BLACK ARMADA
CATALOGUE
2026



BLACK ARMADA

Blackarmada.com

josh@blackarmada.com



Who are Black Armada Games?

We are Josh Fox and Becky Annison, and together we are an independent publisher of tabletop roleplaying games based in Derbyshire, England. We create games that bring your favourite genres to life, unlock the creativity of your group and give you feels in your heart.

Where can I get these games?

Black Armada products are available direct from blackarmada.com, as well as through itchio, drivethrurpg and friendly local gaming stores across the world.

We work with Bits and Mortar to offer a digital guarantee: If you've bought one of our games at a bricks and mortar store or convention, we are very happy to provide a PDF copy for free. Just email us at josh@blackarmada.com with a copy of your receipt or a photo of you holding the game, and we'll send you a PDF copy.

If you are a retailer, you can order our games from Studio 2, Indie Press Revolution, and Spiral Galaxy Games; or, if you would like to order through us directly, we offer a 40% retailer discount. Drop us a line at josh@blackarmada.com

Where can I find out more?

You'll find a lot of information about our games, together with our game design blog and links to our Facebook page, Twitter feed, Patreon and more at blackarmada.com.

We also have an AP podcast, Black Armada Tales, where you can hear how our games are played.

We attend UK Games Expo and Dragonmeet every year, please come and say hi! Or if you'd like a conversation sooner, email josh@blackarmada.com and we can arrange a meeting.

If you are a reviewer, podcaster, streamer or interviewer and you'd like support with covering our games, get in touch at josh@blackarmada.com and we'll be happy to help.

Price list

Product	SKU	MSRP	Product details
Advent of Adventure	BARAAD01	£15 ($20)	P4
Advent of Abomination	BARAAB01	£15 ($20)	
Lovecraftesque 2nd edition	BARLC001	£50 ($60)	
Citadels of shadow	BARLC002	£13.50 ($16.50)	P5
Echoes of the past	BARLC003	£13.50 ($16.50)	P5
Waves of darkness	BARLC004	£13.50 ($16.50)	P5
Wreck This Deck	BARWTD01	£15 ($19)	P6
Last Fleet	BARLF001	£35 ($45)	P7
Bite Marks	BARBMS01	£30 ($40)	P8
Flotsam	BARFLT01	£30 ($40)	P9
Biome	BARBIO01	£10 ($12.50)	P10
Blackborow Academy	BARBBA01	£7.50 ($10)	P10
Familiar Friends	BARFFR01	£7.50 ($10)	P10
Gelatinous	BARGEL01	£7.50 ($10)	P10
Ghost Hunt Live	BARGHL01	£7.50 ($10)	P11
Gladiators 2050	BARGLD01	£7.50 ($10)	P11
Hexed	BARHEX01	£7.50 ($10)	P11
History Dig Live	BARHDL01	£7.50 ($10)	P11
Imposters	BARIMP01	£10 ($12.50)	P12
Not Your Witch	BARNYW01	£7.50 ($10)	P12
Polis	BARPOL01	£10 ($12.50)	P12
Stealing The Stones	BARSTS01	£7.50 ($10)	P12
Stealing Your Heart	BARSYH01	£7.50 ($10)	P13
Toad Stone	BARTDS01	£7.50 ($10)	P13
Unreal	BARUNR01	£10 ($12.50)	P13
Unsolved	BARUNS01	£7.50 ($10)	P13
Whippy Wars	BARWHW01	£7.50 ($10)	P14
Advent Of Abomination	BARAAB01	£10 ($12.50)	P14



Give the gift of a whimsical, creative, festive season with Black Armada's Advent Adventures – the solo journaling games wrapped in an advent calendar. 25 delightful doors opening up endless possibilities!

This is a traditional advent calendar with a gaming twist. Open a new door every day to discover a prompt for a solo journaling game.

Carve out a little daily time, just for you. Write, draw, record something in response to the prompt and craft an entire story by Christmas Day!

The original and only solo journaling game inside a traditional advent calendar.

Advent of Adventure

SKU BARAAD01

MSRP £15 ($20)

Advent of Abomination

SKU BARAAD01

MSRP £15 ($20)

Highlights

- Traditional A4 advent calendar with charming illustrations, and stories instead of chocolate.
- Each door hides a solo journaling prompt; tell a complete story in 25 days.
- Simple game rules, written on the back of the calendar.
- Choose from:
  - **Advent of Adventure,** a family-friendly tale about a Christmas elf who has to save Santa from an evil dragon. Home Alone or Die Hard at the North Pole.
  - **Advent of Abomination,** a folk horror story where you spend Christmas alone in a cabin in the woods. Can you survive the Christmas nightmare?



