

Unique Gifts and Games

UGG NEWS

Welcome gamers one and all to this month's issue of the UGG newsletter!

This month brings us all a ton to be thankful for as the new games just keep on coming!

Along with the the new Necrons from GW and Hordes Domination from Privateer Press, smaller companies, like Wyrd, continues to produce some beautiful looking miniatures. And for those of you who are upset about Halloween being over, don't worry! Stop on by for our spooky War-machine: Longest Night. Can you stop a ravaging horde of zombies AND an opposing army? Come on in on November 13th and

find out!

The next Duel Deck for Magic has been announced for next spring: Koth vs. Venser!

Looks like an old Avalon Hill classic "Merchants of Venus" will be reprinted, however the question is by whom? Both Fantasy Flight and Stronghold games claim they obtained the rights! Fantasy Flight got the ok from Wizards of the Coast (who now control Avalon Hill), while Stronghold went to the games creator. Legal battles ensue!

Another title slated for spring is Lords of Waterdeep, from WotC and

dubbed a Euro style game based in the Dungeons and Dragons universe.

Days of Wonder will release an expansion for Small World that will allow you to combine both the original game and the new stand alone Underground game. The components in this expansion allow the all races and powers from both sets to work together. Small World Tunnels is the name and it is possible this will be a FREE expansion. Details coming!

Well that's it for this section of UGG news. Thanks for reading and Happy Gaming!

Champions' Corner- October's Winners

- **Innistrad Release Day:** Brian Burmeister
- **10/14 FNM:** Reed Splett
- **10/28 FNM:** Andrew Kaar
- **Innistrad Game Day:** Reed Splett

November 2011

Sun	Mon	Tue	Wed	Thu	Fri	Sat
		1	2	3	4	5
(*) Denotes War- machine League Play days!		Warhammer 40k Night 6-9pm Game Demo Night 5-9pm (call)	Warmachine Hobby Night 5-9pm D&D Encoun- ters 7-9pm	Board Game Night 6-9pm (*)	(*)	(*)
6	7	8	9	10	11	12
Ambush Alley 1-5pm (*)	Dungeons & Dragons Lair Assault 6:30-8:30pm (*)	Warhammer 40k Night 6-9pm Game Demo Night 5-9pm (call)	Warmachine Hobby Night 5-9pm D&D Encoun- ters 7-9pm	Board Game Night 6-9pm (*)	Friday Night Magic 6-10pm (*)	Magic the Gathering Booster Draft Day noon-start (*)
13	14	15	16	17	18	19
Warmachine Longest Night Game Day 12-6pm	Dungeons & Dragons Lair Assault 6:30-8:30pm	Warhammer 40k Night 6-9pm Game Demo Night 5-9pm (call)	Warmachine Hobby Night 5-9pm D&D Encoun- ters 7-9pm	Board Game Night 6-9pm		LEGENDS IN THE FALL
20	21	22	23	24	25	26
	Dungeons & Dragons Lair Assault 6:30-8:30pm	Warhammer 40k Night 6-9pm Game Demo Night 5-9pm (call)	Warmachine Hobby Night 5-9pm D&D Encoun- ters 7-9pm	Board Game Night 6-9pm	Friday Night Magic 6-10pm	
27	28	29	30			
	Dungeons & Dragons Lair Assault 6:30-8:30pm	Warhammer 40k Night 6-9pm Game Demo Night 5-9pm (call)	Warmachine Hobby Night 5-9pm D&D Encoun- ters 7-9pm			Open dates are available for open gaming!! Call ahead if any questions!

Warpath by Mantic Games

Warpath is the mass combat science fiction game written by Alessio Cavatore, from Mantic Games. Warpath is easy to learn, highly tactical and very bloody. This science fiction battleset pitches two starter Ma-rauder and Forge Father armies against each other, each including a variety of finely detailed plastic infantry, heavy weapons and vehicles. This battleset includes everything you need to get gaming with your Warpath army including dice, and a copy of the War-



path army including dice, and a copy of the Warpath rules.

Warpath promises to be a quick and fun game just like it's predecessor, Kings of War. With great models at a low price, the game looks like a ton of fun. Check out the starter for example, it includes 55 plastic miniatures, 2 vehicles, rules, and everything else you need to play, including dice, for only \$75.00!! Pre-order yours today!

Necrons

The Necrons were once the rulers of the galaxy. For aeons they slumbered in their stasis-crypts, waiting for the galaxy to recover from the terrible war that almost tore it asunder. Now the Necrons are waking from their dormancy. They seek to destroy the lesser life forms that infest their old domains, and re-establish their rightful rule. They are an utterly implacable race, advancing



terrifying inevitability. Few can stand before their technological might, and those that do will not stand there for long.

With a great new updated range, some brand new units, and a pair of new special characters, this codex promises to be The Necrons Invade on November 5th, pre-order yours today.

Hordes: Domination by

Privateer Press

UNLEASH THE FURY OF WAR!

Within the shadows of the wilds, events are set in motion that will bring the area's powers into a desperate clash by which their fates in the west will be determined. As a returned



ancient ritual to foil the plots of dragons, the Skorne Empire resumes its march for conquest and the beleaguered United Kriels must outfox old enemies in their continued fight for the survival of their race.

