of your enemies, and sew on bits and pieces of your fallen comrades! £43.75

PZM-RU01 PANZER MECH RULES - WESTWIND PRODUCTIONS

WESTWIND PRODUCTIONS - £11.40

QUARTERMASTER GENERAL : ALTERNATE HISTORY EXPANSION

-- £21.50

QWIK: Game of the wasteland

- 2 hour wargame rules for a post apocalypse skirmish arena- Sort fo Spartacus meets Mad Max meets WWF £11.50

RAGNAROK: Heavy Metal Combat in the Viking Age

- Osprey hardback dark age rules £17.95

RALLY ROUND THE KING RULES: ARMY LISTS FOR HISTORICAL GAMES 3000BC-1500AD

- £16.50

RAPIER & DAGGER : SWORDPLAY ON A MAN TO MAN SCALE Rules for miniatures or Paper & Pencil

- rare fantasy Games unlimited rules very good condition. 1 only £20.00

REALITY's EDGE : Cyberpunk Skirmish Rules

- Osprey's latest skirmish rules. 320p. v well illus £31.50

RED ALERT: SPACE FLEET WARFARE

Richard Borg heads into Space in this exciting new Commands & Colours board game - including two complete fleets of hard plastic starships! Red Alert allows two to six players to duke it out in Space. ALL SUPPLEMENTS STOCKED £85.00

RED BOOK OF THE ELF KING

Priestley, Rick New large format glossy battle rules from the Fantasy rulesmeister himself £23.50

RED BOOK OF THE ELF KING RULES STARTER BUNDLE

Prestley, Rick Rules plus spell sets £34.50

RED SAND BLACK MOON : FANTASY GLADIATORIAL COMBAT

- one on one combat . Does what it says on the tin- gladiators but with various fantasy traits & skills familiar from all those popular RPG games. Inc creatures & monsters £18.50

Relics Version 1.2 Hardback A5 rulebook

172 page A5 full colour hardback bound rulebook for Relics. The book in include: The core Rules - everything you need to know to get going with Relics The fluff: A rich and detailed history that brings you up to speed with all you need to know about the Relicia world and its inhabitants. The Army Lists: All four factions are represented - each with thirteen profiles, and each profile presented on a two page spread in glorious colour. £16.00

RIF II : RESISTANCE IS FUTILE

- 28mm and 15mm SF rules. 2nd edition of the best selling SF skirmish rules £11.00

RISE OF FANTASY : How to build fantasy scenes

Barrena large format 110p. all colour guide to making and painting fantasy dioramas £20.00

ROGUE STARS: Osprey Science fiction SKirmish rules

SHIPPING NOW _ Rogue Stars is a character-based science fiction skirmish wargame, where players command crews of bounty hunters, space pirates, merchants, prospectors, smugglers, mercenary outfits, planetary police and other such shady factions from the fringes of galactic civilisation. Crews can vary in size, typically from four to six, and the character and crew creation systems allow for practically any concept to be built. Detailed environmental rules that include options for flora, fauna, gravity, dangerous terrain and atmosphere, and scenario design rules that ensure that missions are varied and demand adaptation and cunning on the parts of the combatants, make practically any encounter possible. Run contraband tech to rebel fighters on an ocean world while hunted by an alien kill-team or hunt down a research vessel and fight zero-gravity boarding actions in the cold depths of space - whatever you can imagine, you can

do. £11.99

SAGA : AGE OF MAGIC BUNDLE : THE MAIN RULES, THE MAGIC SUPPLEMENT AND SPELL CARDS

- DICE SETS AVAILABLE -SEE MAIN LISTING £49.50

SAGA: AGE OF MAGIC SUPPLEMENT - STUDIO TOMAHAWK

STUDIO TOMAHAWK - £29.50

SAVAGE CORE RULES

- 28mm pulp skirmish rules for battles beneath the surface of the Earth. A5 book pages - 5.8 x 8.3 (inches). 87 pages. full colour, tables, artwork and lore with charts and online support. For 2+ players, miniatures and dice not included. Savage Core is a fast play, competitive set of skirmish rules set in a primal land of savage warfare where clans battle for survival. Mature readers only, mature themes of primitive warfare. £11.50

