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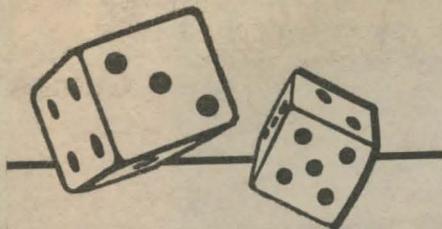
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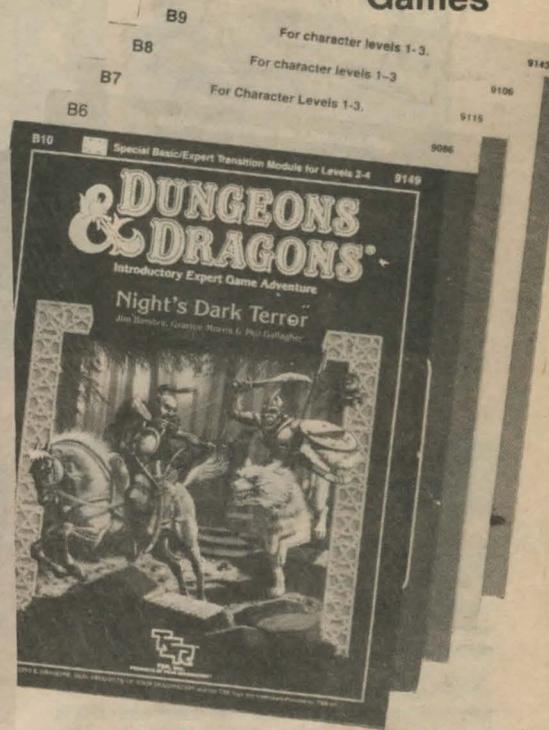
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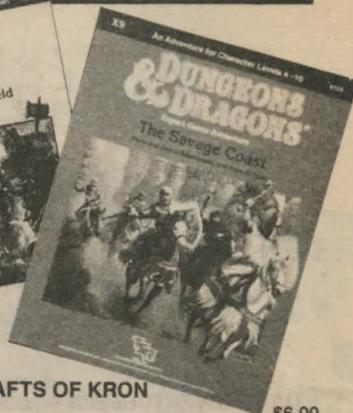
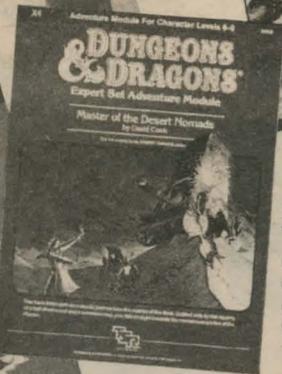
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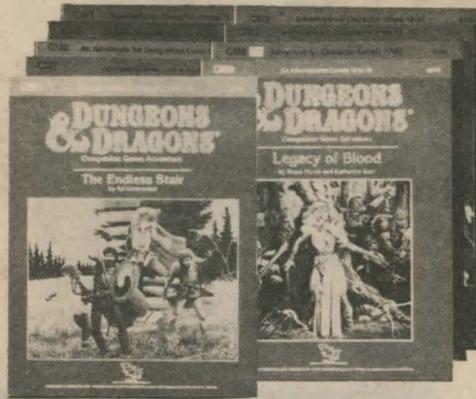
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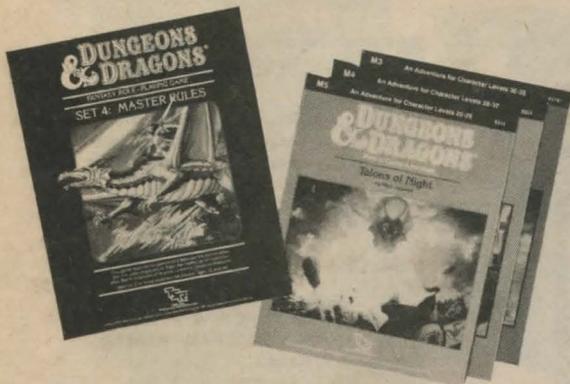
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What seems a stroke of good fortune, inheriting the title and lands of a baron of renown, turns into a bloody battle for control of a small domain as the heroes are drawn into the web of political intrigue.



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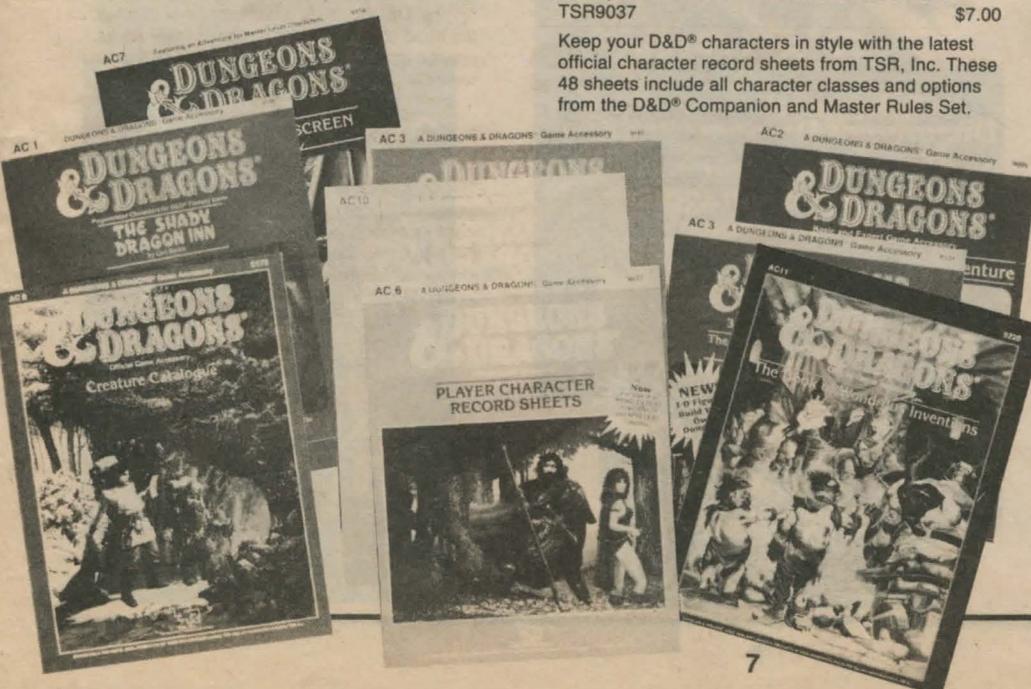
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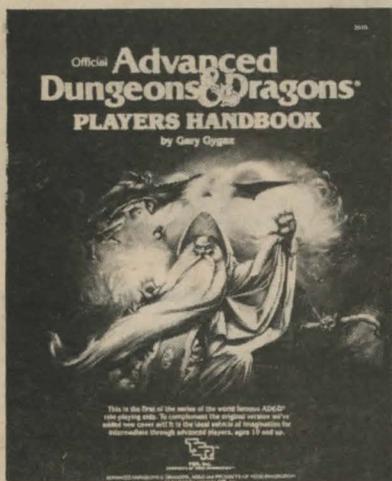
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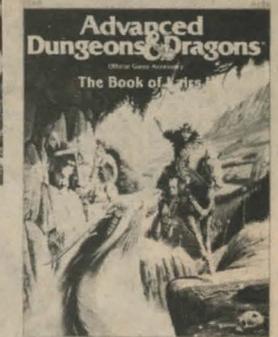
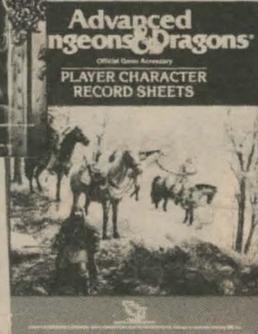
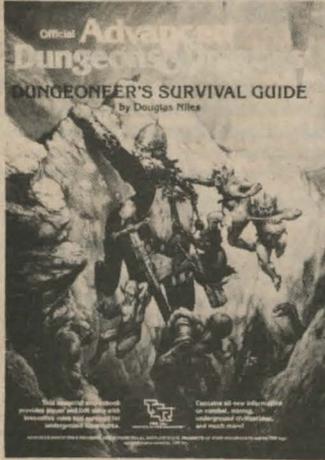
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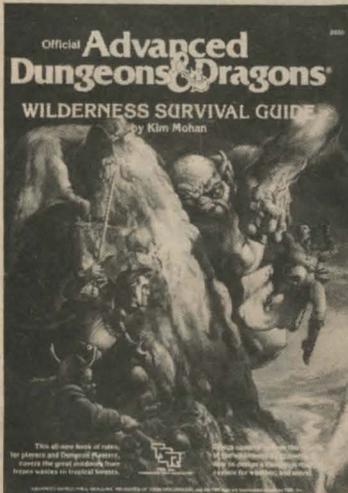
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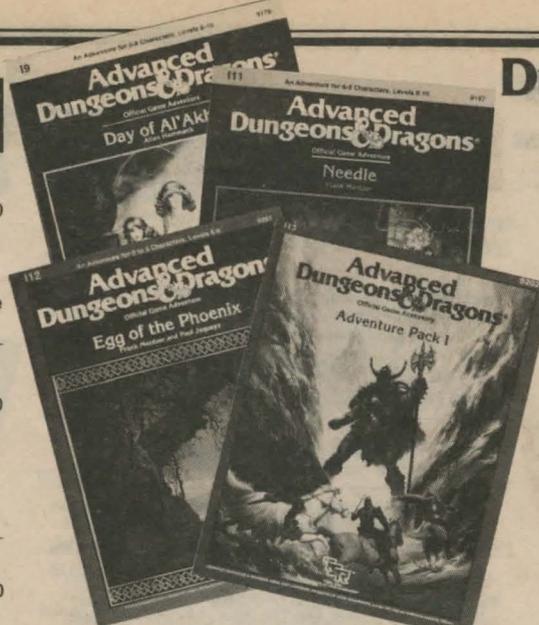
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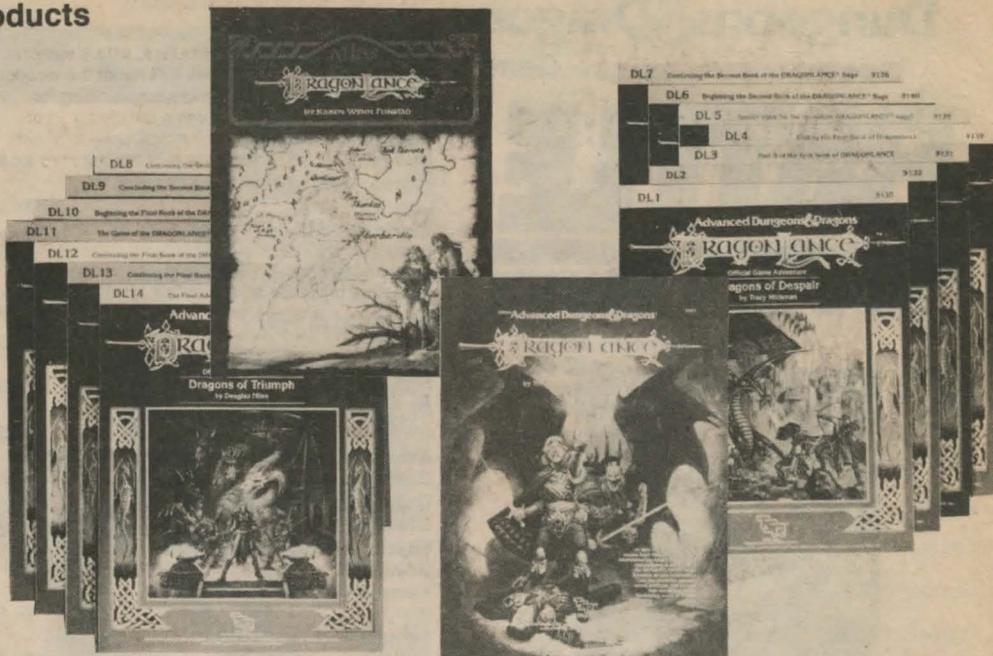
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TROLL