LOVECRAFTESQUE



Lovecraftesque is a GMless tabletop game that creates a compelling eldritch horror tale in a single session.

The game tells the story of a lone individual stumbling upon clues to a terrible evil.

At first they dismiss it, but piece by piece a picture emerges, until suddenly it is impossible to deny.

They plunge into shadow, they recoil in horror, but it is already too late. The horrible truth is laid bare.

Lovecraftesque 2e | SKU BARLC001 | MSRP £50 ($60)



Highlights

- Quick and easy to learn, teach and play, with zero prep. Ideal for newcomers and veterans.
- Build a mystery clue by clue and drive it to a chilling conclusion.
- Cards offer 100s of clue prompts for high replayability
- Includes UV / blacklight flashlight revealing hidden art on every page.

Components

- 172 gameplay cards
- Game board and tokens
- 2 rules booklets
- Pencils and notepads



Lovecraftesque Expansions

Three expansions for Lovecraftesque 2e!

Scenarios in diverse settings, exploring the far reaches of eldritch horror.

Citadels of Shadow focuses on those who rule and those who struggle against them. Who wields power? What atrocities will they commit to keep that power? What terrible forces lurk in the shadows of their throne?

Includes political conspiracies in Westminster, naval struggle in colonial India, the police brutality in Chicago and a horror in the weird woods of Sherwood Forest. Authors: Helen Gould, Thomas Manual, Kenneth Hite and Joshua Fox.

Echoes of the past explores lost histories and the shadowy past. What dark secrets may be unearthed, or forgotten traumas brought back?

Includes archaeological mysteries, hauntings in a Southeast Asian community, serial killers in England and living spaceships. Authors: Michele Gelli, Bryan Thao Worra, Becky Annison and Nick Bate.

Components

Each scenario includes around 54 unique Character, Location and Clue cards.

Waves of darkness plunges you into the cold, briny waters of oceans near and far. Who knows what strange things lurk beneath the surface?

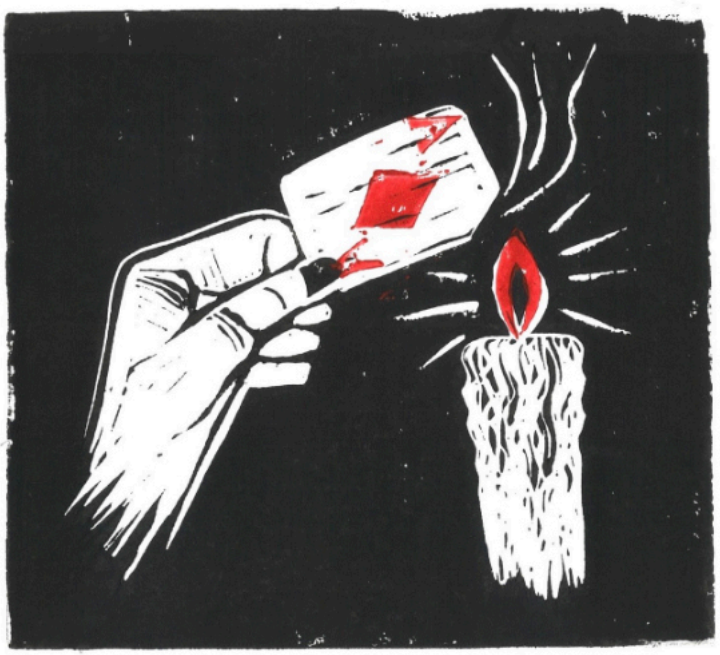
Includes visceral whaling ship terror, dark Atlantean secrets, shadows by the English seaside and scientific horror beneath the waves. Authors: Becky Annison, Jonathan Sims and Sasha Sienna, WH Arthur and Joshua Fox.

Citadels of Shadow | SKU BARLC002 | £13.50 ($16.50)
Echoes of the past | SKU BARLC003 | £13.50 ($16.50)
Waves of darkness | SKU BARLC004 | £13.50 ($16.50)



WRECK THIS DECK

A solo journaling and deck crafting game for the discerning demonologist.



My name is Jackie Farley, my True Name is Jax and I'm a Deck Runner.

