

Issue #5

February 2010



FUN STARTS HERE!

Unique Gifts and Games

UGG NEWS

Welcome to the February issue of UGG news! Despite February being the shortest month of the year, there's still plenty of gaming news, releases, and events here at Unique Gifts and Games.

BIG NEWS!! We have a newly designed website!! It contains a better interactive calendar of events. A list with links to many of the manufacturers we carry. And a great resources page with links to the City of Gamers forum, painting and modeling guide websites, and much more! Very soon our own store blog will be up and running to update you several days a week on the happenings at the store!

The rebirth of HeroClix, heralded by the Hammer of Thor expansion released last year, continues. "DC HeroClix: The Brave and the Bold" is expected to ship in April. The set includes 55 new figures, 25 of which have never been featured in the game before. It even features a number of "team up" figures including the likes of The Flash and Green Lantern. Finally, there is an exclusive Batman/Catwoman figure for

players who buy a brick of boosters.

Privateer Press has announced its next expansion to the popular CMG Monsterpocalypse. "Big in Japan" releases in April with the usual run of both Monster and Unit boosters. Previews thus far have confirmed civilian vehicles, character units, and plenty of new monsters, units, and buildings taken straight from the Tokyo skyline. Customers who buy a case of monsters and a case of units will receive a free, exclusive Mega Mechatugrosh figure!

February sees Games Workshop's hotly anticipated release of the new Beastmen army book and figure line. Plastic minotaur, a huge Doombull model, new special characters, the list goes on. If you're a fan of Warhammer, be sure to give the Beastmen some attention. Come see our pre-release copy of the Army Book and see what's on its way!

Legends in the Spring, the bi-annual game conven-

tion is scheduled for early April and will again be located at Trinity University located in Deerfield Illinois at Hwy.94 and Half Day rd. This game convention has only the best game masters "by invitation only" and the size continues to grow!

Days of Wonder is releasing Mystery Express. Not a new concept, but Serge Laget, co-designer of another murder mystery game, Mystery of the Abbey, joins up with Antoine Bauza, creator of Ghost Stories, in an attempt to re-invent the deduction board game. Focusing on an analytical aspect of the murder mystery, the game mechanics reward logical and rational play. Mystery Express is for 3-5 players and scheduled for an April 2010 release, with an MSRP of \$50.

Lake County Ghost Hunters is tentatively planning another meeting here in March! The January meeting was popular and very interesting.

Champions' Corner- January's Winners

Jan.10 Monsterpocalypse: Bilal Muhammad

Jan.16 Magic the Gathering booster draft: Michael Lindh

Jan.16 Magic the Gathering constructed: Nate Comiskey

Jan.23 Warmachine Tournament: Dan Bavirsha

Jan.24 Arcane Legions: Bill Evans

Jan.30 Monsterpocalypse: Cal Radulescu

Jan.30 Malifaux Tournament: Cal Radulescu

Jan.31 Magic the Gathering constructed: Ken Weissheimer

February 2010

Sun	Mon	Tue	Wed	Thu	Fri	Sat
	1	2	3 <i>Warmachine Demo Night 5-8pm</i> <i>Includes modeling tips!</i>	4 <i>Board Game Night 7-9pm</i>	5 <i>Miniatures Wargame Night 7-9pm</i> <i>See website calendar for details</i>	6 <i>Magic the Gathering Tournament 1-5pm</i> <i>Worldwake release event!!</i>
7 <i>Warmachine Casual Play 12-5pm</i>	8	9	10 <i>Warmachine Demo Night 5-8pm</i> <i>Includes modeling tips!</i>	11 <i>Board Game Night 7-9pm</i>	12 <i>Dread RPG 7-9pm</i>	13 <i>PRIVATE Party 1-5pm</i>
14 <i>Monsterpocalypse Tournament 1-5pm</i>	15	16	17 <i>Warmachine Demo Night 5-8pm</i> <i>Includes modeling tips!</i>	18 <i>Board Game Night 7-9pm</i>	19 <i>Miniatures Wargame Night 7-9pm</i> <i>See website calendar for details</i>	20 <i>Warmachine and Hordes Tournament 12noon-5pm</i>
21 <i>Magic the Gathering Tournament 1-5pm</i>	22	23 <i>Tarot Card Class 102 7-8:30pm</i>	24 <i>Warmachine Demo Night 5-8pm</i> <i>Includes modeling tips!</i>	25 <i>Board Game Night 7-9pm</i>	26 <i>Fudge RPG 7-9pm</i> <i>D&D 4.0 one day adventure 7-10pm</i>	27 <i>Warhammer 40k Tournament 12noon-6pm</i>
28 <i>Flames of War casual day 1-5pm</i>						<i>Open dates are available for open gaming!! Call ahead if any questions!</i>

