



Unique Gifts and Games

UGG NEWS

Hello everyone, and welcome to the first issue of UGG News of the new year! We hope you all had a very Happy Holiday season, and that the New Year, even though we've seen just a little of it, has been treating you well.

We have plenty of events in store this month for all kinds of gamers, from a Magic the Gathering Pre-Release to yet another first for our Warmachine community.

Mayfair Games has announced *1830: Railways and Robbers*. Set in the eastern United States, 1830 combines two familiar styles of board games: railroad operations and stock market manipulations. Players purchase stock in railroads, seeking to control them through ownership of the largest share. This new edition of the classic railroad game is set to be released in May.

Fantasy Flight has announced the next expansion for its *Battle of Westeros*

game: *Lords of the River*. This expansion releases all new units, commanders, and options for fielding the forces of House Tully. These forces can be used to supplement those from the Core set, and also includes new terrain features and games cards. *Lords of the River* also contains premium plastic banners instead of the cardboard ones found in previous releases. Be on the lookout for a premium banner pack for the other factions as well. Both are due out in March.

Also from Fantasy Flight, in partnership with Dust Games, is a release of *Magnifico: DaVinci's Art of War*. The game is all about conquering Europe, but with one twist: all the fantastical creations of DaVinci, from steam tanks to gliders, are full functional and available to the armies of Europe.

Privateer Press has

begun the deluge of previews that can be expected for its June release of *Wrath*, it's next expansion to *Warmachine* and it's first return to the older multi-faction expansions we saw before the tide that was MKII. Seen so far? Artwork for a huge, horse drawn Khadoran gun wagon, Unit Attachments that can turn mercenary units into faction ones, flying bonejacks, and ogryns wielding huge cannons. Quite a start if you ask me, I'm sure it goes without saying that I am pretty excited for this one!

That is all from this corner of UGG News. We would like to thank all of our customers for the growth we experienced in 2010, and to wish everyone a very happy, safe, and prosperous New Year!

Champions' Corner- December's Winners

- Magic the Gathering Sealed Deck 12/4- Rich Comiskey
- Warmachine 25 pt. Highlander Tournament 12/11- Mike Maneeniyom
- Warhammer 40k Tournament 12/18- Cal Radulescu
- Magic the Gathering Booster Draft Tournament 12/19- Reed Splett

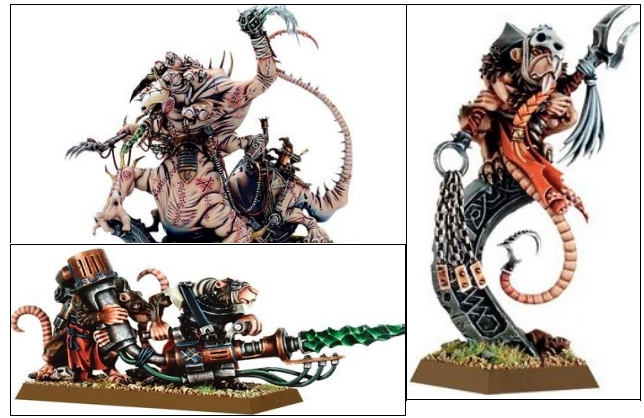
January 2011

Sun	Mon	Tue	Wed	Thu	Fri	Sat
2	3 <i>Warhammer Fantasy Battles</i> 6-9pm	4 <i>Warhammer 40k Night</i> 6-9pm	5 <i>Warmachine Hobby Night</i> 5-9pm	6 <i>Board Game Night</i> 6-9pm	7 <i>Ambush Alley</i> 7-9 pm	1 <i>Closed for New Years Day</i> 8
9	10	11 <i>Warhammer 40k Night</i> 6-9pm	12 <i>Warmachine Hobby Night</i> 5-9pm <i>D&D Encounters</i> 7-9pm	13 <i>Board Game Night</i> 6-9pm	14	15 <i>Magic the Gathering booster draft</i> 12-5pm
16	17 <i>Warhammer Fantasy Battles</i> 6-9pm	18 <i>Warhammer 40k Night</i> 6-9pm	19 <i>Warmachine Hobby Night</i> 5-9pm <i>D&D Encounters</i> 7-9pm	20 <i>Board Game Night</i> 6-9pm	21 <i>Ambush Alley</i> 7-9 pm	22 <i>Warmachine Tournament</i> 12-5pm <i>Escalation (15-25-25-35)</i>
23	24	25 <i>Warhammer 40k Night</i> 6-9pm	26 <i>Warmachine Hobby Night</i> 5-9pm <i>D&D Encounters</i> 7-9pm	27 <i>Board Game Night</i> 6-9pm	28	29 <i>Magic the Gathering Pre Release Events</i> 12-5pm 5-9pm
30	31 <i>Warhammer Fantasy Battles</i> 6-9pm					<i>Open dates are available for open gaming!! Call ahead if any questions!</i>

Skaven!