SCRAPPERS : Post Apocalyptic skirmish gaming rules

- Latest Osprey Offering £17.50

SEARCH DECK - MEIN ZOMBIE

OLD DOMINION GAME WORKS - £13.95

SECRETS OF THE REICH 1949

- Skirmish wargames rules for a continuing WWII. Zombie Nazis, War Mechs and nuclear devastation. Full background details & rules. - (We also stock the West Wind figures, but most WWII stuff can be used) £20.00

SECRETS OF WARGAME DESIGN 4) CAMPAIGN SECRETS

Simon. Wally Tabletop ideas- Largely colonial- BRitish & AWI- but useful for any period £16.50

SECRETS OF WARGAME DESIGN Volume 3 SOLO SECRETS

Simons, Wally Tabletop kit of ideas, analysis & rules mechanic. Latest in the very popular practical wargaming series. £16.50

SECRETS OF WARGAME DESIGN 2) MORE SECRETS : A Tabletop Toolkit of Ideas, Analysis, and Rule Mechanics

Simon. Wally : A Tabletop Toolkit of Ideas, Analysis, and Rule Mechanics 44p large format £16.50

SETTLERS OF CATAN

- New boxed editions of all this fantastic and deservedly popular boardgame £24.99

SIMULATING WAR: STUDYING CONFLICT THROUGH SIMULATION GAMES

Sabin, Dr P 362p, ill hbk. AMong other great stuff it allows you to design your own games, and uses extensive examples from Ancient warfare & WWII INCLUDES 8 illustrative replay to play simulations £17.50

SKIRMISH RAGERS: Wargames rules for the Zombie Apocalypse

- includes the supplements Medieval Mayhem, Hollywood Havoc, Zero, Echo Delta and Year Zero. This 200+ page hardback book has everything need to run extensive zombie-filled campaigns £35.00

SKIRMISH SECRETS OF WARGAMES DESIGN 6) : A Tabletop toolkit of ideas, Analysis and Rules

Simon, Wally skirmish rules and ideas from a variety of periods £18.50

SLEEPING DRAGON RISING SUN: A companion fo IN HER MAJESTY's NAME

-- £10.00

SNAFU: Brand New Expansion for Incursion

supplement book £17.50

SONG OF ARTHUR AND MERLIN : Arthurian sourcebook

- for SONGS OF BLADES & HEROES fantasy skirmish rules £12.50

SONG OF GOLD AND DARKNESS

Dungeon Rules for SONG OF BLADES & HEROES fantasy skirmish rules £12.50

SPACE 1889 : SOLDIER'S COMPANION

- Great skirmish rules, often use for colonial gaming as well £20.00

SPACE DREADNOUGHT 3000

Fast play fleet level space combat rules £9.99

SPACE1889: Science Fiction Role Playing in a More Civilized Time

- main RPG rules £20.00

SPARTACUS The Shadow of Death Expansion Board Game

-- £16.99

STAR MOGUL: Ruins of Empire Science Fiction rules

28mm S/F Skirmish rules. MINT PBK £17.50

Star Sentinel Tactics PC Game

Star Sentinel Tactics is a turn-based tactical game that puts you in command of a squad of elite United Alliance marines

- the Star Sentinels - as they battle to stop a race of bloodthirsty reptilians launching a devastating attack on our Galaxy! Along the way you'll have to use sharp thinking and effective tactics as you encounter giant mechs, rotting zombies, mutants and a host of other foes - all intent on your destruction! £24.00

Star Trek: Adventures

Modiphius Star Trek: Adventures Roleplaying book Star Trek Adventures takes you to the Final Frontier of the Galaxy, where new discoveries await keen explorers of Starfleet. Your duties may take you to the edges of known space, or to Federation colonies in need, to the borders of neighbouring galactic powers or into the eye of interstellar phenomena. Your ship and your crew epitomise the best Starfleet and the United Federation of Planets has to offer, and you are needed more than ever. £40.50

STEAMPUNK SOLDIERS

- Osprey hardback. V well il. Full page colour plates. European nations plus USA & Japan etc £18.99