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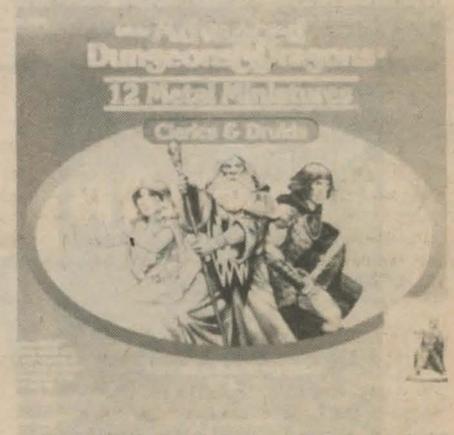
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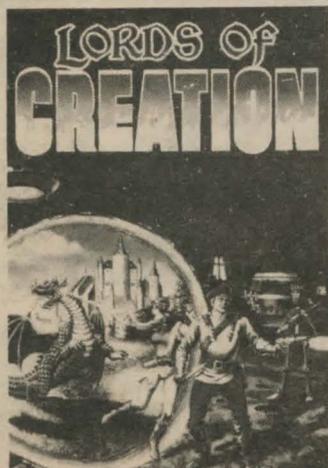
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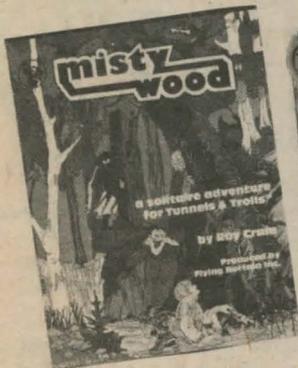
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SXELBA! One of the most powerful, most dread of ancient demons, the name conjures nightmares even in the brave. Three centuries ago Sxelba annihilated the proud race of the Salkti people. But before the last few perished, the Salkti created an amulet to banish Sxelba and his horde of foul worshippers. For centuries, the world has been free of this evil demon—until now!

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CHIVALRY & SORCERY* Role Playing Game
FGU7701 \$20.00

The Age of Legend and Chivalry comes to life in this highly realistic fantasy role playing game. Set in the feudal lands of medieval Europe, this game captures the wonderment and awe of the great epics. Answer the challenge, the Quest is at hand!

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CHIVALRY & SORCERY* Sourcebook

FGU7702 \$8.00

The first rules expansion contains new rules for Wilderness adventures, how to create your own monsters and foes, new rules for physicians, healing and diseases, and a revised version of the award winning C&S Miniature Battle rules for playing complete military campaigns.

CHIVALRY & SORCERY* Sourcebook II

FGU7703 \$6.50

This second Sourcebook contains expanded rules for doors, locks, and wards, and how to break in. There are also sections on new magicks, alchemy and runes on weapons and scrolls, plus campaign rules for sieges, naval warfare and peasant uprisings!

Swords & Sorcerers — Revised

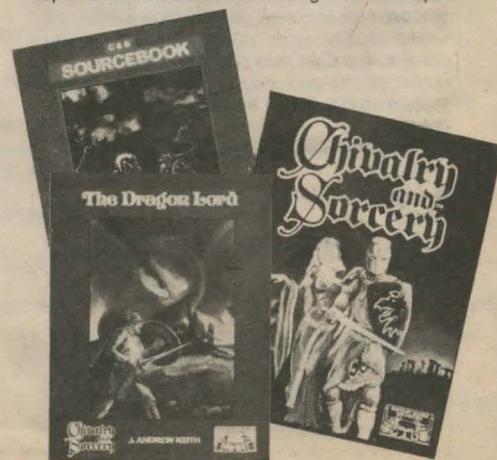
FGU7711 \$6.00

Enter the Barbarians! This supplement introduces Vikings, Mongols, Picts, Gaels and Britons to the world of CHIVALRY & SORCERY games. Each culture is detailed in depth with sections covering religion, culture, magic, laws, and warfare. Can civilization stand against these ravaging hordes?

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IVINIA*, The Ultimate World Explored
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IVINIA continues to expand the world of HARN creating an authentic Viking setting brimming with warring kingdoms, icy fjords, and bold mariners. Includes a highly detailed, colored map, an overview book of gamemaster details, and an Index book describing over 500 entries on geography, religion, cultures, politics and races.

CITIES OF HARN
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The seven major cities of the land of HARN are detailed here, from Aleath to Thay. Includes color maps of each city plus details of various temples, taverns, arenas, and businesses as well as special features of each settlement.

Encyclopedia HARNICA 4 — TROBRIDGE
COL6004 \$6.00

The only safehouse along the Salt Route, the inn of Trobridge is a meeting place for adventurer and merchants. Its continued existence is only at the sufferance of the wild Chelni tribesmen.

Encyclopedia HARNICA 5 - ELKALL ANUZ
COL6005 \$6.00

Dread Elkall-Anuz crouches in the woods like some beast of prey waiting to pounce, its tumbled walls and hidden barrows grim testimony to the former glory of Lothrim.

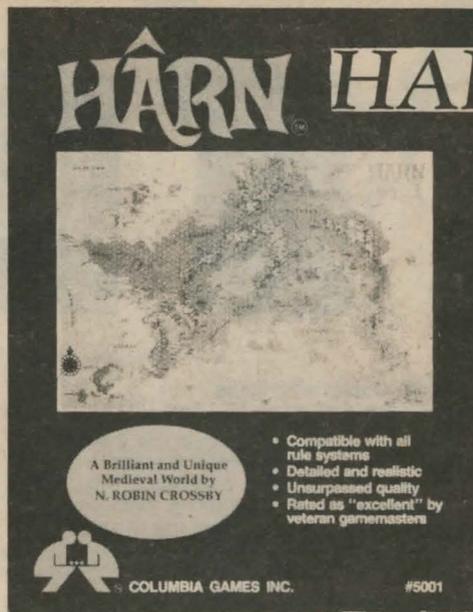
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ROLEMASTER is one of the most advanced and detailed fantasy role playing games available. This system is so flexible it may be used in its entirety or parts may be used to supplement your favorite game with a new degree of realism. The complete Fantasy Role Playing game system in one box. Contains Spell Law, the magic system; Arms Law/Claw Law, the combat system; and Character Law/Campaign Law, the character generation system & campaign guidelines — plus a bonus adventure, Loremaster.

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This expansion to the classic rules provides 32 new spell lists and numerous new spells, plus 8 new professions, a variety of new character races, skills and creatures. Also included is an abbreviated combat system and numerous game aids to help keep your games running smoothly.



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Here are the quiet pastoral lands of HARN, a curious contrast to the grim lands of the interior.

Encyclopedia HARNICA 7 — ASTROLOGY
COL6007 \$6.00

Here are details on the great vault of heaven and the gods who move the stars on their courses over the lands of HARN.

Encyclopedia HARNICA 8 — KALDOR
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Kaldor, one of the six crowns in the game of kings for the lands of HARN. Here are the details of this restless kingdom whose lands have often wept with the blood of brothers in civil war. All await the death of sickly King Miganath to bring a return of unrest and strife.