Forces of Warmachine: Cygnar

by: Privateer Press

February sees the first release of Warmachine's new Force books. Long-time players will be familiar with the layout of these books, whether it be through MK I's Pirates of the Broken Coast or MKII's Retribution of Scyrah.

Forces: Cygnar collects the profiles for all of the current Cygnar models, plus adds in plenty of new ones. Previews have shown trencher commandos, the electrically powered Firefly light jack, and an all new warcaster, Captain Cara Sloane, sporting a custom magelock rifle.

The book has plenty more than just rules. All new fluff and history for Cygnar, including an in depth look at the organization of its military forces, is included. There are also painting and

modeling guides, along with theme lists, a new addition to Mark II.

Theme lists work so that players are rewarded for building a more story oriented list. Each warcaster has a themed list. For each tier of that list that you adhere to when building your list, you gain bonuses to your army. Judging by the Retribution's themed lists, these seem very fun to play!

Forces of Warmachine: Cygnar releases early February, and will be followed by a force book for each of the other Warmachine books once a month.



Magic the Gathering Worldwake

by: Wizards of the Coast

Ancient forces begin to awaken, causing the world of Zendikar to wreak havoc upon its inhabitants. This exotic and dangerous world is made even more perilous and yet more attractive to adventurers and Planeswalkers wishing to plunder its treasures.

Zendikar now writhes and thrashes like a living thing literally lashing out at those on its surface. Do you have the skills, wits, and courage to survive, let alone thrive?

Worldwake is a direct follow-up to the incredibly popular

Worldwake is a direct follow-up to the incredibly popular *Zendikar* set, and builds on the themes and mechanics introduced in that set. The set features 145 black-bordered cards, including randomly inserted premium versions of all cards in the set.

The set introduces the new mechanic Multikicker and expands *Zendikar's* Allies, Landfall, Traps and Quests mechanics. Animated lands also feature prominently in the set. **Take part in our Release Event on Feb. 6th!**



Panzer General: Allied Assault

by: Petroglyph Games

Petroglyph Games has released Panzer General, a "light" WWII board game based on the X-Box live game of the same name. The board game uses the same system as the X-Box live game, modified for a more face to face game. Panzer General uses elements from both board games and card games, and is currently enjoying a good amount of praise from popular game

rating website boardgamegeek.com.

Panzer General is for one or two players, and has over 12 scenarios that take players from D-Day to the 1945 invasion of Germany.

Panzer General is on shelves now!

Get your bonus Patton and Rommel cards while supplies last.





Ambush Alley !

by Ambush Alley Games

Ambush Alley is a ruleset for squad based miniatures combat. The core book is designed for the world's current "hot spots". It pits modern army troops vs. insurgent or militia type fighters. There are also supplement books called Force on Force for regular troops vs. each other and Ambush Z for regular troops vs. zombie hordes in the modern day.

Currently at the store we play a lot of US forces vs. Middle Eastern insurgents. There are a choice of scenarios with objectives for each side as well as the starting forces. There are also card decks that can add good or bad things to each side.