STICKS AND STONES : A Prehistoric Miniatures game

- Fun Skirmish rules for cavemen and Dinosaurs, with more of a nod to Hanna-Barbera !! £17.50

STORY OF ESCI 1967-2000

carbonel v well ill pbk £14.99

STRIKE FORCE 70,000

.Science fiction wargames rules for 15-32mm scale £6.99

Strontium Dog Rulebook - Warlord Games / Rebellion

112 pages Skirmish game of the classic 2000AD stories of mutant bounty hunters in the 22nd Century! £19.00

SUPER-MUNCHKIN

Latest in what is the most amusing &entertaining game system going. 3-6 players (though Ok for 2) about an hour games £14.99

SUPERSYSTEM

WEstwind 100p. LF well ill. Super-hero figure based combat game £12.99

SWORD & SPEAR FANTASY RULES

- Large battle Fantasy rules. Based on the wel received Ancients set. Simple mechanisms that allow the player to concentrate on tactics and the bigger picture £15.00

TABLE TOP BATTLES

. very well received SIMPLE rules for any era. 6-28mm figs. Inc sea Siege: Campaign: fantasy, Solo wargaming and Aerial combat Uses a grid based system £13.50

TABLETOP GAMING issue 3 : Star wars special

-- £6.00

TABLETOP GAMING MAGAZINE issue 1

- 160 page glossy gaming magazine- Some boardgames, largely Fantasy/SF miniatures games 1 only £18.00

TABLETOP WARGAMES: A DESIGNERS' & WRITERS' HANDBOOK

Priestley, Rick & Lamshead, John 150p. well ill. Much more than just a guide to writing wargames rules!! Essential reading for any wargamer £13.50

TALES FROM THE FALL OF THE EMPIRE, Part 1: EUROPE, THE MIDDLE EAST AND AFRICA

- Latest VBCW source book covering the foreign policy of the factions £8.00

TERMINATOR GENISYS : The Miniatures game RULEBOOK

- 126p. full colour pbk £16.50

TERMINATOR GENISYS : THE MINIATURES GAME - Not the cheaply produced toy shop version!!!!

SHIPPING NOW Full-colour rulebook: 128 pages Exclusive metal Kyle Reese model 10 Terminator Endoskeletons 5 Terminator Crawlers 16 Resistance Soldiers Quickstart rules Card scenery and tokens Double-sided gaming mat • Advanced Rules covering commanders, different weapons, vehicles, transports and even VTOLs such as Hunter-Killer Gunships. • Battle Scenarios - a matrix of 36 balanced games. • Force Lists. Statlines and special rules for all models and weapons of the Human Resistance and Skynet's Machines. £59.50

THAW OF THE LICHE LORD

£10.00

The Hobbit: An Unexpected Journey Rule Book

The Hobbit: An Unexpected Journey is a 288 page Hardback Rulebook From Games Workshop which allows you to recreate the many adventures along the way - whether you fight a horde of Goblins, or one giant spider - this rulebook contains not only a detailed rules system, but also hobby articles, painting guides, and all manner of other articles that will aid you on your quest. £42.50

THUD AND BLUNDER - Fantasy Skirmish Wargames Rules

Cartmell & Murton. Thud & Blunder is a set of generic fantasy skirmish wargaming rules from the Ministry of Gentlemanly Warfare, whose authors have previously brought you In Her Majesty's Name, Daisho and Blood Eagle. With just five to fifteen figures a side you can play a party of brave adventurers, a knight and his retinue, a college of powerful wizards, a company of dwarven prospectors. £26.50

TOMORROW'S WAR SF RULES

£19.50

TOMORROW'S WAR : BY DAGGER OR TALON supplement to Osprey's SF wargames rules

TEMP. OUT OF PRINT army lists, extra rules scenarios etc £0.00

TOMORROW'S WAR : SCIENCE FICTION GAMING rules

- Actually in stock £22.50

TONY BATH'S ANCIENT WARGAMING incl SETTING UP A WARGAMES CAMPAIGN Hyboria plus ANCIENT WARGAMING

Tony bath mint pbk reprint £14.99

TRIBES OF LEGEND : Wargames Foundry Mythical Range & modeling book

This full colour book is lavishly illustrated with stunning full colour photography of lots of magnificently painted miniatures. A4 Hardback, 104 pages. £19.99

