

 **OSPREY
GAMES**

**JANUARY–JUNE
2021 CATALOGUE**



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GREETINGS FROM OSPREY GAMES HQ!

On behalf of everyone in the Osprey Games team, I would like to offer a heartfelt “thank-you” for your support over the past year. Whatever challenges 2021 presents, we hope that our games will continue to provide entertainment and enjoyment for you and your customers.

In our board games range, we have a great line-up for the first half of the year. In February we will be releasing *Inkling*, an innovative word game from John Keyworth in which creativity trumps vocabulary. We’re also expanding Martin Wallace’s critically acclaimed *Wildlands* series with *Wildlands: The Ancients*, a big-box expansion that brings a wealth of new content to the game: a new faction, a double-sided board, rules for 5- and 6-player team games, as well as the often-requested rules for solo and cooperative play. Then, in May, we’ll be releasing *Imperium: Classics* and *Imperium: Legends* from Nigel Buckle and Dávid Turczy, two standalone card-based civilisation-building games that can be combined for players who want to experience everything the system has to offer.

We’ve got plenty for wargamers to be excited about too. In April, we’re releasing *Stargrave: Science Fiction Wargames in the Ravaged Galaxy*, the eagerly anticipated new release from multi-award-winning author Joseph A. McCullough. The *Oathmark* series continues to grow with the publication of *Oathmark: Bane of Kings*, and wargamers looking to refight crucial battles from World War II will be thrilled to see two new supplements coming for the award-winning *Bolt Action* series.

In the Osprey Roleplaying series, we’re heading to the ancient land of the Zaharets with the publication of *Jackals: Bronze Age Fantasy Roleplaying* in February and *The Fall of the Children of Bronze*, a grand campaign for players looking to take their adventures even further, in May.

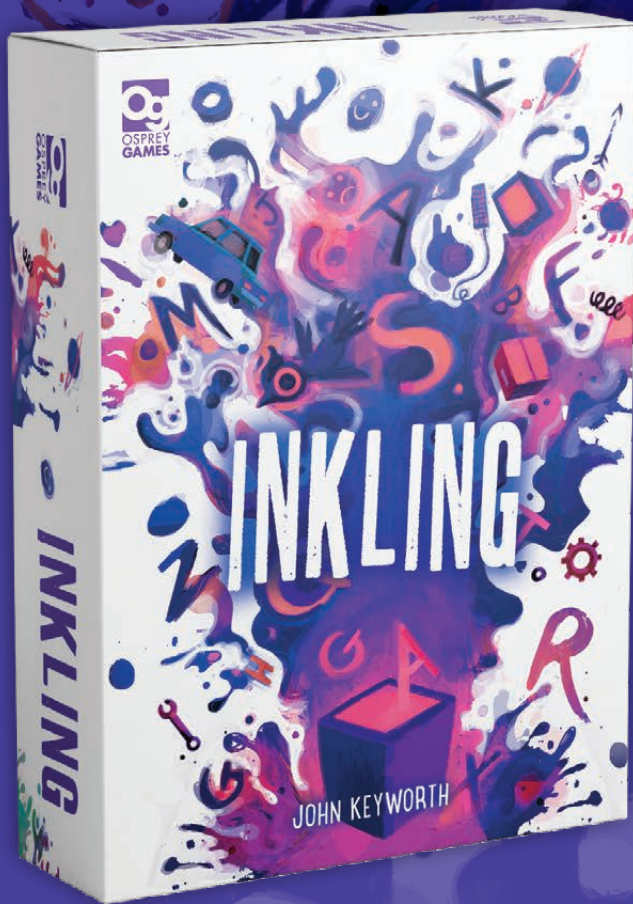
For a full Osprey Games stocklist, head to the back two pages of this catalogue. A digital version of the stocklist and this catalogue can be found at WWW.OSPREYGAMES.CO.UK/STOCKLIST

Happy gaming!

Philip Smith

HEAD OF OSPREY GAMES

INKLING



Ink has spilled everywhere and your secret note is ruined! There's no way you can tell what it says now. Unless... if you squint at it, that looks like it could be an N – or perhaps it's a Z on its side? Maybe you can decipher the note after all...

In *Inkling*, your goal is to communicate your secret clue words to the players on your left and right, while also deciphering those players' clue words in return. To do so, you're going to need to use ink cards, which provide you with the letters you'll need to spell out words. However, you aren't restricted to just the letter as written on the card – rotate a C to become a U, flip a T upside-down to read as an L, or perhaps combine a V and an I to make a Y!

