

Before the Giant Box: Prove the Table

A no-nonsense campaign fit test for Frosthaven, Oathsworn, Elder Scrolls, ISS Vanguard, and Tainted Grail shoppers with more ambition than shelf space.

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Always defer to the official rulebook.

The campaign contract

- ☐ **Name the actual players** — Do not buy for an imaginary four-person group.
- ☐ **Put six dates on the calendar** — A campaign without dates is decor with punchboards.
- ☐ **Assign storage and reset ownership** — Someone must enjoy or accept the administration.
- ☐ **Choose the experience, not the kilogram count** — Tactics, narrated bosses, short arcs, exploration, and prose are different appetites.

Match the grail to the table

GAME	CORE PROMISE	BEST PROOF
Frosthaven	Deep tactical campaign	Your group finished another long campaign
Oathsworn	Narrated chapter plus boss night	Your group returns monthly for shared story
Elder Scrolls	Premium short campaign arcs	Solo or duo wants finishable character growth
ISS Vanguard	Exploration plus ship administration	Organizing departments sounds like play
Kings of Ruin	Bleak, choice-heavy narrative	The table reads every decision aloud

Thirty-day reality check

- ☐ **Can it remain set up?** — If not, time one complete pack and reset before buying.
- ☐ **Can everyone read the table?** — Large production is not the same as legible production.
- ☐ **Will missed sessions break continuity?** — Prefer short arcs when schedules drift.
- ☐ **Would the smaller edition preserve the joy?** — Standees and core pledges often play the same game.

Sources. Current publisher rules and product records; exact Amazon identities; recurring owner completion, setup, storage, and campaign-fit patterns.
Accuracy. Every figure on this sheet was read from the sources above on August 12, 2026. Prices and availability change; rules do not. Where this sheet and the rulebook disagree, the rulebook is right.
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