Flooding out of their diabolical burrows this month comes a wave of reinforcements for Warhammer's Skaven line. The big daddy of this wave is the immense Hellpit Abomination, a multi-part kit with nearly 100 pieces, giving Skaven players a huge range of options when assembling this beast. Also represented in this wave is a brand new sculpt of Ikit Claw, the premier war-ploek engineer in the Skaven army, along with the first representation of

Tretch Craventail, one of the new heroes in the latest Skaven book. Look for a Doomflayer, Warp Grinder, and Warp Lightning Cannon/ Plagueclaw Catapult kit. These are due out this month! Pre-orders are welcomed, and strongly encouraged to make sure you get all the plague ridden models you want on release day.



New Doctor Who Figures!

Fresh from the vast reaches of time and space, we have recently received a shipment of brand new Doctor Who figures! These characters are fully articulated, and come straight from the new 11th Doctor's adventures. Figures include the Ironside Dalek, the Dalek Progenitor Guardian, the Red Drone Dalek, Projected Weeping Angel, the

Vampire Francesco, a Roman Auton, Smilers, and Prisoner Zero, who's suction cup tail allows him to double as a ceiling hanger.

We have these items in stock now! Look for these and more exciting Doctor Who items in store soon!



7 Wonders Board Game by Asmodee Editions

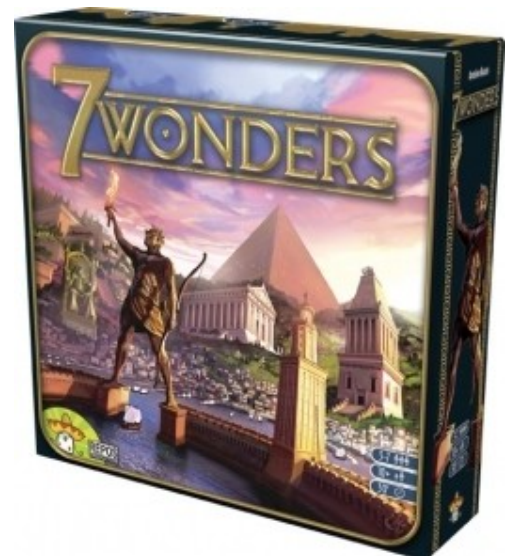
7 Wonders lasts three ages. In each age, players receive seven cards from a particular deck, choose one of those cards, then pass the remainder to an adjacent player, as in Fairy Tale or a Magic: the Gathering booster draft. Players reveal their cards simultaneously, paying resources if needed or collecting resources or interacting with other players in various ways. (Players have individual boards with special powers on which to organize their cards, and the boards are double-sided as in Bauza's Ghost Stories.) Each player then chooses another card from the deck they were passed, and the process repeats until players have six cards in play from that age. After three ages, the game ends.

In essence 7 Wonders is a card development game along the lines of

Race for the Galaxy or Dominion. Some cards have immediate effects, while others provide bonuses or upgrades later in the game. Some cards provide discounts on future purchases. Some provide military strength to overpower your neighbors and others give nothing but victory points. Unlike Magic or Fairy Tale, however, each card is played immediately after being drafted, so you'll know which cards your neighbor is receiving and how his choices might affect what you've already built up. Cards are passed left-right-left over the three ages, so you need to keep an eye on the neighbors in both directions. Though the box is listed as being for 3-7 players, there is an official 2-player variant included in the instructions.

Seven Wonders has been earning great reviews. We have several copies

in stock at the time of writing this, but given that the game has sold out through various channels, they may not last long!



Gamers' Corner— By C. Dalton

Welcome to Gamer's Corner. I take this as my monthly chance to show off what's going on here at the store, what products have caught my eye; generally anything I believe my fellow gamers may find interesting.

Well, 2010 has come and gone. We've seen some great releases in the gaming world, been saddened by some cancellations and closures, and have all increased our pile of unpainted miniatures, un-played board games, and books whose pages have yet to see the light of day.

In this month's Gamer's Corner, I'll be going over a few of my most anticipated releases and projects for 2011, along with some of the things you can expect to see from this column in the coming months. With that said, let's get into it.

2011 is looking like a big year for gaming. I am stoked to see a few items from Wizards of the Coast. I played and really liked the Castle Ravenloft board game they put out recently, and 2011 brings two more of these into the fold. Wrath of Ashardalon, dealing with a dragon and his horde of gribbilies, will be

out in February, and looks very, very cool. Due out later in 2011 is Conquest of Nerath, different from the previous two releases in that instead of a classic dungeon crawl, you take command of armies, champions, war machines, and huge monsters as you attempt to take control of the Dungeons and Dragons world.