Designer: John Keyworth
 Illustrator: Kwanchai Moriya
 Available: February 2021
 ISBN: 9781472846143
 Price: £15.99 / US \$24 / CAN \$32.50
 Format: Board Game





WILDLANDS

The great Darkness has fallen, and the Empire with it.

The arcane crystals which once powered entire cities were shattered, and the darkness was destroyed by the magics unleashed. All that remains are the lawless ruins known as the Wildlands, and the shards of the crystals that have been strewn across them. Now a few souls, the brave and the desperate, seek the shards to harness their power for their own ends.

Take control of one of four factions with their own playstyle, and unique decks of action cards determining their abilities on the battlefield. Dash through the ruins to grab the crystals you so desperately desire or focus your efforts on taking out the opposition – but take care, danger may be lurking in the darkness...

ISBN: 9781472826954

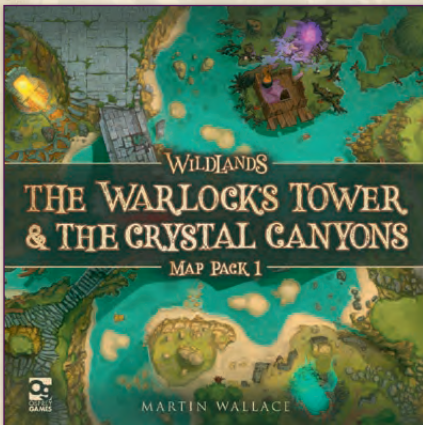
Price: £60 / \$80 / CAN \$105



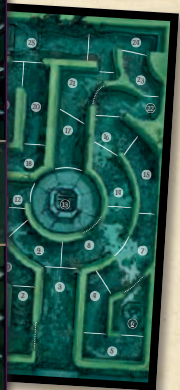
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ADVENTURING PARTY
ISBN: 9781472830685



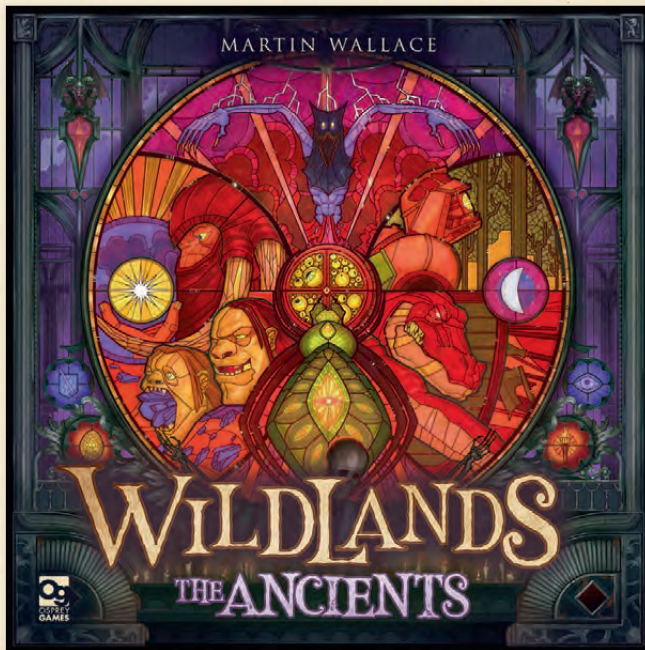
MAP PACK 1
ISBN: 9781472836182



MAP PACK 2
ISBN: 9781472841117

WILDLANDS

MARTIN WALLACE'S CRITICALLY-ACCLAIMED WILDLANDS SERIES BRINGS PLAYERS A FAST-PACED, CARD-DRIVEN MINIATURES SKIRMISH GAME WITH A HOST OF EXPANSIONS OFFERING NEW WAYS TO PLAY.



WILDLANDS: THE ANCIENTS

Designer: **Martin Wallace**

Illustrator: **Wietse Treurniet**

Sculptor: **Bobby Jackson**

Available: **February 2021**

ISBN: **9781472841551**

Price: **£45 / US \$60 / CAN \$81.50**

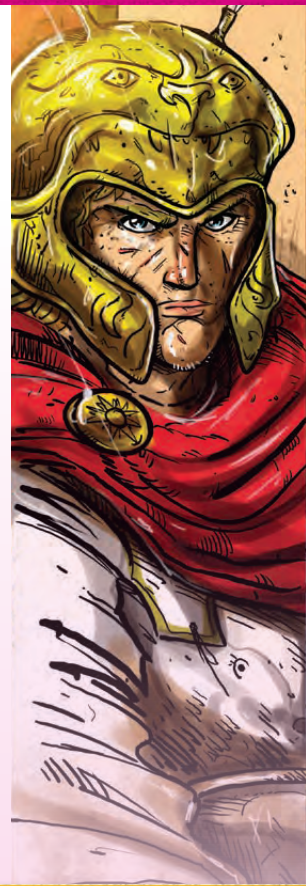
Format: **Board Game**

The Ancients, age-old guardians of the arcane crystals, have long slumbered in their secret vaults. Rumoured to be invincible sentinels, they have defended their crystals unchallenged for eons. With the fall of the Empire, the most desperate bands of the Wildlands have joined forces to take them down and claim the crystals they protect.