If you are reading this then I guess you want to run a Deck too. I can tell you what I know, give you a head start and maybe keep your soul intact. I don't know everything. But better you learn it from me and not some corporate-branded social account, that'll just get you killed.

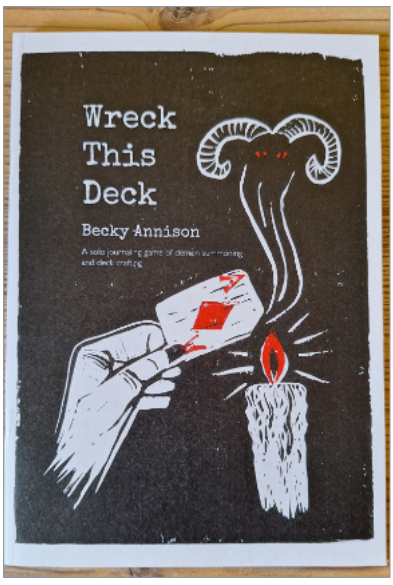
Wreck This Deck is a dark urban fantasy game of solo journaling, demon summoning and deck crafting.

Wreck This Deck | SKU BARWTD01 | MSRP £15 ($19)

Highlights

- Solo journaling game
- Modify playing cards as part of the game's mechanics - and your character's story
- Create a unique deck of messy defaced cards for an experience you'll never forget
- DIY punk aesthetic
- Connect with the deck runner community on Facebook, Discord, Reddit and elsewhere
- 36-page A5 zine





LAST FLEET

The human race is fleeing through space from an merciless extradimensional entity which seeks nothing less than the complete destruction of humanity. Even now, the enemy are hiding among us, biding their time.

You play the brave survivors of a terrible holocaust that has all but wiped out humanity, fleeing on board a handful of surviving ships, searching for a safe haven.

Your characters are officers, pilots, engineers, politicians, and journalists striving to keep the flame of humanity alight. You will contend with an inhuman adversary, you will fight to keep the fleet from falling apart, and you will struggle to overcome your own fears and doubts.

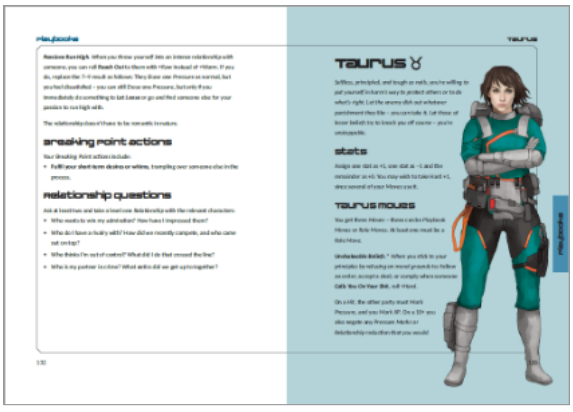
Welcome to the *Last Fleet*.

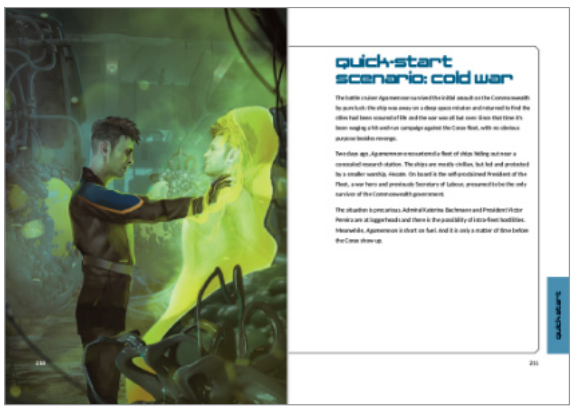
Last Fleet | BARLF001 | £35 ($45)



HIGHLIGHTS

- Action, intrigue and character drama in a high-pressure SF setting.
- GM + 3-5 players.
- Simple 2d6 + stat system.
- Mark Pressure to boost failed rolls - but you'll pay for it later as your characters crack under the strain.
- Space battle rules zoom in on individual struggles while the battle clock ticks on towards disaster.
- 12 unique playbooks mix and match with 6 fleet roles so no two characters are alike.
- Two settings and quickstart scenarios.
- 250-page A5 smyth-sewn hardcover, with colour illustrations throughout.





BITE MARKS

A game of werewolf pack dynamics

The world is raked with teeth and streaked with blood. Living as a werewolf is a precarious balancing act. Emotions are heightened, love tastes sweeter, anger feels sharper and everyday you walk barefoot through streets of broken glass. You are raw and alive. You are Pack.