Encyclopedia HARNICA 9 — BEJIST
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Bejist, once an ancient Sindarin fortress and prison, now a cryptic ruin attributed to the enigmatic Earthmasters.



Encyclopedia HARNICA 10 — CHYBISA
COL6010 \$6.00

These are the lands of Chybis, the tiniest kingdom in the game of crowns for the lands of HARN. And its brightest gem is Burzyn, capital, fortress, and sanctuary of good King Verlid II.

Encyclopedia HARNICA 11 — TELUMAR
COL6011 \$6.00

The darklighted ruins of the Sorkin Mountains are renown for their light storms and a reputation as being a place of no return.

Encyclopedia HARNICA 12 — ELSHAVEL
COL6012 \$6.00

Elshavel, the hidden heart of the elven kingdoms, this castle is a place of enchantment and mystery barred to all but high-placed Sindarins.

Encyclopedia HARNICA 13 — ORBAAL
COL6013 \$6.00

The Invinian Conquest of 686 wrested the Kingdom of Orbal from the rightful Jarin owners and placed it in the hands of barbaric pirates who are wont to go a viking when times are bad. This land is rife with unrest and rebellion.



Creatures & Treasures
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This excellent product provides descriptions and game statistics for over 500 animals, character races, and fantastic beasts. Special tables help generate unusual treasure hoards and wards, and a wide variety of random encounter charts. Enrich your game with new challenge!

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Features all the important combat charts on one full-color screen to speed battle resolution during an adventure.

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The LOST WORLDS* illustrated battlebooks is a unique exciting concept. Each book details the combat maneuvers of some fantastic creature or warrior in 32 action-view pages. With two books you can duel with another player, each calling out your tactics and then turning to the page noted in the results to see what happens. There are many different character books so that you can create a duel between any of the creatures available. New books appear regularly and all are compatible with each other. Come join the excitement of the Lost Worlds.

Each character is based upon original miniature figures produced by the noted miniatures company, Ral Partha.

You must have at least two books to play.

Man in Chainmail

NOV1001 \$5.95

Rummaging through the ruins of the Ancients has been exhausting and unprofitable. You've found nothing useful this time. Suddenly, you hear the sound of gravel shifting on the stones behind you. You turn and face an armed creature you've never seen before. Can your fighting skill overcome this unexpected foe?

Skeleton with Scimitar

NOV1002 \$5.95

Someone trespasses on the sacred ruin of the Ancients and you must stir your old bones again. Life draws your unlife to it. You must once again take up the ageless task to ward your tomb from transgressors. Out of the mists your foe steps and gasps as you come into sight. Can you do honor to your mission and drive back the interloper?

Dwarf with 2-Handed Axe

NOV1003 \$5.95

Standing in the torchlight, you study the flickering shadows searching the shifting darkness for the enemy of legends. With your long ax you know you must hit hard-and first- before it can get too close. Suddenly, the darkness comes alive! You swing.... Can your fighting skill overcome this deadly foe?

The PALLADIUM* Fantasy Role Playing

PAL450 \$19.95

The Palladium World is an epic fantasy drawn from mythology. A world in conflict, ravaged by nonhuman barbarians and sinister supernatural forces. A world steeped in magic, mystery and beauty. A world of endless adventure.

The game features over 19 character classes, nonhuman player character races, psionics, weapons and equipment, codes of conduct, plus a 3 level adventure.

PALLADIUM Book II: The OLD ONES

PAL453 \$14.95

A collection of nine adventures interweaving the heroes' fate with dragons, wizards, ancient ruins, dwarven curses, and the return of the dreaded Old Ones. Features details on 34 towns and 22 forts, the entire Timoro Kingdom at your fingertips.



Giant Goblin with Mace

NOV1004 \$5.95

Slowly you lift the heavy mace to your shoulder. Lurking around the cave mouth is someone-or something-you've never faced before. What? Lunch, maybe, if it's not too big or strong. It's almost here; you leap to surprise it. . . . Can your strength overcome this unknown foe?

Woman with Sword

NOV1005 \$5.95

For hours you have led your foe along the high paths above the sea-always away from your people. They are safe, now. Finally, on the very brink you turn to face the most dangerous enemy your clan has ever known. Can your skill and agility overcome this foe?

Hill Troll with Club

NOV1006 \$5.95

Big and mean and ugly, they said. Well, you showed them who's big and mean, anyway. Now you can hear another of the nasty little creatures out in your woods, trying to hide in the dark. This is too much! You're starting to get mad, and when you get mad. . . Will your blinding rage help you overcome this foe?

Barbarian with 2-Handed Sword

NOV1007 \$5.95

As the village burns you examine your share of the loot; food and a couple of trinkets. Thin pickings. It's time to move on. Suddenly a figure rises from the edge of the firelight, no frightened villager, but something much more. You smile. Now, at last, a real fight. Can your fighting skill defeat this foe?

Fighter-Mage with Magic Sword

NOV1008 \$5.95

Your sword glows golden in your hand and begins to sing its death song as your foe advances down the rise. A grim smile comes to your lips as your hand begins the necessary passes to cast the arcane energy forth. This time your foe has not reckoned with your mystic might.

Wraith with Sickle

NOV1009 \$5.95

The hunger returns. And so does the hatred of all who possess the precious life energy. Now you will go among them to cause fear and panic—and to feed! Suddenly, you sense the presence of a living being—but it does not flee or cower! It intends to fight for its life! Can you defeat this unexpected foe?

Cold Drake

NOV1010 \$5.95

The hunger wells in your belly and the smell of warm meat nearly overwhelms your self-control. The meat approaches unknowing. Good. You will wait to quench the hot flesh with your icy breath. Then you will dine on the crunchy treat. Your foe at last appears, perhaps you have underestimated. This appears to be no easy meal.

Halfling with Short Sword

NOV1011 \$5.95

Snug in your dwelling place by the running brook you wait for the call of adventure. An invitation has come! Your trusty daggers are sharpened, your mission is clear. But what of the dangers that await, and the treasures to be discovered!

PALLADIUM

The Arms of NARGASH-TOR

PAL451 \$4.95

A grim reminder that we all must serve our duty in this life or beyond. An excellent beginners adventure.

PALLADIUM Book III: The HIGH SEAS

PAL455 \$14.95

The first major rules expansion, this book presents several new character classes, new skills, naval combat, alchemical items, and a dozen adventures on the High Seas involving forgotten gods, pirates, and mysterious lost islands.

PALLADIUM Game-Masters Shield

PAL452 \$3.95

This is a handsome three panel screen with summaries of all pertinent charts and tables needed to resolve encounters and combat.

Book of Monsters & Animals

PAL454 \$14.95

Contains over 90 new monsters from the conniving waternix, to the ferocious devil digger, plus over 125 animals with complete game stats to challenge your heroes.





Lizardman with Scimitar
NOV1012 \$5.95

The sounds are louder, now. Someone, or something, from outside has entered the swamp. It tries to be quiet but it does not know the ways of your land. The sounds of broken branches and occasional splashes betray its progress. You wait, motionless, as it approaches. Suddenly, the water ripples—it's here!

Man in Plate with Sword
NOV1013 \$5.95

Everything fits. Now you feel like a real knight—except for the tense feeling in your stomach as you approach the lists. The armor looked good when you bought it but . . . your opponent is larger than you thought and doesn't look nervous at all! Suddenly the trumpets sound! Doubt must vanish. You step forward. Glory to the victor!

Man with Short Sword & Dagger
NOV1014 \$5.95

Carefully, now. You peer around the edge of the rock. There it is! But—so many guards! Still, getting in won't be nearly as difficult as getting out again. As you prepare to cross an unsheltered gap in the rocks, you catch a small movement out of the corner of your eye. Spinning around, you realize—secrecy is of no use now!

Giant Goblin with Sword & Shield
NOV1015 \$5.95

The stink of intruders is on the wind. You grin and crunch the bone of your last victim, sucking out the marrow. You wipe the blood on your loincloth and trod out to meet your foe. It's dinner time again!

Winged Gragoyle
NOV1016 \$5.95

You wait, immobile like a piece of statuary, your foe will draw nearer as the fools always do. Then you will crack your wings and leap into the air to rend the surprised transgressor. Then your swift justice will fall on these thieves who dare to trespass!

Cleric with Magic Staff
NOV1017 \$5.95

Evil stands before you and only your righteous anger and the staff of your gods stand between it and the good townsfolk. But it has not reckoned with the power which flows through you from the heavens.

Man with Morningstar
NOV1018 \$5.95

You grasp the haft of your weapon in two hands and study the hilly countryside before you, searching for the foe you know approaches. Your pulse quickens at the sound of crackling underbrush to one side.

Unicorn
NOV1301 \$5.95

The sounds of the hunt have followed you for days. You've led them ever deeper into the forest. But they have not given up and are dangerous. As you enter the mystic glade you decide: Here you will make your stand! Can your grace and magical skill overcome this foe?

Tome of Red Magic, Vol I
NOV1101 \$5.95

Twelve all-new spells for the LOST WORLDS* Fighter-Mage character, plus a folder.

Samurai with Katana
NOV1401 \$5.95

Honor demanded that you draw your sword. It can not now be sheathed until victory. Your opponent knows this as he circles. Tonight you will write a poem about this battle. If you win. But first . . .

Ninja with Ninja-to
NOV1402 \$5.95

Moving swiftly and silently from shadow to shadow, you have slipped past the guards unseen. Now there remains just one barrier to the completion of your mission. Suddenly, a guard turns the corner ahead! Secrecy is gone! You prepare to make your escape.