Wildlands: The Ancients introduces powerful creatures and new terrains that allow players to play *Wildlands* solo and cooperatively, as well as supporting play with up to six players.

Requires a copy of *Wildlands* to play. At six players, requires a copy of *Wildlands* and either *The Unquiet Dead* or *The Adventuring Party* to play.





DESIGNED BY
NIGEL BUCKLE AND
DAVID TURCZI

IMPERIUM CLASSICS

FORMIDABLE ADVERSARIES ARE ARRAYED AGAINST YOU.
YOUR PEOPLE STAND READY. HISTORY BECKONS.

In your hands lies the destiny of one of history's great civilisations. Under constant threat of attack, you must conquer new lands, oversee dramatic scientific and cultural advances, and lead your people into the era of empire. Expand too rapidly, and unrest will bring your civilisation to its knees; build up too slowly, however, and you might find yourself a mere footnote of history. As one of eight radically asymmetrical civilisations, you will compete to become the most dominant empire the world has ever seen.

This box contains the Roman, Greek, Carthaginian, Celt, Macedonian, Persian, Scythian, and Viking civilisations.

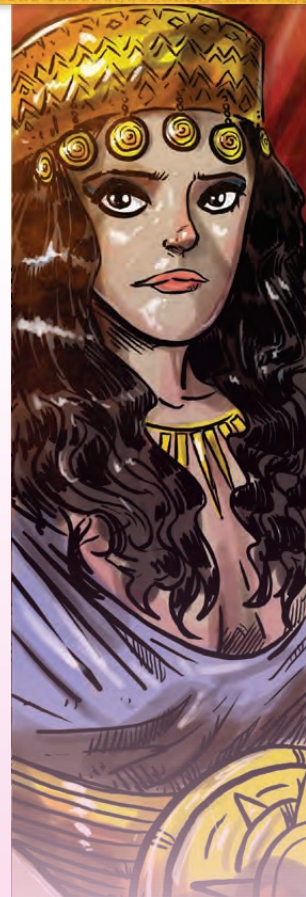
ISBN: 9781472844743

Price: £30 / US \$40 / CAN \$54.50

Format: Board Game



OUT MAY 2021





ART BY
MIHAJLO 'THE MICO'
DIMITRIEVSKI

IMPERIUM

LEGENDS

FORMIDABLE ADVERSARIES ARE ARRAYED AGAINST YOU.
YOUR PEOPLE STAND READY. HISTORY BECKONS.

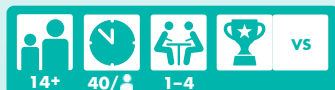
In your hands lies the destiny of one of history's great civilisations. Under constant threat of attack, you must conquer new lands, oversee dramatic scientific and cultural advances, and lead your people into the era of empire. Expand too rapidly, and unrest will bring your civilisation to its knees; build up too slowly, however, and you might find yourself a mere footnote of history. As one of eight radically asymmetrical civilisations, you will compete to become the most dominant empire the world has ever seen.

This box contains the Egyptian, Mauryan, Arthurian, Qin, Minoan, Utopian, Olmec, and Atlantean civilisations.