But if the Pack cannot hold together then all will come to ruin.

The Enforcer knows better than anyone that violence has consequences; the
Cub wants a family to love them and the Prodigal just wants to come home
and rest their bruised heart.
Packs can be aggressive and toxic and they can be places of joy, love and safety. They can be all these things and more.

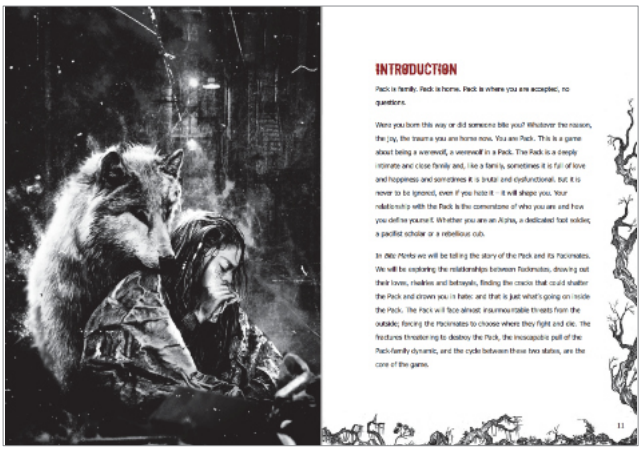
Your pack needs you. The only question is… what are you going to do about it?

Bite Marks | BARBMS01 | £35 ($45)

Highlights

- A game about life in a werewolf pack.
- GM + 3-5 players.
- Simple 2d6 + stat system.
- Earn Pack Points by exploding your tense pack relationships - then spend them to bring the pack together and kick ass.
- Playbooks that cut to the heart of your place in the pack, whether you're the Alpha or just starting out as a Cub.
- Tools and advice for running the game and making emotions bite.
- 220 page A5 smyth-sewn hardcover illustrated throughout.





FLOTSAM

Adrift amongst the stars

Flotsam is a roleplaying game about outcasts, renegades and misfits living in the belly of a space station, in the shadow of a more prosperous society. You play through their everyday lives, interpersonal relationships and small-scale drama in the Below, a dangerous world where poverty, social strife and gang conflict sit side-by-side with alien technology and supernatural weirdness.

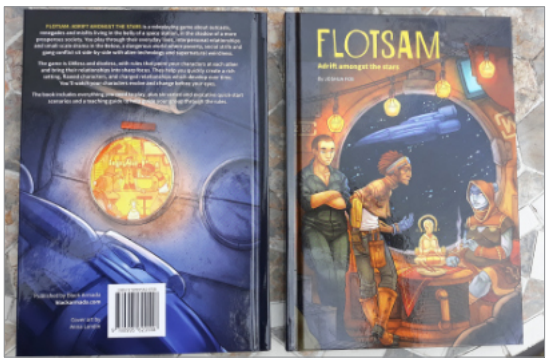
The game is GMless and diceless, with rules that point your characters at each other and bring their relationships into sharp focus. They help you quickly create a rich setting, flawed characters, and charged relationships which develop over time. You'll watch your characters evolve and change before your eyes.

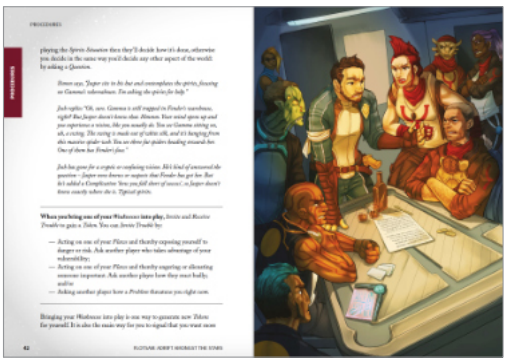
Flotsam | BARFLT01 | £30 ($40)

HIGHLIGHTS

- A slice of life in a blue collar SF setting.
- 3-5 players.
- Simple token-based system: spend a token to get what you want, gain one when you invite trouble for yourself.
- Alongside their character, each player controls a slice of the setting, such as the violence of the Gangs or the mysterious Spirits.
- Includes a teaching guide that makes it a breeze to bring the game to the table.
- Includes 6 quickstart scenarios to kickstart play, from the gothic weirdness of *Terpsichore's Vaunt* to the outcast highborns of the *New Argonaut.*
- 175-page A5 hardcover with colour illustration throughout.