Samurai with Naginata
NOV1403 \$5.95

Your foe is worthy, the battle will be hard, but honor demands that you stand your ground and fight your best no matter what twists fate may have in store.

Ninja with Kyotetsu-Shogi
NOV1404 \$5.95

Your mission was simple, cross a deadly moat, scale a 30' sheer wall and then pass an impenetrable door to reach your target. But you are a master of shadows, and the seeming impossible is child's play. Now your real challenge.

Manticore
NOV1601 \$5.95

What creature dares invade your den? What is this foul scent it brings to pollute your retreat? You will go forth and meet it on wing. This interloper will learn what it means to challenge the king of the sky.

Empire of the Petal Throne

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Tekumel, a world of fantasy and adventure. An alien planet where a cosmic cataclysm stranded humans and extra-terrestrial invaders eon past. A hostile land of poisonous flora and fauna, with intelligent and vengeful native races! A realm where mankind and its inhuman allies have built fabled empires and kingdoms of glory on the ruins of ancient technology and alien magic, none greater than the legendary Empire of the Petal Throne!

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JORUNE* Companion
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CHA2014 \$8.95

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CHA2016 \$8.95

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Display your dungeon with these colorful floor tiles. This set includes 72 tiles forming corridors, stairs, and rooms, plus 108 counters to furnish your dungeon.

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The train whistle screams, and your passenger-car plunges into another tunnel. Six shots snap in the darkness. When sunlight floods the compartment once more, a man lies bleeding on the floor. He whispers a warning, then mysteriously fades away. Who was he? Why was he murdered? And, most importantly, who are you?

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GURPS

PALLADIUM



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MH4 LONE WOLVES
TSR6859 \$6.00

Your job is to hunt down the predators who prey on the weak. If you win, the city is safe. But if you fail . . .

MH5 CATS PAW
TSR6857 \$6.00

There's only one super-team to solve the mystery — ALPHA FLIGHT*. But can even they handle what lies ahead?

MH6 THUNDER OVER JOTUNHEIM
TSR6862 \$6.75

The treacherous LOKI* threatens to usurp the throne of eternal ASGARD* — and he has stolen the only weapon that can stop him. A hidden message, MAGIC VIEWER™ Solitaire adventure!

MH7 THE LAST RESORT
TSR6864 \$6.00

There's mystery, the thrill of the hunt and non-stop action when the WEST COAST AVENGERS* face a bevy of baddies!

MH8 FAULTLINE
TSR6866 \$6.00

Can SPIDER-MAN*, CAPTAIN AMERICA*, the WASP* and the BLACK KNIGHT* save the city from certain destruction at the hands of a master villain!?

MH9 GATES OF WHAT IF
TSR6867 \$8.00

This adventure pits the FANTASTIC FOUR* and SPIDER-MAN* against a menace from another dimension, as they venture into a strange world whose greatest hero is a man named VICTOR*

MHAC1 JUDGE'S SCREEN
TSR6852 \$6.00

A full-color Judge's Screen, complete with important tables and information, includes a short tour guide to the stomping grounds of the world's mightiest heroes. An added feature is a map of Mighty Marvel Manhattan!

MHAC2 AVENGERS™ ASSEMBLED
TSR6854 \$6.00

The AVENGERS* and their most dangerous enemies can all be found in this exhaustive, official encyclopedia. This 32-page book features information about 30 past and present AVENGERS*, many of their foes, the AVENGERS* Mansion, and S.H.I.E.L.D.*

MHAC3 ADVENTURE FOLD-UP™ FIGURES
TSR6856 \$6.00

Add a third dimension to your game with these 3-D figures of your favorite heroes and vilest villains. It includes more than 125 figures.

Boxed Miniatures Set

MARVEL SUPER HEROES™ Set #1
TSR5371 \$11.00

CAPTAIN AMERICA*, DR. OCTOPUS*, HULK*, THOR*, MR. FANTASTIC*, CAPTAIN MARVEL*, HUMAN TORCH*, THE SCORPION*, SPIDER MAN*, THING*, RADIOACTIVE MAN*, and DR. DOOM*.

MARVEL SUPER HEROES™ Set #2
TSR5372 \$11.00

SUB MARINER*, IRON MAN*, ROGUE*, COLOSSUS*, NIGHTCRAWLER*, THE LEADER*, KANG*, MAGNETO*, ARIEL*, DOCTOR STRANGE*, WOLVERINE*, STORM*.

MARVEL SUPER HEROES™ Set #3
TSR5375 \$6.00

SCARLET WITCH*, HAWKEYE*, SPIDER-MAN*, SHE HULK*, ULTRON*, KINGPIN*.

MHAC4 PIT OF THE VIPER
TSR6858 \$6.00

This heroic conflict between the minions of the VIPER* and a group of your favorite MARVEL SUPER HEROES* is quick, easy and exciting with these ADVENTURE FOLD-UP™ figures! This accessory will bring to life any MARVEL SUPER HEROES* adventure!

MHAC6 NEW YORK, NEW YORK
TSR6863 \$8.00

New York is filled with millions of stories: gang wars, rampages by villains and fights brewing with superpowered guys carrying grudges. It's a tough place to survive — even if you have the proportional strength of a spider.

MHAC7 CONCRETE JUNGLE
TSR6865 \$6.00

There are seven million stories in the concrete jungle, and here are a few more of them. This 32-page book features more than 50 good guys and bad guys on the prowl in Manhattan!

MHAC8 WEAPONS LOCKER
TSR6868 \$6.00

Gadgets galore are found in this compendium of weapons, vehicles, armor and much more!

MHAC9 REALMS OF MAGIC
TSR6870 \$12.00

Mighty mages and sinister sorcerers abound in the Realms of Magic. Their secrets are revealed for the first time in this 96 page tome, expanding the official rules for magic use in the MARVEL SUPER HEROES* game. Includes official stats for wise wizards to fearsome fiends from the Moons of Muniopoor to the Dread Dimension itself! This is a must.



MARVEL SUPER HEROES™ Advanced Set
TSR6871 \$15.00

What you've been waiting for, a major expansion to the best-selling MARVEL SUPER HEROES® game! Contains 96 page books packed with new stats for Heroes! New Powers! A New Character Generation System! New Combat and Movement Options! And an Expanded Universal Table. Also features a city map, colorful character cards and over 75 fabulous FOLD-UP™ figures.

MX1 NIGHTMARES OF FUTURES PAST
TSR6873 \$8.00

The Future is Now! It brings death and despair. The nightmare of Mutant Internment Camps, patrolled by mutant-hunting robots empowered to track down and destroy those with exceptional abilities is a grim reality. It is the day after tomorrow, and worst of all it's your home town. First in a limited four part series.

MX2 THE X-POTENTIAL
TSR6875 \$8.00

Initial victories come easily against the unsuspecting oppressors, yet the mutant-hating forces fall back and regroup, only to return stronger than ever! The heroes are marked for death and their only hope for salvation lies in the lair of the most vile villain of a grim future. Second of a limited four part series.

MX3 REAP THE WHIRLWIND
TSR6877 \$5.95

The end draws nigh! The Future is in Flames! The heroes of your home town are pitted against the mightiest collection of villains to ever threaten the world. Third in a limited four part series!

MX4 FLAMES OF DOOM
TSR6888 \$5.95

This is it! The final battle for all Mutants and the future of the Earth! The fate of the past, present and future hang in balance and only the heroes can tip the scales. Who will evade the maw of death? The stunning conclusion to the Future in Flames series!



MA1 CHILDREN OF THE ATOM
TSR6872 \$12.00

This first Guidebook for the MARVEL SUPER HEROES® Advanced Set contains a new, complete compendium of all mutant heroes and villains. It features the X-MEN® and everything you always wanted to know about their lives. An added bonus is a fine collection of short adventures.

MA2 AVENGERS: COAST TO COAST
TSR6874 \$12.00

This second book for the MARVEL SUPER HEROES® Advanced Set is a 96-page tome filled with the AVENGERS®, their fearsome foes, lairs and equipment belonging to the world's greatest team of super heroes! Also included is a collection of short adventures and challenges for the AVENGERS!®

MA3 THE ULTIMATE POWERS BOOK
TSR6876 \$12.00

Nearly 300 powers are detailed in this 96-page offering for the MARVEL SUPER HEROES® Advanced Set, Energy Emission, Mental Control, Spider Climb and Dimension Travel are a few of the choices. Also includes new tables for ranges and movement!

MA4 THE FANTASTIC FOUR™ COMPENDIUM
TSR6889 \$8.95

In the tradition of Children of the Atom and AVENGERS® Coast-to-Coast, now comes the most comprehensive roster of the oldest and greatest team of MARVEL SUPER HEROES® — their friends, foes, offices, and equipment. Here comes the FANTASTIC FOUR®.

GAMEBOOKS



SPIDER-MAN® in City in Darkness
TSR8021 \$2.95

You are the wall crawler, the AMAZING SPIDER-MAN®, and you must face an array of villains in an attempt to discover who is holding our nation's largest city as hostage.

CAPTAIN AMERICA® in Rocket's Red Glare
TSR8022 \$2.95

As CAPTAIN AMERICA® you must confront one of your most deadly adversaries to keep your country from the brink of destruction!

WOLVERINE® in Night of the Wolverine
TSR8023 \$2.95

You are WOLVERINE®, an X-MAN®. And you must use your unusual powers to uncover the latest terribly diabolical plot of FENRIS®.