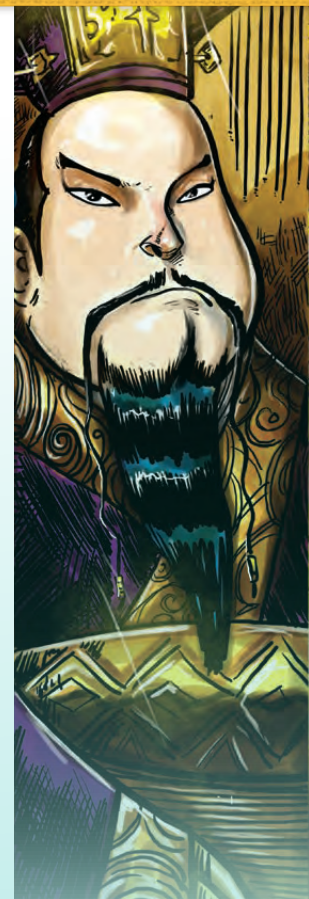
ISBN: 9781472844750

Price: £30 / US \$40 / CAN \$54.50

Format: Board Game

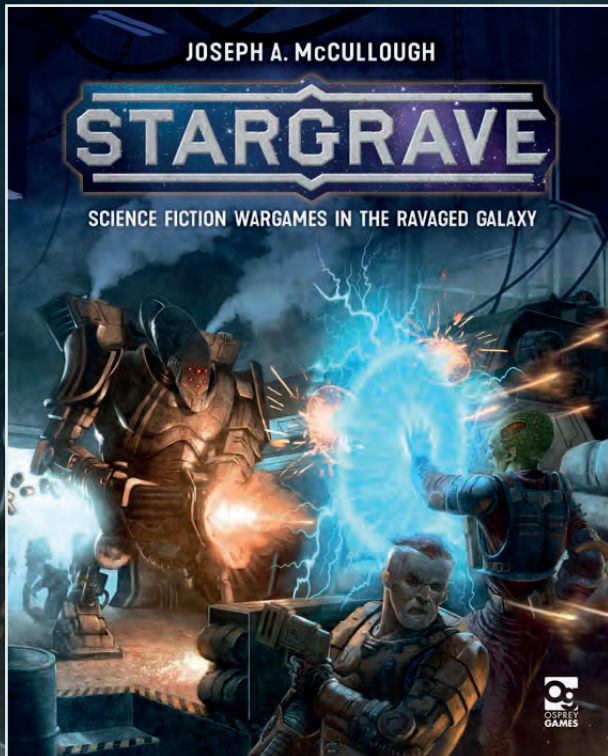


OUT MAY 2021



STARGRAVE

FROM THE CREATOR OF *FROSTGRAVE*, JOSEPH A. McCULLOUGH



INCOMING TRANSMISSION...



In a galaxy torn apart by the Last War, vast pirate fleets roam from system to system, robbing, extorting, and rounding up slaves. Any attempt to form any kind of central authority bigger than a city state is quickly and brutally crushed. In this dark time, the only way to survive is to stay small and inconspicuous. Amidst this chaos, however, thousands of independent crews manage to carry on their business. Smugglers, relic hunters, freedom fighters, and mercenaries roam the dead stars in small ships, scratching out a living any way they can...

In *Stargrave*, players take on the role of one of independent operators. Perhaps they are a cybernetic veteran of the Last War, a psion fleeing slavers, or a mystic warrior attempting to preserve ancient wisdom. Maybe they are a bounty hunter collecting blood money, a robotics expert pushing the bounds of current technology, or a biomorph bred in the genetanks of some forgotten laboratory. Once the players' crews are assembled, they are ready to dive into a campaign. Over a series of games, their crews will have the chance to carry out a variety of missions – recovering lost technology, stealing data, freeing slaves, and fighting back against the pirate fleets. In time, as the crews gain experience, they will become more powerful and hire more talented specialists. The more they grow, however, the more likely it is that a pirate fleet will take note of their activities and come after them!

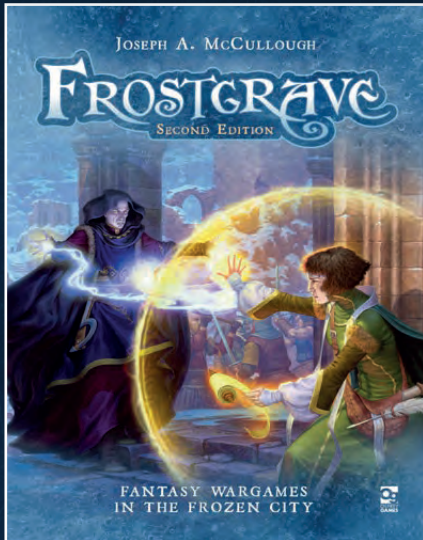


Illustrator: Helge C. Balzer
Available: April 2021
ISBN: 9781472837509
Price: £25 / US \$35 / CAN \$47.50
Format: Hardback



FROSTGRAVE

SECOND EDITION



FROSTGRAVE: SECOND EDITION

Author: **Joseph A. McCullough**
 Illustrator: **RU-mor**
 Available: **August 2020**

ISBN: **9781472834683**
 Price: **£25 / US \$35 / CAN \$47.50**
 Format: **Hardback**

This new edition of the multi-award-winning fantasy skirmish wargame offers improved rules based on years of player feedback, a revised spell list, and a host of brand-new scenarios. It remains fully compatible with all previously published *Frostgrave* supplements, allowing players to revisit past adventures as well as face new challenges. Choose a wizard from one of ten schools of magic, and select from a list of eighty spells. Hire a warband filled with soldiers, from lowly thugs and thieves to mighty knights and barbarians, then lead your men into the frozen ruins of the magic city of Frostgrave on the hunt for ancient treasures and the secrets of lost magic. Be warned – it is a deadly place, filled with rival wizards, wandering monsters, animated constructs, and demonic entities. Do you dare enter the Frozen City one more time?