New casters and new Epic casters for Hordes! Did I mention Battle Engines!

Gamers' Corner— By: K. Wickes

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.

Tomorrow's War

This entirely new shiny edition of Tomorrow's War is now a game on its own, and is no more considered an expansion of the Force on Force basic rules. It is also the first one to be actually printed,

A previous sort of "beta" edition was just sold as a .pdf and as an expansion for the Force on Force basic game. Extended play-testing and feedback has permitted the developing of a stand-alone game.

From the Introduction in the book: Tomorrow's War is a

science fiction military miniature wargame with emphasis on "hard" science fiction rather than "Space Opera" or "Science Fantasy." This rule book contains background material for gaming in Ambush Alley's campaign setting, but the rules themselves are not background dependent. You can use them to game gritty science fiction engagements against whatever narrative backdrop you choose.

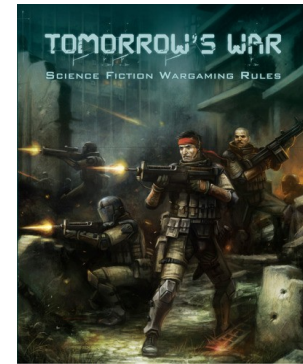
Tomorrow's War can be played with figures of any scale.

I have personally read through the book and played several battles using this ruleset. I (and many other players) are calling this book the highest quality, gorgeous looking book to come down the pipe in a long long time! The rules are easy to

grasp and you can use ANY type of miniatures with it! I have personally seen players using Warhammer 40k models and it all works and flows beautifully! One of the creators of the book runs a bi-weekly event on Sundays at the store. If you check his blog, he will state if Tomorrows War is being played or another Force on Force game.

<http://beastgaming.wordpress.com/>

He will also be demoing and selling the game at the upcoming Legends in the Fall wargame convention in Mundelein, IL. http://legends-in-time.com/WordPress/?page_id=2

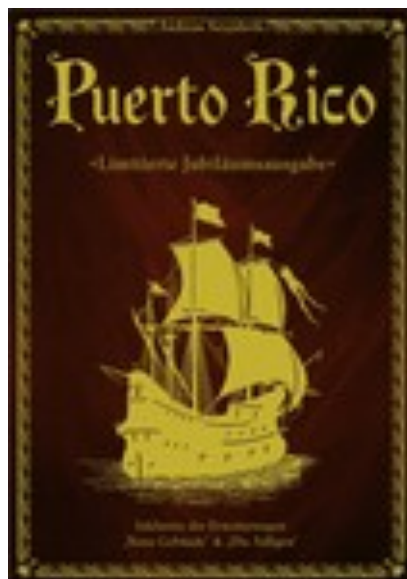


Puerto Rico Anniversary Edition by Rio Grande Games

This is the same great game with expansions and very special components.

Prospector, captain, mayor, trader, settler, craftsman, or builder? Which roles will you play in the new world? Will you own the most prosperous plantations? Will you build the most valuable buildings?

You have but one goal: achieve the greatest prosperity and highest respect! This goal is attained by the player who earns the most victory points!



This special edition will include not only the base game but also the "new buildings" and "nobles" expansions that were published separately from the original game in the Treasure Chest, a collection of expansions for seven games produced by Rio Grande Games and Alea released in 2009. There are many custom components and artwork: The cardboard doubloons are now sixty metal coins, while the fifty octagonal resources have been replaced with colored wooden crates. And much more!

Puerto Rico Anniversary edition will retail for \$100.00, pre-order your copy today!

New this Month

UNIQUE GIFTS AND GAMES

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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!!

- Games Workshop overhauls the Necrons, with brand new versions of Pariahs, Immortals, and Flayed ones. This time around Necrons also get a slew of new units and even two different vehicles!
- Hordes: Domination hits and brings with it some monstrous new Battle Engines for the Hordes Factions. Along with the engines, every faction is receiving two new Warlocks and at least one character Warbeasts each.
- From the guys who brought you Kings of War, Warpath hits this month. A sci-fi game with insanely cheap hordes of minis.
- Also expected: Quarriors expansion, Mage Knight boardgame, MtG Graveborn premium deck, a restock on Pandemic!! (woo hoo!), and much more!

In Case You Missed It...

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

- Wizards of the Coast releases Innistrad event decks along side with The Legend of Drizzt: the Board Game
- A slew of Resurrectionists hit this month just in time for Halloween including the Molly Squid-pidge box and Seamus, Avatar of dread.
- Privateer Press release the plastic Man O' War demolition Corps and Epic Alexia, Mistress of the Witchfire.
- Fight of the high seas of the Warhammer Fantasy world in Dreadfleet. A complete ship battling game all in one box! **While supplies last.**
- Wizkids released Quarriors, a Dice Building game with over 120 custom dice! Use your powers to defeat your enemy's creatures and win the day!
- Puppet Wars arrived! A tabletop game in which you play the characters from Malifaux in, you guessed it, Puppet form!
- Boardgames: Belfort, Eminent Domain, Blood Bowl Team manager, A Few Acres of Snow, Confusion (espionage in the cold war), 2 Walking Dead games, Pathfinder beginners box!, Elder Sign (Arkham Horror card game), and more!