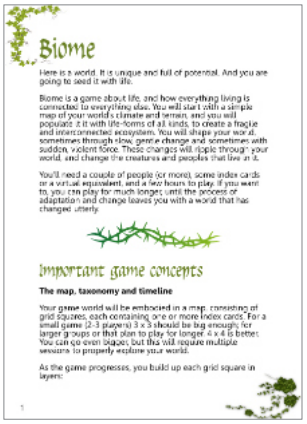






BLACK ARMADA ZINES




Biome

Here is a world. It is unique and full of potential. And you are going to seed it with life.

Biome is a game about life, and how everything living is connected to everything else. You will start with a simple map of your world's climate and terrain, and you will populate it with life-forms of all kinds, to create a fragile and intricately connected ecosystem. You will shape your world, sometimes through slow, gentle change and sometimes with sudden, violent force. These changes will ripple through your world, and change the creatures and peoples that live on it.

You'll need a couple of people (or more), some index cards or a virtual equivalent, and a few hours to play. If you want to, you can play for much longer, until the process of adaptation and change leaves you with a world that has changed utterly.

Important game concepts

The map, taxonomy and timeline

Your game world will be embodied in a map, consisting of grid squares, each containing one or more index cards. For a small game (2-3 players) 3 x 3 should be big enough; for larger groups or that plan to play for longer, 4 x 4 is better. You can go even bigger, but this will require multiple sessions to properly explore your world.

As the game progresses, you build up each grid square in layers:

BIOME

GMless world-building. Create a planet, populate it with animals, plants and sapients, watch them evolve. 3-5 players.

24-page A5 zine.

SKU BARBIO01 | £10 ($12.50)




Blackborow Academy

A GM-less/GM-full game for 3-5 players.

You play a group of Teachers at a magical school, the Blackborow Academy.

You are all friends and fought on the front lines of a war against the Shattered 19-20 years ago. Now you look after the next generation and hope they don't ever go what you went through.

She shared the next generation of teenage magicians whilst fighting back an old evil, the Shattered, confronting your past and running the School Governors.

The first rule of the Blackborow Academy – **protect the students.** This is your fight, not theirs.

Teaching at the Academy can be tough. You are caught between a group of teenagers with magical talent, hormones and little control, a group of School Governors who are out of touch, out of empathy, and out to shut the Academy down and the resurgence of the Shattered.

Luckily you are doing it with a bunch of the best people you know. Your oldest friends. Of course, old friends come with complicated feelings and a complicated past and this year in the year it will come back to haunt you.

You will need paper/index cards and something to write with and a way of tracking tokens.

A suggested list of safety tools is here. For this game I would recommend a combination of: Lines and Veils, the X-card and Script Change.

In this game you take it in turns to run scenes as GM. Rotate until everyone has had a turn GMing and then start the cycle again. If there is an awkward situation where a key player in the next scene is also the GM then be sensible and change the order of turn taking.

World of the Academy

Magic is real. Many families can trace their magical lineage back through many generations to the 1800s and beyond. But there are plenty of new Talents emerging all the time and family lines are not everything. Magic was and

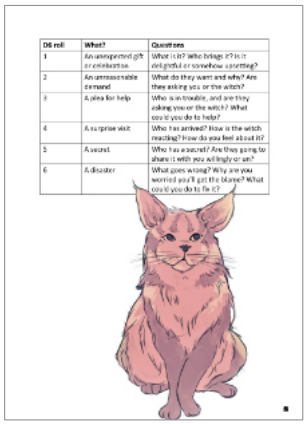
BLACKBOROW ACADEMY

Teachers at a magical school protect their students and confront their dark pasts. GMless, token-based system. 3-5 players.

9-page A5 zine.

SKU BARBBA01 | £7.50 ($10)





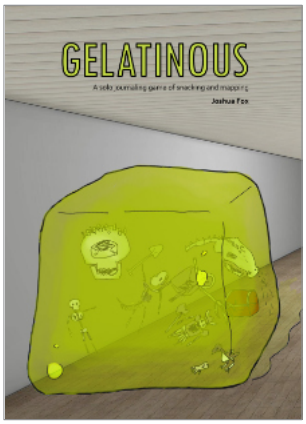
D6 roll	What?	Questions
1	An unexpected gift or celebration	What is it? Who brings it? Is it delightful or somehow unsettling?
2	An unreasonable demand	What do they want and why? Are they asking you or the witch?
3	A plea for help	Who is in trouble, and are they asking you or the witch? What could you do to help?
4	A surprise visit	Who has arrived? How is the witch reacting? How do you feel about it?
5	A secret	Who has a secret? Are they going to share it with you willingly or not?
6	A disaster	What goes wrong? Why are you worried you'll get the blame? What could you do to fix it?