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ISBN: **9781472824011**



ISBN: **9781472824059**



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ISBN: **9781472834591**



ISBN: **9781472838858**

World War II Wargames Rules

BOLT ACTION

SECOND EDITION



BOLT ACTION: CAMPAIGN: D-DAY: BRITISH & CANADIAN SECTORS

Author: Warlord Games
Available: January 2021
ISBN: 9781472839121

Price: £20 / US \$30 / CAN \$39.99
Format: Paperback

After the historic D-Day landings comes the fight to liberate France and the rest of Occupied Europe. This campaign book focuses on the push inland from the Commonwealth beaches of Gold, Sword, and Juno culminating with the battle for Caen and the Falaise Pocket. Containing new scenarios, Theatre Selectors, and units, including rules for the Canadian Army in Europe and their adversaries, this book has everything players need to continue the liberation of Europe.

BOLT ACTION: CAMPAIGN: D-DAY: US SECTOR

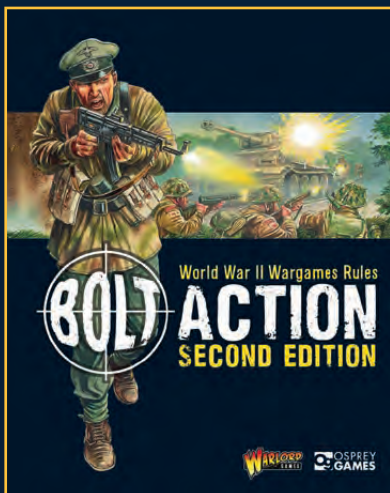
Author: Warlord Games
Available: June 2021
ISBN: 9781472839084

Price: £20 / US \$30 / CAN \$39.99
Format: Paperback

After the historic D-Day landings comes the fight to liberate France and the rest of Occupied Europe. This campaign book focuses on the push inland from the US beaches of Omaha and Utah, including the fierce fighting for the strategically important port of Cherbourg and the rest of the Cotentin Peninsula, Operation Cobra, and the march westwards towards Brittany and Brest. Containing new scenarios, Theatre Selectors, and units, this book has everything players need to continue the liberation of Europe.



REQUIRES A COPY OF THE SECOND EDITION RULESET



BOLT ACTION: WORLD WAR II WARGAMES RULES: SECOND EDITION

Author: Warlord Games
Available: Out Now
ISBN: 9781472814944

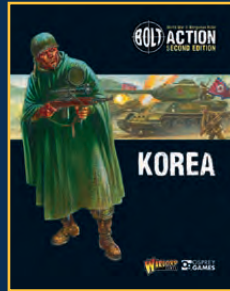
Price: £29.99 / US \$40 / CAN \$54
Format: Hardback

With more than 23,000 copies sold of the first edition, this second edition of the best-selling *Bolt Action* World War II wargaming ruleset from Osprey and Warlord Games presents streamlined and refined rules, incorporating all the FAQs and errata compiled over four years of intensive gameplay. It is fully compatible with the existing range of supplements and also introduces new material. Written by veteran game designers Alessio Cavatore and Rick Priestley, *Bolt Action* provides all the rules needed to bring the great battles of World War II to your tabletop.

ALSO AVAILABLE FROM BOLT ACTION



ISBN: 9781472839046



ISBN: 9781472836670



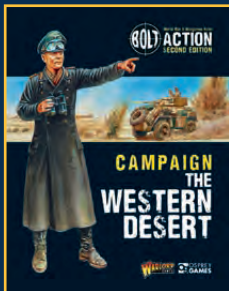
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ISBN: 9781472817891



ISBN: 9781472817860

All Campaigns listed above priced at £19.99 or £20 / US \$30 / CAN \$40.



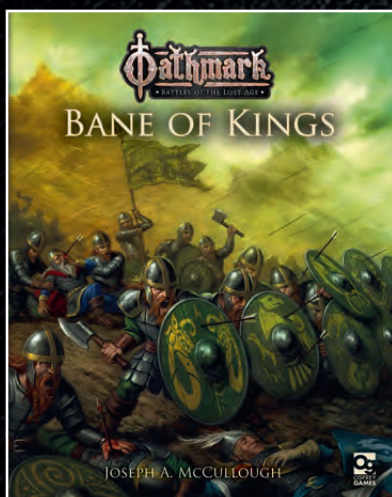
Official Bolt Action miniatures are available from Warlord Games trade sales offices in the UK, the US and several European countries.