Twisting Fates

This Malifaux expansion provides players with a new option for their Encounters - Avatars - as well as the next chapter in the engaging Malifaux storyline. Full rules on manifesting Avatars are included, along with Avatar statistics for every Master to date. New minions to aid each Faction in its struggle, including the curious Effigies, can also be found within. Put them to work, your Crew is counting on you. £22.50

UNEXPECTED ALLIES: Legend of the five rings

Kapera, Patrick & Soesbee, Ree Alderac entertainment group, 1999. 128 pages. Black and white illustrations throughout. Cond. like new. Some small knocks to edges from shelf storage. £9.00

Urban War Magazine Issue 0

23901 £4.00

Urban War Magazine Issue 2

23903 £4.00

Urban War Magazine Issue 3

23904 £4.00

Urban War Magazine Issue 4

23905 £4.00

VAE VICTIS

Excellent french language full colour magazine- miniatures, computer games board games. Always has a free boardgame. See MAGAZINES section of the website for back issues £0.00

VOID

First edition of the popular I-Kore rules £6.99

Void 1.1 Junkers Force Book

Brendan , Mark Large format, soft cover. i-Kore, 2003. Fully illustrated in colour throughout. Cond. new-mint. £10.00

WALKING DEAD CALL TO ARMS RULEBOOK -

MANTIC - £12.75

WALKING DEAD: All Out War Miniatures Game Core Set

All Out War is a game of fast-paced, head-to-head skirmishes in the world of the Walking Dead. £32.50

WAR GAMES AND THEIR HISTORY

Lewin 230p. well ill in colour Fascinating history of early board wargames - to about 1960 £19.99

WAR IN THE AGE OF MAGIC

Peter Pig 15mm Fantasy rules` lists £8.50

WAR OF THE RING

328-page rules manual for War of The Ring is packed with inspiring pictures, both standard and historical scenarios, hobby advice, extensive profiles and army organisation for every model in the range, and all the rules you'll need to play out massive legendary battles in Middle-earth. This is the ultimate guide and essential purchase for playing games of War of The Ring. £35.00

WARCRAFT:

the Board Game - 2-4 players based on the computer game. £28.99

WARGAME CAMPAIGNS

Grant C S 150p. ill. All you need to know to set up your own campaigns. ALL periods- inc fantasy, all levels of experience £16.50

WARGAMER'S DIGEST 2, 7

- May 1975 £5.00

WARGAMER'S DIGEST 2, 8

- June 1975. US wargaming magazine £5.00

WARGAMERS GUIDE TO MAKING TABLETOP TERRAIN: Tales of a Wargames Widow volume 2)

Sutherland, Diane. 88p. all colour illustrations. The 2nd volume in this series that mainly revises articles from

BATTLEGAMES and MINIATURE WARGAMES. 16 articles including Frontier Forts; Tents; Arab Stockade; Saling ships; Tembes; Paddle Steamers, Balloons & Zeppelins; Savannah Trees; Muti-Period Embassy Building; Paddy Field; Wadis; Bridges etc £15.00

WARGAMERS' ANNUAL SUMMER SPECIAL 2014

70p. Full colour large format. 14 articles, scenarios, etc inc. Vignettes Challenge; Cavalry; Elbow River; Back of Beyond; Napoleonic what £14.50

WARGAMERS' ANNUAL 2013

Grant, Charles Its here! Our biggest annual yet at 112 pages, and also the best value for money! Crammed with How-tos, Ambushes, the Indian Mutiny, VBCW, flags and much much more... £17.50

WARGAMERS' ANNUAL 2014

Grant, Charles S. Biggest and best edition yet! Large format, glossy 120 pages. Articles from a variety of international contributors include Saga Scenario, Siege of Orleans, Cavalry on the Tabletop, Muskets & Tomahawks, Dossier: Defence, plus all the usual scenery building, tabletop teasers, scenarios and uniform plates you've come to expect! £17.50