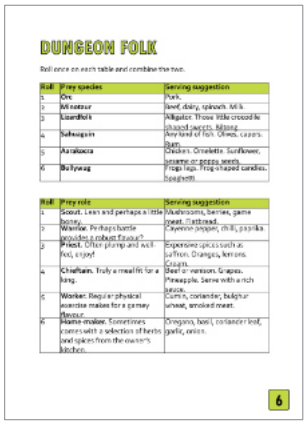
FAMILIAR FRIENDS

Solo journaling game. (Or optionally, play with 3-5 players.) You play a cute witch's familiar having adventures and getting into scrapes. Random oracle provides thematic prompts to drive play.

12-page A5 zine.

SKUBARFFR01 | £7.50 ($10)




DUNGEON FOLK

Roll once on each table and combine the two.

Roll	Prey species	Serving suggestion
1	Orc	Pork.
2	Minotaur	Beef, dairy, spinach. Milk.
3	Lizardfolk	Alligator. Those little crocodile shaped sweets. Nitang.
4	Sahuagin	Any kind of fish. Olives, capers. Tuna.
5	Aarakocra	Chicken. Omelette. Sunflower, sesame or poppy seeds.
6	Ballywag	Frog's legs. Frog-shaped candies. Spaghetti.

Roll	Prey role	Serving suggestion
1	Scout. Lean and perhaps a little boney.	Mushrooms, berries, game meat. Flatbread.
2	Warrior. Perhaps battle provides a robust flavour?	Cayenne pepper, chili, paprika.
3	Priest. Often plump and well fed, I'd've.	Expensive spices such as saffron. Oranges, lemons. Grapes.
4	Chieftain. Truly a meal fit for a king.	Beef or venison. Grapes. Pineapple. Serve with a rich sauce.
5	Worker. Regular physical exercise makes for a gamey flavour.	Cumin, coriander, bulghur wheat, smoked meat.
6	Home-maker. Sometimes comes with a selection of herbs and spices from the owner's kitchen.	Oregano, basil, coriander leaf, garlic, onion.

6

GELATINOUS

A solo journaling, snacking and dungeon mapping game. Eat through a dungeon as a gelatinous cube. Uses random tables to generate prey and snack suggestions.

12-page A5 zine.

SKU BARGEL01 | £7.50 ($10)

ZINES PAGE 2





GHOST HUNT LIVE

Ghost hunters explore haunted places live on TV! You play a TV psychic and their film crew seeking the spirits of the dead, and discovering the traumatic past. 3-5 players.

15-page A5 zine.

SKU BARGHL01 | £7.50 ($10)



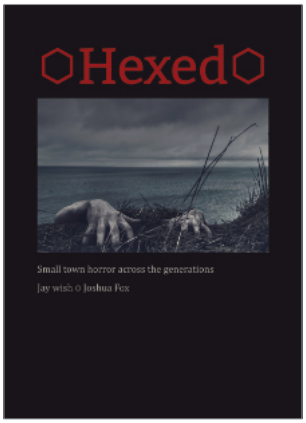


GLADIATORS 2050

The Gladiators TV show has returned bigger, better, and more violent. Create crazy events for your contenders to tackle. Win a holiday in Barbados - if you survive the show. 3-6 players.

10-page zine.

SKU BAR GLD01 | £7.50 ($10)



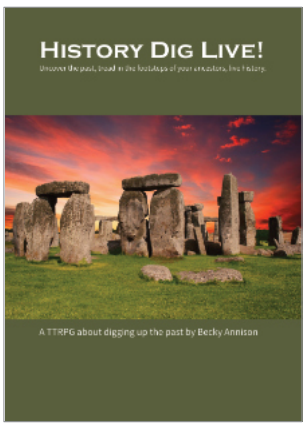


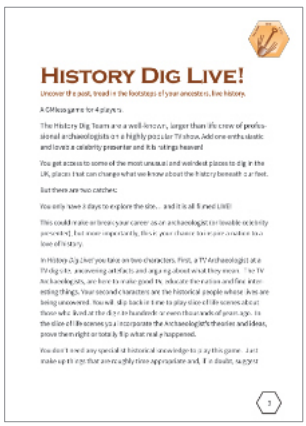
HEXED

Small town horror. You play families burdened with a terrible curse. You have a chance to break the pattern of history - but you'll discover dark secrets doing it. GM + 3-5 players.