Contact Warlord Games on 0115 978 4202 or email info@warlordgames.com

Oathmark

◆ BATTLES OF THE LOST AGE ◆

Empires have fallen, and the land is broken. The great oathmarks that once stood as testaments to the allegiances and might of nations have crumbled into ruin. In this lost age, fealty and loyalty are as valuable as gold and as deadly as cold iron, and war is ever-present.



OATHMARK: BANE OF KINGS

Author: **Joseph A. McCullough**

ISBN: **9781472847690**

Illustrators: **Alan Lathwell & Jan Pospíšil**

Price: **£20 / US \$25 / CAN \$34**

Available: **June 2021**

Format: **Paperback**

Time is the bane of all kings. Always does it march forward, bringing change and challenges, wars and disasters, invaders and internal rebellion. This supplement focuses on the passage of time and its effect on a player's kingdom. Along with the rules for the passing of years, this book also presents the option to train your units to fight in special formations, such as phalanxes, shield walls, and skirmish lines. These will allow players to use their existing armies to try out new strategies and tactics to swing the battle in their favour.

ALSO AVAILABLE



Available: **Out Now**

ISBN: **9781472833044**

Price: **£25 / US \$35 / CAN \$47.50**

Format: **Hardback**



Available: **Out Now**

ISBN: **9781472837042**

Price: **£14.99 / US \$25 / CAN \$34**

Format: **Paperback**



Available: **November 2020**

ISBN: **9781472837004**

Price: **£14.99 / US \$25 / CAN \$34**

Format: **Paperback**

OSPREY WARGAMES



A BILLION SUNS

Author: **Mike Hutchinson**
 Illustrator: **Paolo Puggioni**
 Available: **February 2021**

ISBN: **9781472835659**
 Price: **£12.99 / US \$20 / CAN \$26.99**
 Format: **Paperback**

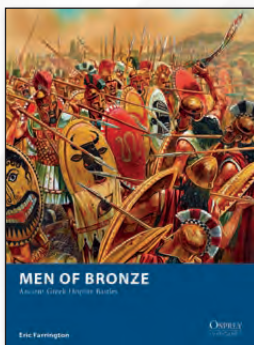
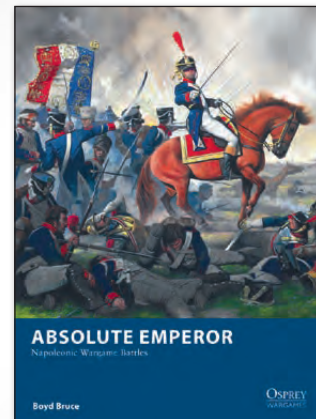
A Billion Suns is a wargame of interstellar combat that puts you in command of fleets of powerful starships, from squadrons of agile, but fragile, fighters, to hulking and powerful capital ships. When combined with some spaceship miniatures, a tape measure, a deck of playing cards and some dice, this rulebook provides everything you need to play exciting and tense tabletop games of interstellar exploration and combat.

ABSOLUTE EMPEROR

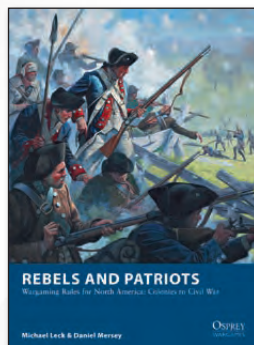
Author: **Boyd Bruce**
 Cover Illustrator: **Mark Stacey**
 Available: **May 2021**

ISBN: **9781472843654**
 Price: **£12.99 / US \$20 / CAN \$26.99**
 Format: **Paperback**

From the late Revolutionary Wars and Egyptian campaign, to the battles of Austerlitz, Borodino, Leipzig, and Waterloo, *Absolute Emperor* is a mass battle wargame that provides all the rules needed to play during this period of grand armies and sweeping campaigns. Do you follow in the footsteps of Napoleon and be crowned the *Absolute Emperor* or stand against tyranny as Wellington and Blücher?