WARGAMERS' ANNUAL 2015

Large format glossy colour 72p. Inc - LOST IN FRANCE by Kevin Calder - THE GOATHERDER'S GRAVEYARD by Dale Smith - Rioting in New Alexandria by Stuart Asquith - THE CASE OF MR. PLAYFAIR'S WOEFUL BIG PARTICIPATION GAMES by Bill Protz - Paint More Attractive Tabletop Armies by Stokes Schwartz - CAVALRY OF A BYGONE ERA PART 2 by Bob Marrion - BOXING DAY EVERY DAY (BOXING CLEVER) by Dale Smith - THE KING'S VENGEANCE by Barry Hilton - THE VIGNETTE CHALLENGE - A MULTI PLAYER CLUB GAME by C.S. Grant - How to...MAKE A PETARD CREW by C.S. Grant £14.50

WARGAMERS' ANNUAL 2015

Grant, CS (ed) 72p., large format full colour. This years issue contains: - LOST IN FRANCE by Kevin Calder - THE GOATHERDER'S GRAVEYARD by Dale Smith - Rioting in New Alexandria by Stuart Asquith - THE CASE OF MR. PLAYFAIR'S WOEFUL BIG PARTICIPATION GAMES by Bill Protz - Paint More Attractive Tabletop Armies by Stokes Schwartz - CAVALRY OF A BYGONE ERA PART 2 by Bob Marrion - BOXING DAY EVERY DAY (BOXING CLEVER) by Dale Smith - THE KING'S VENGEANCE by Barry Hilton - THE VIGNETTE CHALLENGE - A MULTI PLAYER CLUB GAME by C.S. Grant - How to...MAKE A PETARD CREW by C.S. Grant £13.50

WARGAMERS' ANNUAL SUMMER SPECIAL 2015

- 72 full colour large format, pages of summer fun for the gamer. Inc : Lay Haye Sainte, Back of Beyond, French Indian wars campaign, , 1745 with a difference, Unusual Waterloo uniforms, WWII tactics, Vignette challenge and much more £13.50

WARGAMES FACTORY- see WARGAME FACTORY under FIGURES & PAINTS SECTION

£17.50

WARGAMES ILLUSTRATED : PAINTS

Large format glossy magazine - every article on painting wargames figures £5.95

WARGAMES SOLDIERS STRATEGY - SUBSCRIPTION - UK -

5 issue sub . REMEMBER, your magazine subscriptions are safe with us!! £27.00

WARGAMES SOLDIERS STRATEGY SUBSCRIPTION - EUROPE

5 issues £28.00

WARGAMES SOLDIERS STRATEGY SUBSCRIPTION - REST OF WORLD

5 ISSUES £33.00

WARGAMING COMPENDIUM

Henry Hyde - Out now! £26.50

WARGAMING on a Budget: Gaming Constrained by Money or Space

Dickie, I SPECIAL OFFER PRICE 162p, ill mint few only £8.99

WARGAMING: AN Introduction

Thomas N 280p. colour photos of games. Inc rules & scenarios for all major periods. Pbk £13.99

Warhammer 40k rulebook

2012 edition £39.99

WARHAMMER : The Game of Fantasy Battles

7Th edition (You would have thought they would have got it right by now!) £25.00

WARHAMMER: STORM OF MAGIC

- Latest edition £25.00

WARLORD FANTASY RULES: NEFSOKAR Sourcebook

- - £11.50

WARLORD: Fantasy wargames rules from Reaper. Hardback first ed.

- small unit combat game £14.99

WARLORDS OF EREHWON - WARLORD GAMES - PRE ORDER - RELEASED SOMETIME JANUARY - RICK PRIESTLEY

WARLORD GAMES Warlords of Erewhon is a fantasy based game designed for 28mm tabletop warfare. The gameplay is built around the D10 system developed for the science-fiction game Beyond the Gates of Antares and also using the praised order dice mechanic first used in the Bolt Action WW2 rules. £26.00

WARMACHINE

Prime-Rulebook for Steam Powered Combat £12.99

WARRIOR HEROES: Armies & adventure

- ANy scale of figures; Excellent for Solo or group play. Fantasy skirmish rules. Campaign & Dungeon system as well £19.99