Dice rolling for combat is done to beat a target number: 4. The die you use, d6, d8, d10, or d12 is based on the quality of your troops. Offensive dice hits are then matched against the Defenses dice hits to allocate damage. The defense gets to decide how the hits match up, to minimize the damage.

Movement and actions are decided by a simplified initiative process. Regulars move first. The Insurgents can decide to interrupt

a move to fire on the regulars. Then any regulars who previously decided to go on overwatch can provide fire support if there is a line of sight to the enemy. Each side then makes a troop quality roll, winner fires first. Fire combat can be deadly!

Regular troops get bonuses for body armor and saving rolls for injuries, while insurgents need to make morale saves to keep from fading away. Did I mention that the Insurgents get reinforcements every round, while the regulars do not?

Vehicle rules are incorporated, but can become sitting ducks in a town with RPGs in most every squad.

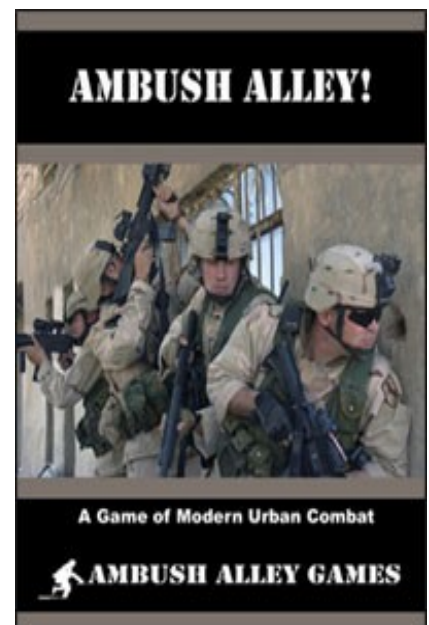
We generally get through a game in 1-2 hours and the learning curve is less than many miniature wargames. The rules system is very adaptable to other theatres. I've heard of a battle on Mars vs. aliens, and battles using Star Wars miniatures.

That is the nice thing about this game, you can use anything from 15mm military miniatures to lego men. Your imagination is the

limit.

The rules are available at the store, and we carry some 15mm modern miniatures for use in the game, as well as some terrain and buildings made by JR Miniatures.

Want to try a game for yourself? Stop by every other friday during Miniatures Wargame Night and learn from an official Ambush Alley playtester in the store!



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!!

- Forces of Warmachine: Cygnar, the first of the MK II force books, introducing new storyline and models.
- All new Warhammer Beastmen army book and miniature line from Games Workshop.
- Magic the Gathering Worldwake expansion, set 2 of 3 in the popular Zendikar block.
- Dungeon Lords board game just released!!
- Look at our calendar for Friday night RPG events! Sign up or miss out!

In Case You Missed It...

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

- New Warhammer 40,000 Tyranids codex and miniature line from Games Workshop.
- Warmachine Prime MK II from Privateer Press. Releases include a new rulebook, new stat cards, new templates, and of course new models.
- Wizards of the Coast Battle for the Underdark, a new master set for Heroscape, set in the world of Dungeons & Dragons.
- Star Wars RPG Galaxy of Intrigue and the newest set of Star Wars miniatures, "Dark Times."
- Attack! An easy to learn, fun to play World War II board game by Eagle Games.
- Panzer General by Petroglyph Games.
- Medwar: Sicily from Worthington games.
- Magic the Gathering Shards of Alara premium foil boosters! Contain foil cards from the Conflux, Shards of Alara and Alara Reborn sets.
- Dungeons and Dragons 4.0 releases: The Underdark supplement and the Dragonborn race book.
- Runewars, an epic boardgame by Fantasy Flight set in the fantasy world of Runebound.
- Continued releases for Malifaux are in stock!
- Starter sets and rulebooks for Firestorm Armada, a new miniatures SPACESHIP combat game from Spartan Games.
- Doctor Who Role Playing Game! In stock while supplies last!
- Restock of our Tarot Card decks for upcoming classes!