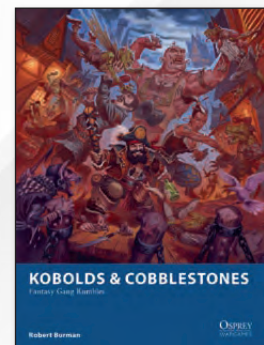
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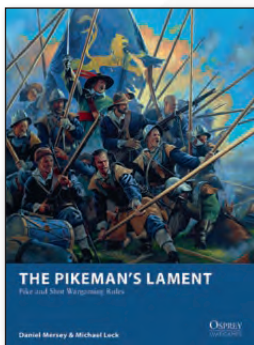
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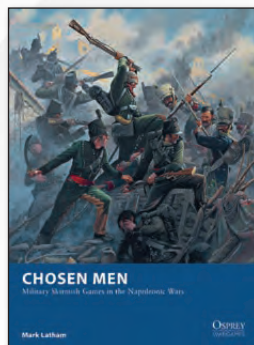
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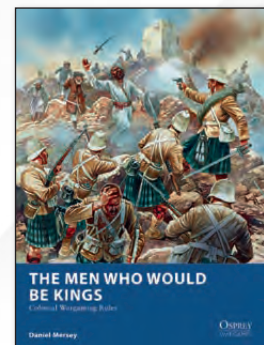
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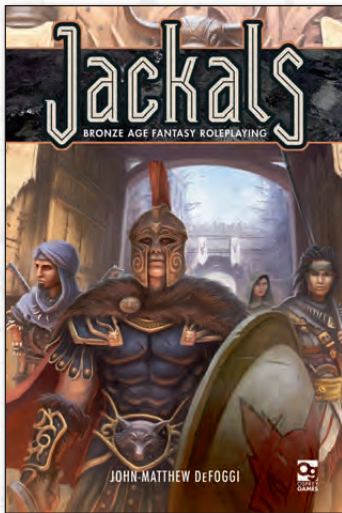
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ISBN: **9781472815002**
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OSPREY ROLEPLAYING GAMES

The Zaharets, the land between the Vori Wastes and the Plains of Aeoco, is well-known as the Land of Risings. Dominated by the rising city-states of Ameena Noani and Sentem, facing each other along the great War Road, the Zaharets has always been home to powerful civilizations. Beastmen ruins dot the landscape, a constant reminder of the Kingdom of Sin and the fragility of the Law of Men. Even older are the great ruins of the Hulathi, the legendary sea peoples, and the Hannic mansions sealed beneath the mountains, awaiting those who would seek out the Lost Folk. Scars abound from the wars between ruined Keta in the north and Gerwa in the south. And, far to the east, the legends of Muadah still beckon occultists and Jackals who seek to plunder its corrupted ruins.



JACKALS

Author: **John-Matthew DeFoggi**
Illustrators: **John McCambridge & Randy Musseau**
Available: **February 2021**
ISBN: **9781472837424**
Price: **£25 / US \$35 / CAN \$47.50**
Format: **Hardback**

Inspired by the myths, cultures, and history of the ancient Near East, and by such ancient texts as the *Iliad*, the *Epic of Gilgamesh*, and the Old Testament, *Jackals* is a sword and sorcery roleplaying game set in a fantasy Bronze Age. With mechanics based on the popular *OpenQuest* system, the game places players in the role of Jackals – adventurers, explorers,

sellswords, and scavengers – and sends them out into the peril-filled land of the Zaharets to make their fortune... or perhaps fulfill a greater destiny...

“You ask what the Jackals do in the Zaharets. I ask you, what happens if they do nothing?”

Nawsi Namar of Orsem Honess,
speaking to the Sar of Ameena Noani



JACKALS: THE FALL OF THE CHILDREN OF BRONZE

Author: **John-Matthew DeFoggi**
Illustrators: **Guillaume Ducos, John McCambridge, Veronika Fedorova & Randy Musseau**
Available: **May 2021**
ISBN: **9781472837684**
Price: **£25 / US \$35 / CAN \$47.50**
Format: **Hardback**

The Fall of the Children of Bronze is a grand campaign for *Jackals*, and includes 14 adventures spanning 9 years. Players will explore the ancient myths and legends of the War Road, from the bustling streets of Ameena Noani in the

north and Sentem in the south, to abandoned temples in the wastes and mansions deep within the earth. They will encounter beings and powers from the past – ancient but far from dormant – and come face to face with the hidden hand that would see the Law of Men torn down and chaos brought to the Zaharets.