19-page A5 zine.

SKU BARHEX01 | £7.50 ($10)





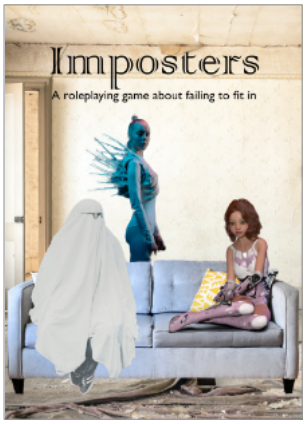
HISTORY DIG LIVE

You play TV archaeologists digging up the past and speculating on what it all means. Through flashbacks, you explore the real lives they are digging up. Explore archaeology and lost history. 3-6 players.

12-page A5 zine.

SKU BARHDL01 | £7.50 ($10)

ZINES PAGE 3





IMPOSTERS

Comedy and pathos as you play weirdos trying and failing to live normal lives. Found family in a world that doesn't want you. 3-5 players.

20-page A5 zine.

SKY BARIMP01 | £10 ($12.50)

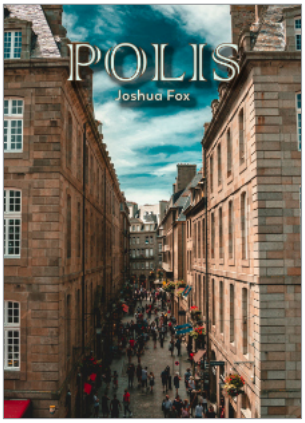


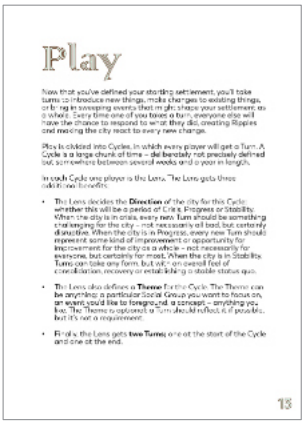
NOT YOUR WITCH

Solo journaling game. The whole village thinks you're a witch. You aren't. Are you?

8-page A5 zine.

SKU BARNYW01 | £7.50 ($10)



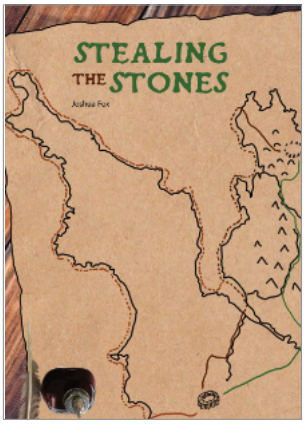


POLIS

GMless world-building game. Create a new settlement and grow into a city. Dive into the communities and peoples and watch how their lives change over time. 3-5 players.

30-page A5 zine.

SKUBARPOL01 | £10 ($12.50)





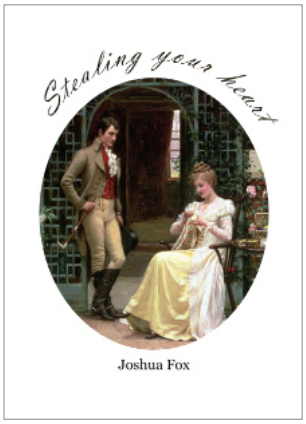
STEALING THE STONES

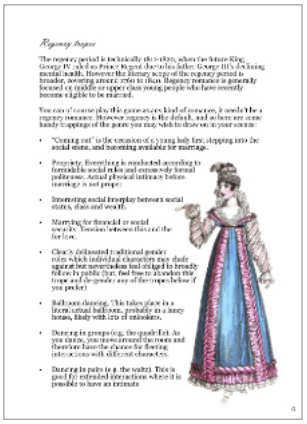
Heist game where Merlin assembles a dream team to steal Stonehenge from the Welsh. Can your scoundrels and ne'er-do-wells pull off the greatest heist in history? 3-5 players.

20-page A5 zine.