WARRIOR HEROES: LEGENDS

- Two hour wargames Fantasy role playing system . ALL you get with an RPG system but with better combat. Inc preggenerated characters and scenarios £18.50

WARZONE RESURRECTION: Mutant Chronicles rules book

- POST FREE WORLDWIDE £34.99

WEATHERING MAGAZINE 10) WATER

- 80p. large format full colour modelling magazine. Special themes plus general articles every issue. Tend to be larger scale . Water effects for dioramas and terrain £8.00

WEATHERING MAGAZINE 1 : RUST

- 80p. large format all colour. modeling rust techniques. 3rd edition £8.00

WEATHERING MAGAZINE 12 : STYLES

- 70p large format full colour. looks at different painting styles £8.00

WEATHERING MAGAZINE 2 : DUST, SAND EARTH AND DIRT Effects

- 70p large format full colour. £8.00

WEATHERING MAGAZINE 7 : SNOW & ICE

- 80p. large format full colour modelling magazine. Special themes plus general articles every issue £8.00

WEATHERING MAGAZINE 9 : WRECKS

- 60p. large format full colour modelling magazine. Special themes plus general articles every issue. Tend to be larger scale THis one includes a plane and a ship wreck £8.00

WHEN THE NAVY WALKED

Paperback steampunk rules for 2-15mm strategic level warfare involving landships and flying machines. £21.99

WHEN THE NAVY WALKED

Adams, Robert Paperback steampunk rules for 2-15mm strategic level warfare involving landships and flying machines. £21.99

WHEN THE NAVY WALKED: AIRSHIPS & SKY PIRATES

Paperback addon to the steampunk ruleset for strategic warfare. Blimps, aerial combat and sky pirates! £21.99

WHEN THE NAVY WALKED: AIRSHIPS & SKY PIRATES

Adams, Robert New! Paperback 106pp. Steampunk addon for the WTNW rules. 2-15mm scenarios involving skypirates and blimps £21.99

WHEN THE NAVY WALKED: CONFLICT ON MARS

Paperback addon to the steampunk ruleset for strategic warfare. Combating the Martians with steam tanks and rifles! £21.99

WHEN THE NAVY WALKED: CONFLICT ON MARS

Adams, Robert New! Paperback 41pp. Steampunk addon for the WTNW rules. Army lists & scenarios for conflict on Mars in 2-15mm £21.99

WHEN THE NAVY WALKED: EARTHIN - THE HOLLOW EARTH

Paperback addon to the steampunk ruleset for strategic warfare. Like the title says - inside a hollow Earth! £21.99

WHEN THE NAVY WALKED: EARTHIN - THE HOLLOW EARTH

Adams, Robert New! Paperback 85pp. Steampunk addon for WTNW rules. Scenarios for a hollow Earth in 2-15mm. £21.99

WHERE HEROES DARE: Two fisted action in the pulp and movie world

- Latest Iron Ivan skirmish wargames rules for 1920's and 30's action gaming £12.50

WHITE DWARF MAGAZINE- Random issues

- 5 issues between numbers 100- 200 £10.00

WITH TALON AND CLAW

- he long awaited supplement for the GNW and Eastern Wars for Beneath the Lily Banners £25.00

WIZARD's CONCLAVE: Frostgrave

- SHIPPING NOW £12.99

WOLSUNG : STEAM PUNK SKIRMISH RULES

- glossy set of rules based around the idea of gentlemen's combat clubs. ANy figures £22.50

WORLD OF MIGHT AND MAGIC

- Osprey hardback. Full colour artwork from this wel known game £21.50

ZEBULON'S GUIDE TO FRONTIER SPACE Volume 1

Designes Eastland , Kim Printed 1985. Contents include: Humma; Ifshnit; Mechanons; Osakar; The Resolution System; Creating Characters; Skills; Combat; Mentalists; The Frontier; Star Frontiers Timeline; Mega-Corporations; Cadres and Cults. Good condition. Some signs of wear. £24.00

ZOMBICIDE : RUE MORGUE

- STAND ALONE GAME 1-12 players. 80 miniatures etc etc special offer £59.50

ZOMBIES:

- Dark Osprey _ Spoof Zombie HUnters guide £8.99