DOCTOR STRANGE® Through Six Dimensions
TSR8024 \$2.95

As DOCTOR STRANGE®, Sorcerer Supreme, you find yourself protecting the Earth as it becomes the unsuspecting battleground for two warring dimensions.

The THING® in One Thing After Another
TSR8025 \$2.95

The THING® confronts an enemy his mighty strength can't defeat, the ravages of an incurable illness. Face-to-face with death, he must journey through time, space, and alternate dimensions to find a cure.

The X-MEN® in An X-Cellent Death
TSR8026 \$2.95

Under highly unusual circumstances, the X-MEN® uncover a governmental Think Tank whose mission is to eliminate international terrorism. They must protect the scientists from destruction by the sinister forces of the HAND®

SPIDER-MAN® in As the World Burns
TSR8027 \$2.95

At the command of a mysterious mastermind, SPIDER-MAN® must scour the world to find the components of a powerful doomsday device. If he fails it could mean personal tragedy, but if he succeeds, it could spell the end of the world.

ONE-ON-ONE™ Dueling Gamebooks

FANTASTIC FOUR® in The Doomsday Device
TSR8468 \$5.95

One shall play DOCTOR DOOM® and the other, Reed Richards and the FANTASTIC FOUR®. DR.DOOM® wants to take over Florida and the world. The FANTASTIC FOUR® wants to make Doom's doomsday device look like amusements from Coney Island. Who will win?

DAREDEVIL® in The King Takes a Dare
TSR8469 \$5.95

DAREDEVIL® and KINGPIN® have dueled each other for a long time. The time has come for an end to the feud, with the retirement of the other party. A permanent retirement!



VILLAINS AND VIGILANTES



VILLAINS & VIGILANTES* Game
FGU2001 \$12.00

Here is the original role playing game based on comic book superheroes and villains. Game includes complete rules for character generation, superpowers, secret identities, organizations, equipment, villains and adventure creation plus the complete adventure CRISIS AT CRUSADER CITADEL to get things started.

Crisis at the CRUSADER Citadel
FGU2002 \$5.00

With the CRUSADERS nowhere to be found, a CRUSHERS' crimewave sweeps the city — only you can stop them and unravel their insidious plot.

Death Duel vs. the DESTROYERS
FGU2003 \$5.00

The canny CENTURIONS take on the Annihilator and all his DESTROYERS in their home base, and the mayhem is just beginning!

The Island of DR. APOCALYPSE
FGU2004 \$5.00

Only a few hours ago the CENTURIONS, still sore and suffering from their epic battle with the DESTROYERS, launched an all-out assault on the island stronghold of Doctor Apocalypse! Now they have less than a day left to find and defeat the diabolical Doctor.

F.O.R.C.E.
FGU2005 \$5.00

A mysterious organization calling itself the FORCE holds America for ransom . . . can you track them down and save the eastern seaboard from the insidious effects of Virus S-97?

The Dawn of DNA
FGU2010 \$5.00

Dawn is rising over the sleepy little town of Malton . . . the dawn of DNA! It is a morning that will never be forgotten, or will it? The people of Malton seem to be forgetting everything!!! Something has got to be done, but what?

From the Deeps of SPACE
FGU2011 \$5.00

"People of Earth! Your planet is hereby annexed by the Capellan Hegemony! Resistance to our invasion is useless . . . transgressors will be immediately terminated. Throw down your arms! Your masters have arrived—FROM THE DEEPS OF SPACE!"



Battle Above the EARTH
FGU2012 \$5.00

Hey Heroes! Ya think ya can save this space station from me and my cohorts before we turn it over to the Logrellian Horde and help them conquer Earth? Yer welcome to try.

To Tackle the T.O.T.E.M.
FGU2013 \$5.00

Hidden away in the Arizona desert lies the secret base of T.O.T.E.M., led by the infamous Purple Mask! Can you defend the Cogan Museum from the attack of his super-powered agents?

DEVIL's Domain
FGU2014 \$5.00

It began with a tropical storm in the ocean near Bermuda — a storm which grew to a hurricane, and kept growing! Will America be next?

PENTACLE Plot
FGU2015 \$5.00

Vine! The alternate earth! The medieval world! Your players must journey there to save it from the terrible plot of Mr Noman's Tarot-Masters, the Pentacle Army and the might of the evil Grell Empire!

Terror by Night!
FGU2016 \$5.00

Step right up Vigilantes!! If you thought your day was deadly, brace yourself for TERROR BY NIGHT!

Opponents Unlimited!
FGU2007 \$5.00

This booklet supplies easy-to-run encounters and villains to any campaign. The encounters and adventures are divided into three categories: Casual encounters, individuals and organizations.

Most WANTED! — Vol. I
FGU2008 \$5.00

And now for something completely dangerous! From the files of C.H.E.S.S. Headquarters comes a cross-section of the criminal element, the complete data on 30 super-villains.

Most WANTED! — Vol. III
FGU2017 \$6.00

A to W in villainy, 1 to 30 in variety. From around the globe to across the galaxy, C.H.E.S.S. headquarters reports anew thirty super-villains to be on the lookout for. It's all here, their powers, origins and traits.

CHAMPIONS

THE SUPER ROLE-PLAYING GAME!

CHAMPIONS* Super Role Playing Game
ICE01 \$12.00

Play your favorite comic book hero, or create your own in this superpowered game of excitement. The rules let you design your heroes the way you want them. Easy to learn and play, this game provides a high degree of choice of skills, powers, disadvantages, and weapons. CHAMPIONS* game, live the adventure.

CHAMPIONS II — Game Supplement
ICE08 \$10.00

You asked for it! Here is the first supplement to the CHAMPIONS* rules. Features rules for building a base and vehicles, new skills and powers, an instant encounter system and much more!

CHAMPIONS III — Game Supplement
ICE15 \$10.00

You want another supplement? OK. CHAMPIONS III presents an instant villain creation system, solo play, a danger room generator and more. A must for serious gamers.

CHAMPIONS Gamemaster's Screen
ICE19 \$6.00

This handy product includes all the charts and tables for movement, combat, maneuvers, and more to speed game play. Also contains the adventure The Island of Dr. Destroyer.

The CIRCLE & M.E.T.E.
ICE12 \$6.00

The first book of heroic Organizations. The CIRCLE is a society of sorcerers and mystics dedicated to world safety. The Metropolitan Extra-Terrestrial Enclave is dedicated to aid our alien visitors.

PRIMUS & DEMON
ICE18 \$6.00

This is the second Organizations Book. PRIMUS is a Federal organization of heroes providing for the national defense. DEMON is an evil band that combines the Dark Arts and unrestrained technology seeking world domination. Five part scenario.

The BLOOD & Dr. MCQUARK
ICE21 \$6.00

This is the third Organizations Book, featuring The BLOOD, a mysterious family of superpowered mutants, and Dr. McQuark's, a facility which provides training, equipment and guidance for fledgling super heroes.

CHAMPIONS* Super Heroes Figures
GRN4001 \$9.95

Here are 12 of heroes capable of handling almost any situation, super villain or deathtrap.

CHAMPIONS* Super Villains Figures
GRN4002 \$9.95

These are 12 mean dudes! Some of the roughest, toughest super villains you'll ever care to encounter.



ENEMIES
ICE02 \$6.00

The original reference on supervillains, this book contains 35 of the world's nastiest crooks and cruds. Fully illustrated, each file presents character profiles, modus operandi, and game statistics. No hero should be without his Enemies!

ENEMIES II
ICE06 \$6.00

The second in the series of collected supervillains, this time spotlighting evil gangs and sinister organizations. Some of the roughest customers you'll ever encounter including Bulldozer, Giganto, Durak, Oculon, Pile Driver, and many others.

ENEMIES III
ICE16 \$6.00

More bad guys! Here are 27 villains to be used to fill criminal gang rosters, random encounters, or as the basis for world threatening adventures. Look out heroes!



Escape from STRONGHOLD
ICE04 \$6.00

Stronghold is a maximum security facility designed for the superpowered villain. It's a prison of the future, escape proof. But six of the toughest inmates are breaking out tonight! Can you stop them?

DEATHSTROKE
ICE09 \$6.00

Can you save the world from nuclear blackmail? A band of villains has the ability to destroy every nuclear reactor on the planet, if they're crazy enough to push the button.

The Great Super Villain CONTEST
ICE11 \$6.00

Here's an action packed adventure designed to stretch over several evenings of play. From a mountain retreat, the Crimson Claw has summoned the most powerful villains to an arena of death where they will decide once and for all who is the deadliest!

The CORIOLIS Effect
ICE26 \$6.00

Here are a series of linked adventures revolving around a brave, new, but untried hero. Who is this air creature Coriolis? What object does the Black Enchantress seek? Now you can add this multi-part epic to your campaign!

Generic Super Heroes (3 fig)
GRN305 \$2.50

The CIRCLE (3 fig)
GRN306 \$2.50

Mighty Pinchus & Friends (3 fig)
GRN311 \$2.50

Super Evils (3 fig)
GRN312 \$2.50



4002



DANGER INTERNATIONAL

DANGER INTERNATIONAL Game
ICE17 \$15.00

Launch into action with fast cars, national secrets and hightech hardware as you become the hero in a story of espionage. Packed with challenging adventures, including a solo adventure for novice players, here are the rules, valuable source material and the equipment needed to simulate any modern day adventure. These rules are compatible with the CHAMPION® game system.

SUPER-AGENTS
ICE22 \$12.00

Face it, some times the mission calls for a special task force, hightech Super Agents! This supplement covers character creation, combat and campaigns for those really deadly missions.