SKU BARSTS01 | £7.50 ($10)

ZINES PAGE 4





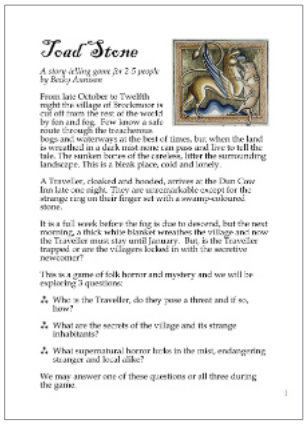
STEALING YOUR HEART

Regency romance 2 player game. One of you is looking for love, the other is a thief - but who will come out victorious in the game of love?

12-page A5 zine.

SKU BARSYH01 | £7.50 ($10)



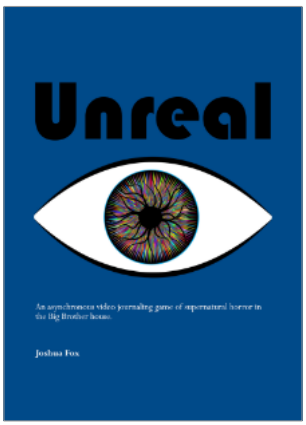


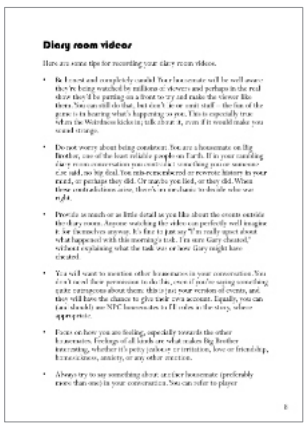
TOAD STONE

An isolated village. A hooded stranger. A sinister fog. GMless folk horror. Play to find out where the real horror lies, and who will fall victim to evil. 3-5 players.

9-page A5 zine.

SKU BARTDS01 | £7.50 ($10)





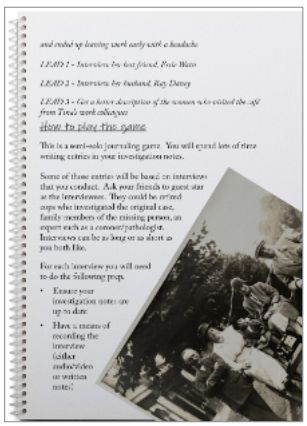
UNREAL

Video journaling game. As your contestants record their daily struggles on reality TV, they discover something is very wrong here. Supernatural horror in the Big Brother House. 1+ players.

20-page A5 zine.

SKU BARUNR01 | £10 ($12.50)





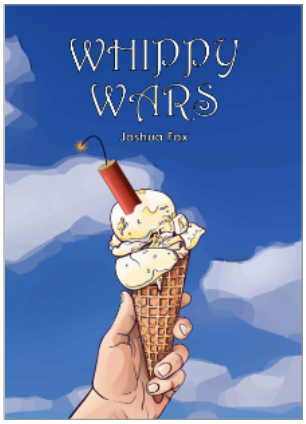
UNSOLVED

Semi-solo journaling game. Interview your friends to crack a cold case. 1 player and occasional interviewees.

10-page A5 zine.

SKU BARUNS01 | £7.50 ($10)

ZINES PAGE 5




Actions

Whippy wars is a game of wildly excessive actions in the pursuit of ice cream sales. As the game goes on you will devise ever more over-the-top schemes to take down your competitors, and in turn to defend against their attacks. Each turn you describe one or, optionally, two actions.

It all starts out relatively civilized. The table on the next page lists the different levels of action and intervention you can take. The description of the action must match the relevant level to get the listed benefit.

On the first turn you may only use level 1, where you behave as if you were a normal ice cream seller who understands the limits of the law and morality. But the ice-cream trade is such a fickle and cut-throat business. What choice do you really have but to play dirty? Each turn, the next level is unlocked. As time goes on, you might slash tyres, adulterate ice-cream with dog poo or blow up ice cream vans.



WHIPPY WARS

A competitive comedy game of wildly excessive actions in pursuit of ice cream sales. Plays as like Wil.E.Coyote and Road Runner. Cheat, steal and blow up your way to ice cream success. 3-6 players.

10-page A5 zine.

SKU BARWHW01 | £7.50 ($10)

ADVENT OF ABOMINATION

Your Christmas away at a remote cabin turns into a horrifying nightmare. A solo journaling folk horror game in the form of an advent calendar. Each door conceals a journaling prompt.

A4 advent calendar with 25 daily prompts plus 4 additional special prompts.

SKU BAR AAB01 | £10 ($12.50)

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