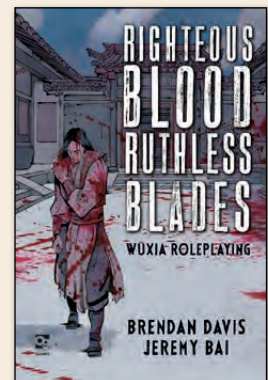
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Price: **£25 / US \$35 / CAN \$47**

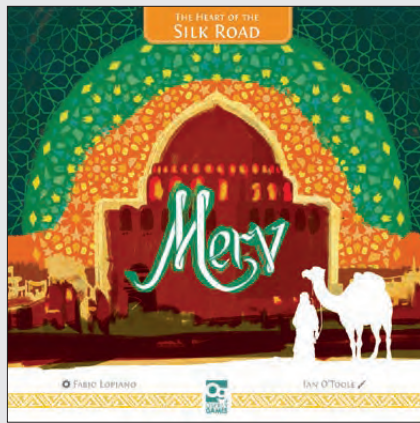


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Price: **£25 / US \$35 / CAN \$47.50**

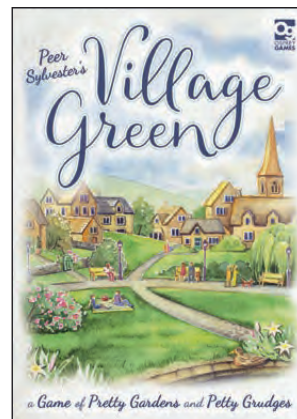
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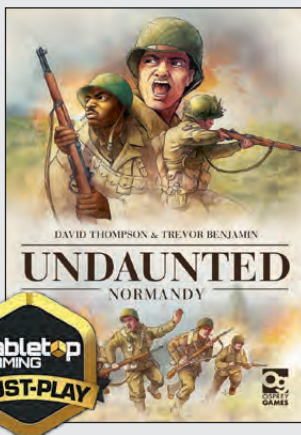
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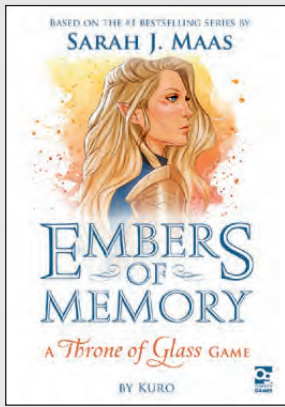


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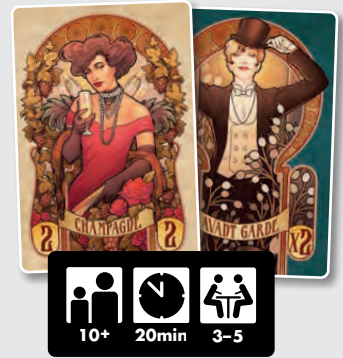


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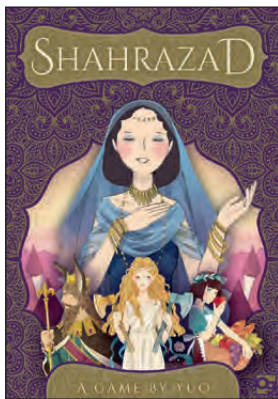
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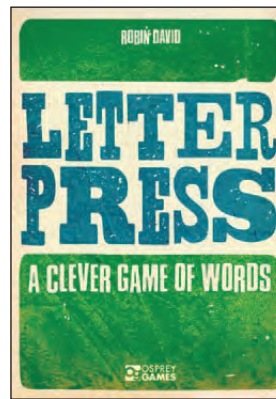
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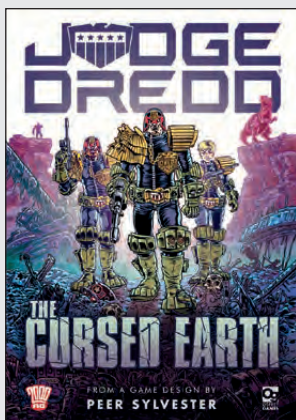
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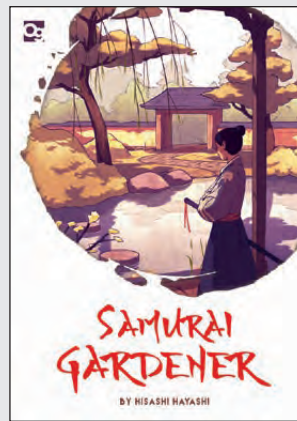
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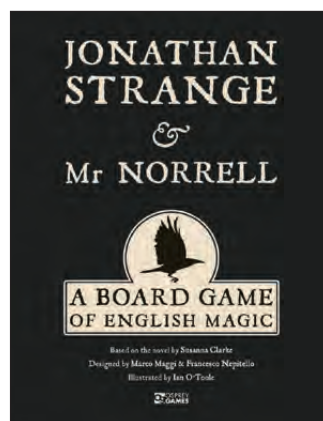


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