GADGETS!
ICE23 \$8.00

Need some exotic weapons or concealed devices for your agents to take out that pesty supervillain? Here they are. Choose from scores of powerful weapons, vehicles and gadgets to fit any situation.

Border Crossing
ICE10 \$6.00

Take part in a daring raid behind the Iron Curtain to gain vital information, this adventure details the operations of a Covert Action Team with nerve-wracking challenge and excitement!

S.H.A.D.O.W Over Scotland
ICE28 \$8.00

Welcome to Scotland, a land of ghosts and mystery. A series of unsolved murders has plagued this small village and the locals blame it on the curse of an ancient castle just off shore. Rumors of werewolves and vampires abound. Have you accidentally slipped back into the 17th century or is something more sinister happening?

JUSTICE INC

JUSTICE, INC. Pulp Heroes Role Playing
ICE13 \$10.00

Experience the spine-tingling action of the pulp magazines! Battle the sinister forces of evil and stop rebellion in far flung corners of the globe in a bygone era of black sedans, deadly gats, and deceitful dames!

Lands of MYSTERY
ICE20 \$10.00

Discover the lost worlds of Zorandar, a savage, timeless land where brave natives still battle titanic dinosaurs! This booklet introduces you to the sabre-toothed action of a lost worlds romance. Learn how to create and play all of your favorite cliff hangers and plot twists for you favorite matinee adventures.

Trail of the GOLD SPIKE
ICE14 \$6.00

Deep within the mountains of Colorado lies wealth beyond your wildest dreams. But across that path stands the insidious Condor. What sinister secret plan drives him to destroy all who would stand against him?

The HERO Beastiary
ICE25 \$8.00

The first supplement designed for every part of the "Hero Game System," completely compatible with CHAMPIONS, JUSTICE Inc., and DANGER INTERNATIONAL rules. Here are detailed animal encounters, prehistoric monsters, creatures of legend and lore, and beasts from beyond the dimensional barriers.



GAMMA WORLD

SCIENCE FANTASY ROLE-PLAYING GAME

GW 7, BETA PRINCIPLE

TSR7510 \$8.00

A visit to the remains of an old theme park proves anything but amusing, and starts the heroes on an exciting adventure to find the legendary skywalking city.

GW 8, GAMMA BASE

TSR7511 \$8.00

The characters' travels lead them to discover a military base of the Ancients sure to be filled with glorytime technology if they can just wrest it from the hands of its current inhabitants!

GW 9, THE DELTA FRAGMENT

TSR7512 \$8.95

This double-sized adventure pack features an entire city in the wilderness to explore, and a mission into the High Lands for the Restorationists quest to build a legendary sky chariot. Also contains the first rules expansion, featuring new weapons and skill details.

GW10, EPSILON SECTOR

TSR7513 \$5.95

As the saga continues in the struggle to build the sky chariot, the adventurers are sent to face the Robot Master who cowers in his fort in the treacherous frozen lands.

GAMMA WORLD® Science Fantasy 3rd Ed.

TSR7010N \$15.00

Back by popular demand comes the all new, third edition of the GAMMA WORLD® game. Adventure in a wasteland of a future world, where rampant radiation has mutated the world into a deadly wilderness! Strive with the remnants of civilization and their mutant brothers to regain the glory of the Ancients.

This edition features a new, swifter resolution and combat system that remains compatible with earlier edition adventures, characters and mutants. Also included are expanded lists of mutations, artifacts, robots, and hazards, plus a new adventure and a new GM Reference screen. This set also includes the special free rules expansion and errata booklet.

GW 6, ALPHA FACTOR

TSR7509 \$8.95

On a mission for the Restoration Council, the players must cross the Burning Lands and the Lip of Despair to recover the memory core of the greatest computer of the Ancient World.

GAMMA WORLD®

GAME

GAMMA WORLD® SCIENCE FANTASY

TSR7010 \$12.00

Here is the original GAMMA WORLD® rules second edition, and the adventures originally designed for this premiere role playing game of a grim post-holocaust world. Features the Allegheny Valley campaign setting and an adventure among the ruins of Pitz-burke. *Only limited supplies.*

GWAC1, GAMMA WORLD® GM SCREEN

TSR6501 \$3.50

This valuable accessory presents all the charts and tables used to resolve combat and encounters at your fingertips. Includes the bonus adventure Albuquerque Starport.

GWAC1, GAMMA WORLD® GM SCREEN

Revised
TSR6502 \$4.00

This screen contains updated information on combat, hazards and referee tables to make the game run more smoothly. It also features the miniadventure — Albuquerque Starport.

GWAC2, GAMMA WORLD® CHARACTER SHEETS

TSR7507 \$6.00

These character records will help you organize and keep track of your hero's statistics and equipment as he journeys in search of adventure.

Playable with 3rd Edition Rules!

GW 1, LEGION OF GOLD

TSR7503 \$6.00

A Legion of Gold warriors has struck from the wilderness deep into the heart of the Barony of Horn. Are these armored men, metal servants, or mere mutants? Whatever, the Warder of Horn has offered a great reward for those who can destroy these golden invaders and end their dire threat!

GW 2, FAMINE IN FAR-GO

TSR7502 \$6.00

Far-Go is dying . . . the people are afraid . . . you are the last hope for survival as you journey along the might 'Ode to the Forest of Knowledge seeking an end to the terrible blight on the land.

GW 3, CLEANSING WAR OF GARIK BLACKHAND

TSR7504 \$6.00

Garik Blackhand is the leader of a large clan of Pure Strain Humans called the Scarlet Knights. The clan has acquired high-tech equipment and is in the process of eliminating all humanoids and mutated animals in the region. Your tribe has been accused of being in league with that clan. You must set things right!

GW 4, THE MIND MASTERS

TSR7505 \$6.00

A Therapy Park's computer has deteriorated and is creating nightmares for all who fall prey to the machine's control. Can you avoid the touch of madness?

GAMMARAUDERS™ Battle Game

TSR7015 \$15.00

Step into the exciting, fast-paced role playing game of marauding gargantuan robots and bioborgs! A combat game of fast, spirited battle among hightech wonders of the GAMMA UNIVERSE. Game includes rules, maps of the universe, plastic figures, and short introductory scenarios.





A STAR FRONTIERS® Games

STAR FRONTIERS® ALPHA DAWN GAME TSR707 \$12.00

Bored with mundane role playing? Let us open new frontiers for you in a galaxy far, far away with the STAR FRONTIERS® game!

Play a human or take on a more exotic role as an alien — such as the monkey-catmen Yazirian, or the insectile Vrusk, or the doughboy Dralasite. The Alpha Dawn adventure opens the door to adventure on alien worlds and a galaxy wide struggle against the insidious serpentine Sathar.

Includes a 16 page Basic rulebook, 3 short adventures that may be played without a judge, plus a 64 page Expanded rules with more equipment and instructions for creating your adventures. Also included are 2 dice, a full-sized, two-sided color map, over 300 counters, and a 32 page adventure, "Crash on Voltumnus."

SFAC1, STAR FRONTIERS® CHARACTER SHEET TSR7800 \$6.00

These detailed character record sheets will help players keep track of their characters through all their space adventures. This 32 page set of character records will keep your character statistics safe and organized.

SFAC2, STAR FRONTIERS® REFEREE'S SCREEN TSR6801 \$6.00

This colorful referee reference screen gathers all the vital weapon, combat, skill, movement, creatures and other charts commonly used during encounters into an easy to use cardstock folder. Also featured is the awesome assault on Starship Omicron.

SFAC3, ZEBULON'S GUIDE TO FRONTIER SPACE TSR7819 \$10.00

This major rules expansion for the STAR FRONTIERS® game is filled with information on the most recently-discovered alien races, star systems, worlds and technology.

Features a revised Skill system, this last accessory also details new gear, weapons, defense systems, sensors and a vast array of advanced technology. This 96 page book is a must for all STAR FRONTIERS® players.

STAR FRONTIERS® Alpha Dawn Adventures

SF1, VOLTURNUS — PLANET OF MYSTERY TSR7801 \$6.00

Come to where the adventure is explosive! Players must find a way to save their planet from destruction. Mystery and danger are around every corner. And survival seems doubtful.

SF2, STARSPAWN OF VOLTURNUS TSR7802 \$6.00

Voltumnus abounds with constant surprise and peril. The survival of the planet remains in the hands of the players. Victory or death hangs in the balance!

SF3, SUNDOWN ON STARMIST TSR7803 \$6.00

Starmist is a world cloaked in mystery and populated by a nomadic, primitive race called the Heliopes. There is a secret on the world, something that caused a man to hire the players to venture to Starmist.

SF4, MISSION TO ALCAZZAR TSR7809 \$6.00

The mining operation on Alcazzar was supposed to be one of the frontier's best-kept secrets. But it isn't a secret anymore. Someone has wiped it out. And the players need to set the situation right.

SF5, BUGS IN THE SYSTEM TSR7817 \$6.00

Venturi is a gas giant that tried to be a star. It throws out magnetic storms once in a while. But it is also laden with valuable chemicals that are being distilled. But something is wrong on Venturi. And that something has cost eight good crewmen.

SF6, DARK SIDE OF THE MOON TSR7818 \$6.00

The mysterious murder of the millionaire industrialist Jack Lagrange must be investigated! But the investigation is only the first step in unraveling an ugly plot that menaces the survival of an entire race!