One of the newest games on my docket, *Firestorm Armada*, a tabletop game of spaceship combat, is due to receive two free PDFs in the new year, along with dozens of new ships and allied races. These Ally Books introduce rules for using the alliances so prevalent in the background of the game, such as the Kurak Alliance of the Terrans, Aquans, and Soryllians. This game has been picking up steam at U.G.G., and these look to be a great addition.

While it is still a ways out, War-machine Wrath is looking to be exceedingly cool. This expansion introduces war engines, huge models (110mm bases!) that range in everything from a giant wraith for Cryx to a huge electric tower on legs for Cygnar. Rules are

unspoiled for these as of yet, but I'm definitely getting good vibes off this release.

Finally, lets get into what you can expect to see in Gamer's Corner into the new year. I'm looking at doing a full review and battle report for the aforementioned *Firestorm Armada*, along with much the same for one of my favorite skirmish level games, *Pulp City*. This game is about superhero combat, and with a new (and very nice) rulebook out, it is high time to reexamine this one. I'll also be looking at doing regular battle reports, reviews, and spotlights for plenty of the other tabletop games I play. As my plug below states, anyone looking to submit anything to Gamer's Corner should feel free to e-mail us, or stop in and talk to me about any ideas they have. I am always happy to have some more RPG and Board Game content here in Gamer's Corner. I can't play them all!

That's all for this month's Gamer's Corner! We are looking for reviews and other ideas submitted by you, the gamers! Shoot us an email with your content. Until next time!

Events Spotlight: January 2010

We have been seeing some really great events at U.G.G. lately, and this month will prove to be no exception.

The first I'd like to mention is our Magic the Gathering pre-release event. Well, events actually, as we will be having two sealed deck tourneys on the same day! The new Magic set, *Mirrodin Besieged*, is looking very, very cool. For starters, the swag you have a chance to pick up on pre-release day is awesome. I won't

spoil anything, but I will say that there are some goodies you definitely won't want to miss out on. Add to that the exclusive faction boosters, either Mirran or Phyrexian that you will be choosing between on pre-release day (or both, if your adventurous enough to game all day) and the 29th of January is looking like one fine day for our Magic players.

I would also, of course, like to mention our next Warmachine tournament. On the 22nd of Janu-

ary, we will be having an escalation style tournament. Basically, take a 15pt list, play the first round. Build on that to get to 25 points, play two more rounds. Finally, a fourth and final round will be played at 35 points. This is looking to be really cool, be sure to keep your eyes on your e-mail or give us a call to find out all the specifics! I'll see you there!

New this Month

UNIQUE GIFTS AND GAMES

82 Center Street
Grayslake, IL. 60030

Phone: 1-847-548-8270
Email-keonard@comcast.net

Hours

Monday thru Saturday– 11 am to 9 pm

Sunday– 12 pm to 5 pm

www.uniquegg.com

Be sure to visit the *City of Gamers* forum, link in our resource section.

Just a few of the new releases you can find in store this month... Pre-Orders Welcome!!

- Privateer Press releases another batch of models: Minions Farrow Razorback Crew, Minions Ironhide Spitter, Legion Annyssa Ryvall, Skorne Venator Cannon Crew, Legion Bethayne and Belphagor, and more!
- From Wizards, D&D Dungeon Tiles: Caverns of Icewind Dale.
- New Skaven releases from Games Workshop! Multi piece Hellpit Abominations, Updated (and awesome) Ikit Claw, Tretch Craventail, Warplightning Cannon/ Plagueclaw catapult and more!

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In Case You Missed It...

Just in case you missed it, here's a recap of December...

- From Privateer Press– Forces of Horde: Minions, Minions Dr. Arkadius, Calaban the Gravewalker, Warmachine Character Jack upgrade kits, Trollblood Janyssa Stonetide, and more.
- Malifaux Guild Lucius Crew Box Set, Freikorps blisters, Arcanists Silent One, Resurrectionists Shikome.
- From Asmodee, Seven Wonders the board game. Take control of one of seven ancient cities, pool your resources, strengthen your military, and build a monument worthy enough to transcend the reaches of time.
- We received a large number of additional ships for Firestorm Armada by Spartan Games.
- New Doctor Who figures! See inside for a rundown.
- Wizards of the Coast released an updated version of the classic Civil War board game Battle Cry, just in time for the war's 150th Anniversary.
- Also from Wizards, a Dungeons and Dragons Miniatures Beholder Gift Set, featuring four different sculptps of the classic terror, along with D&D Master Tile Set The Wilderness, and Famine in Far Go, an expansion for Gamma World.
- From Z-Man games, Earth Reborn, a post-apocalyptic miniature driven board game. Take control of one of the warring factions trying to take control of new earth. Also from Z-Man, Merchants and Marauders, a board game of piracy, adventure, and, you guessed it, commerce on the high sea.
- Hamburgum: Antverpia expansion.