STAR FRONTIERS® KNIGHT HAWKS GAME TSR7011 \$12.00

Enjoy the action of ship to ship combat. The Knight Hawks game can be used separately or with the STAR FRONTIERS® Alpha Dawn game to create an expanded universe. This set includes a module and details of spaceship design and operation.

Features a spaceship Battle Game, a 64 page role playing rules expansion, a two-sided, colored map, over 300 counters, two dice, and the Knight Hawks adventure, "Warriors of the White Light."

Knight Hawks Adventure

SFKH1, DRAMUNE RUN TSR7805 \$6.00

A notorious crime czar and his band of thugs is the obstacle that threatens a captain and new crew on a fateful voyage — the Dramune Run.

SFKH2, MUTINY ON THE ELEANOR MORAES TSR7808 \$6.00

The players are left with two courses: try and retake the ship or be stranded with slim hope of rescue. The ship sits in a burned-out clearing. But its crew seeks cover in foliage outside the ship, planning their strategy to overcome the mutineer. First part in the Beyond the Frontiers series.

SFKH3, FACE OF THE ENEMY TSR7810 \$6.00

Volunteers wanted! A force is needed to carry the fight against the Sathar raiders to the edge of the unknown. The prize is a major Sathar base. But the risks are very high. Second part of the Beyond the Frontier series.

SFKH4, THE WAR MACHINE TSR7812 \$6.00

The Sathar war machine must be stopped at any cost. And the players are the heroes who are supposed to do the stopping. The trouble starts as soon as the players arrive: fighter patrols, ravaged planets and mysterious messages — all calling cards of the Sathar. Conclusion of the Beyond the Frontier series.

BATTLETECH



BATTLETECH* Armored Combat Game
FAS1604 \$20.00

A Dark Age has befallen the worlds of mankind. Where once the United Star League reigned, five Successor States now battle for control. The battlefields of the future are dominated by the most awesome war-machines in history, the BattleMechs! These huge, manshaped juggernauts are faster, more mobile, better armored and more destructive than a battalion of 20th century tanks. Now you can control these colossals in an exciting game of future warfare!

Includes BattleMech counters, full color battle terrain, rules, playing markers and dice.

MECHWARRIOR* Role Playing Game
FAS1607 \$12.00

The popular BATTLETECH Combat Game now becomes a great role playing adventure! Here are detailed rules showing what technology is possessed by each of the Successor States and what kind of equipment is still being built. Also features character creation, personal combat rules, equipment and historical backgrounds.



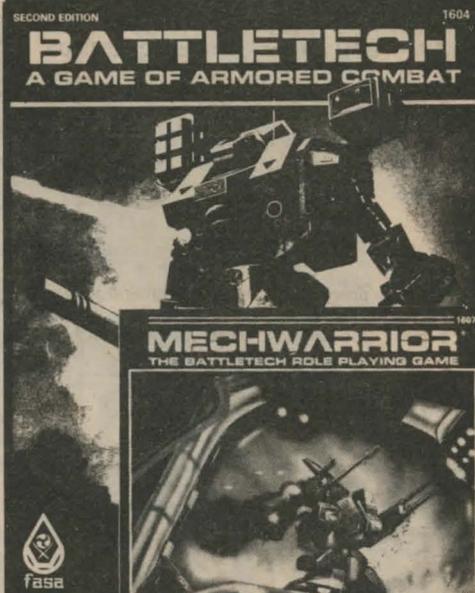
CITYTECH* City Combat
FAS1608 \$20.00

Engage YOUR expertise in Expert BATTLETECH! Expand the scope of combat in the Succession Wars by adding buildings, armored vehicles and infantry for city fighting.

COMPONENTS: 48-page rulebook, two 22 x 17" City Mapsheets playing pieces, three-dimensional cut-out buildings, and dice.

AEROTECH* Space Combat
FAS1609 \$15.00

Simulate space combat fought before and during a BattleMech drop on a contested planet. Planetary defenses versus Dropships, Fighters and even aerial 'Mechs. Contains a battle map, playing pieces, rules and dice.



DropShips & JumpShips
FAS1619 \$15.00

The interplanetary craft known as DropShips are a crucial part of interstellar transport and invasion. This book details the different types of DropShips with rough deck plans, plus new information for use in battle scenarios.

BATTLEFORCE* Mass Combat Game
FAS1611 \$25.00

Take the BATTLETECH game in a new direction with the BATTLEFORCE* mass combat game. Join the struggle of the Successor States as entire armies of Battle 'Mechs face each other across the battlefield! Game includes map, counters, dice and rules.

The SUCCESSION WARS* Strategic Game
FAS1612 \$20.00

Use your artful politics, ruthless battle strategy and economic manipulations as leader of one of the ruling houses of the Successor States in your fight for complete autonomy in this new boardgame. Contains, map, counters, event cards, money, rules, and dice.



BATTLETECH* Technical Readout 3025.00
FAS8603 \$9.95

This manual is a sketchbook detailing the equipment and system boards for all models of BattleMechs, AeroSpace fighters, tanks, hovercraft and other armored vehicles, plus descriptions and statistics for each.

The MERCENARY'S Handbook
FAS1616 \$12.00

The manual provides extensive backgrounds on the all aspects of mercenary life, including sections on creating units, finance, payrolls, overhead, contract negotiation, and fighting campaigns.

BATTLETECH* Battle Maps
FAS1610 \$10.00

Here are four new maps to expand the battlefield for BATTLETECH® and CITYTECH® game combats. Featured terrains include, a river valley, a desert and an industrial complex.

BATTLETECH* Equipment & Vehicles
FAS8605 \$9.95

This reference illustrates the wide variety of personal weapons and equipment used by MechWarriors of the Successor States, plus their stats.



Tales of the BLACK WIDOW Company
FAS1605 \$7.00

The Black Widow Company of Wolf's Dragoons sell their mercenary services to the highest bidder in these 15 battle scenarios.

The FOX'S TEETH: McKinnon's Raiders
FAS1606 \$7.00

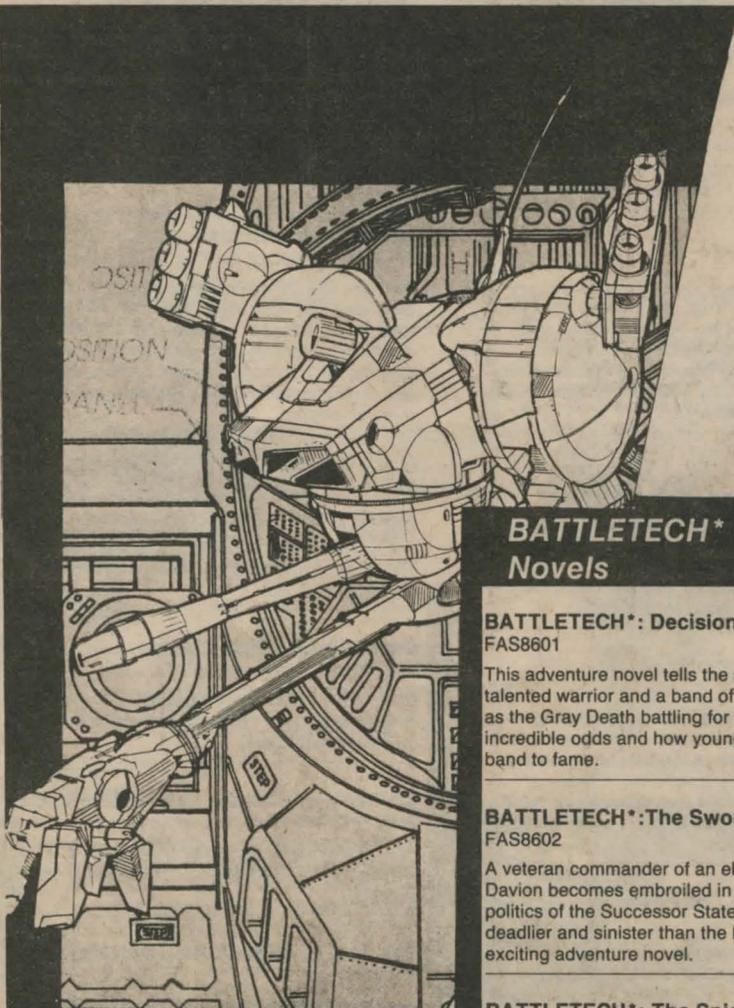
McKinnon's Raiders, nicknamed the Fox's Teeth and led by Hanse "the Fox" Davion unleash their mercenary force in 15 battle scenarios.

Cranston Snord's IRREGULARS
FAS1614 \$8.00

Join the pursuits of Cranston Snord's collecting-crazed Irregulars as they attempt to combine their battle assignments with their search for rare treasures.

The Grey Death LEGION
FAS1617 \$8.00

Battle with Grayson "Death" Carlyle and his fledgling mercenary unit as they head out into the Inner Sphere.



The SUCCESSOR STATES

BATTLETECH* Adventure Novels

BATTLETECH*: Decision at Thunder Rift
FAS8601 \$3.95

This adventure novel tells the story of a young, talented warrior and a band of military misfits known as the Gray Death battling for their lives against incredible odds and how young Grayson led this band to fame.

BATTLETECH*: The Sword & The Dagger
FAS8602 \$3.95

A veteran commander of an elite unit serving House Davion becomes embroiled in the Machiavellian politics of the Successor States — a war much deadlier and sinister than the battlefield in this exciting adventure novel.

BATTLETECH*: The Spider & The Wolf
FAS8604 \$6.95

Exciting graphic action in this first graphic novel featuring the exploits of Natasha Kerensky which earned her the title of the Black Widow!

These supplements detail the ruling Houses of the Inner Sphere, the Successor States, and the Periphery or frontier of the BATTLETECH* Game universe. Each book contains detailed histories, personal biographies, military forces, territory maps and uniforms in a 128 page book!

- House KURITA: The Draconis Combine** FAS1620 \$15.00
- House STEINER** FAS1621 \$15.00
- House MARIK** FAS1622 \$15.00
- House DAVION** FAS1623 \$15.00
- House LIAO** FAS1624 \$15.00
- The Prtiphty** FAS1625 \$15.00



CAR WARS®

Deluxe CAR WARS® Battle Game

JAC1301 \$16.95

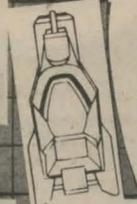
CAR WARS® is a game of the freeways of the future, where wars are waged on the highways of a grim America. Players choose their vehicles and outfit them with defenses, weapons and special racing adaptations — then try to find out who will be King of the Road!

The set includes a 64 page rulebook featuring details for building your own customized combat car; full combat rules and all the skills you need to create your own autoduelling driver. Contains the original rules and the first two expansions, plus new sections on off-road driving, speeding, trailers and more!

DUELTRACK, A Deluxe CAR WARS® Supplement

JAC1302 \$13.95

Now go for even bigger CAR WARS thrills! Faster cars, tougher cars, slicker cars! This supplement introduces highspeed engines, special armor plating, dragsters and other race cars, plus new rules for racing and dueling, new scenarios, tracks, counters and hazards!



Deluxe CAR WARS® Roads #1: STARTER SET

JAC7117 \$3.95

High quality, durable road sections that will stand up to your most punishing autoduul. Each section depicts clear road on one side and a debris littered lane on the other. Also includes color terrain and hazard counters.

This Starter Set features four easy curves, four tight curves, four straights and over 100 color counters.

Deluxe CAR WARS® Roads #2: INTERSECTIONS

JAC7118 \$3.95

Intersections features one crossroad, two righthand and lefthand turnouts, four half-length straights and over three dozen counters, plus a tollbooth.

Deluxe CAR WARS® Roads #3: STRAIGHTS

JAC7119 \$3.95

Straights feature nine long straight sections plus counters featuring trees, bushes, hedges and gas clouds.



Solo CAR WARS®

BADLANDS RUN

TSR8017 \$2.95

There's not much on the road from Salt Lake to Frisco, except bandits, ambushes, ghosts, giant scorpions . . . But for some reason, nobody has been able to make it through that route lately. Your job is to find out why!

GREEN CIRCLE BLUES

TSR8018 \$2.95

The terrorist gang, Green Circle, has planted a bomb that will destroy a vital food factory — unless you can get the eccentric genius, Mitchell Havelock, to Seattle to defuse the bomb in time!

MEAN STREETS

TSR8019 \$2.95

This one's easy. You only have to drive three miles. But it's through the toughest, most lawless part of the Houston "urban jungle." With a price on your head you may not get out alive!

BATTLE ROAD

TSR8014 \$2.95

You create the driver! You can improve your vehicle and its arsenal. Then you can hit the road and capture all the thrills of the Car Wars® game.

The daughter of the President of Louisiana has been taken hostage! Can you drive in alone, rescue her, and still get out alive?

FUEL'S GOLD

TSR8015 \$2.95

An old, miraculously intact reserve of that most precious fluid — gasoline — has been located near Boston. But the terrorists who discovered it would like to turn your truckstop into a giant Molotov cocktail — unless you can fight them off!

DUELTRACK

TSR8016 \$2.95

Good luck — you'll need it. And good driving — you better practice it. You are the hometown hero. And you are back to challenge the best at the Atlanta Classic!

AADA Vehicle Guide

JAC7113 \$5.95

Here are 129 complete vehicle designs, each fully described and illustrated. Over 100 new options for a total of 262 vehicles. Also features and index on all autoduel equipment and new rules for customizing your car. New rules for off-road combat, plus design and combat rules for a new vehicle type . . . the killer three-wheelers!

Uncle Albert's 2035 Catalog

JAC7116 \$3.95

UNCLE ALBERT gives you the weapons, gadgets, and accessories you need for your Car Wars battles! The most comprehensive selection ever offered to the general public!

Uncle Albert's 2036 Catalog

JAC7124 \$4.95

Uncle Albert's back with the latest, greatest innovations in new arms and armament for the dedicated autoduelist.

CAR WARS® Combat Vehicle Showcase

JAC7126 \$5.95

Here is the official showcase book of the 2037 New Car Exposition. Includes over 100 new vehicle designs!

The Best of AUTODUEL QUARTERLY, Vol. I

JAC7122 \$3.95

Can't get those early, out-of-print issues of the official CAR WARS® game magazine? Then this book is for you — a selection of choice articles, scenarios and features from the first year of the journal of the American Autoduel Association.



CAR WARS

CAR WARS* Basic Game — Plastic Box
JAC1104 \$5.95

If you're not ready for the **Deluxe Edition**, you can still enter the CAR WARS* combat with the low-priced pocket box CAR WARS* game and expansions. The basic pocket set gets you on the road with a 24 page rulebook, counters and 12 road sections.

CAR WARS* Game Master Reference Screen
JAC7108 \$4.95

All the charts, tables, and diagrams you need for Car Wars adventures, plus a new super-detailed collision system, on one convenient screen.

CAR WARS* Map Sheets
JAC7109 \$4.95

Extra large collection of new road sections to double your gaming area and the challenge!

Crash City* CAR WARS* Scenario
JAC7101 \$5.95

There's never a dull moment in Midville. Between the local auto-duellists, the trigger-happy pedestrian group called MONDO's, and the heavily-armed police, life can get pretty exciting. As if that weren't enough, the local cycle gang- Black Jesse's Crusaders- would like nothing better than to burn the town to the ground.

Truck Stop* CAR WARS* Scenario
JAC7103 \$5.95

TRUCK STOP presents new rules for movement and combat with deadly 18-wheelers, new counters, and a map of a typical fortified truckstop.

Convoy* CAR WARS* Scenario
JAC7401 \$5.95

Can you hall your rig from Lexington, KY to Memphis, TN in under 13 hours? It sounds easy — but someone's gunning for you, they don't want you to make it!

AutoVentures are generic role playing accessories which may be used with all popular auto-combat games.

TurboFire
TASAV-1001 \$5.00

Grand Prix racing is fast and deadly in the year 2012. Brutally sleek, fully enclosed and armored, tomorrow's racing machines boast machine guns and speeds up to 220 mph.

Ultraforce
TASAV-1003 \$5.00

Elite Zeppelin-borne Aerocycle commandoes plunge into action to silence a crazed, charismatic cult leader. Assuming the Ultraforce Warriors can first fight their way through hordes of fanatical followers, they must still contend with the massive Juggernaut: an armored combat vehicle so huge it makes a battle tank look like a toy in comparison.

The Road
TASAV-1004 \$5.00

Flexible gaming surface for all auto-combat systems. Including: CAR WARS*, BATTLECARS*, AUTOVENTURES* & HIGHWAY 2000*

CAR WARS
EXPANSION SET #7



CONVOY
A Programmed CAR WARS Adventure for 1-2 players



CAR WARS
EXPANSION SET #8
Chopper Challenge



CAR WARS* Expansion Set # 1
JAC7102 \$3.95

Extra road sections and counters for your CAR WARS* game, for bigger and better combats!

CAR WARS* Expansion Set # 2
JAC7106 \$3.95

This set contains extra counters for your Car Wars game- cars, trucks, buses, cycles, police cruisers, wrecks, tire spikes, dropped mines, smoke, paint, oil slicks, debris, pedestrians, and record counters-plus a Turning Key that makes even complicated maneuvers easy!

CAR WARS* Expansion Set # 3
JAC7110 \$3.95

This set contains 31 vehicle counters, a rule and scenario book, and two maps that combine to form the map of East Midville . . . which in turn connects to the Midville map from Crash City to form a mammoth city.

CAR WARS* Expansion Set # 4
JAC7111 \$3.95

The Armadillo Autoduel Arena has launched many adventurers on their quest for death or glory. This set includes the arena map, scenarios covering a week's schedule of events plus new counters.

CAR WARS* Expansion Set # 5
JAC7112 \$3.95

Two new arenas for your Car Wars adventures! This set includes two double-sided 21" x 32" map sheets; complete instructions; and a 4" x 7" sheet of new full-color duelling vehicles.

CAR WARS* Expansion Set # 6
JAC7114 \$3.95

Over 150 black-and-white, color-them-yourself counters, ready for action! Create autoduellling teams, corporate fleets, or vigilante groups . . . you can even put your personal colors on you favorite vehicles!

CAR WARS* Expansion Set # 7
JAC7120 \$4.95

Off-Road Duelling! Two color maps show the Ozark Off-Road Duelling Arena where three-wheelers try to run each other into the ground. Also new counters, including a deer for hunting season.

CAR WARS* Expansion Set # 8
JAC7121 \$4.95

Fly Offensively! Chopper Challenge introduces highflying helicopter and off-road action. Includes two maps, counters and new rules and scenarios featuring helicopters and grasshoppers (cars that can take to the air).

AUTO VENTURES



Hell On Wheels
TASAV-1002 \$5.00

A gunslinger heads into the badlands to rescue a "princess" held captive by a monstrous warlord. Our hero's badly outnumbered . . . but well equipped. He's riding a 4 wheel drive Lamborghini Countach, and his gun's a side-mount Vulcan gatling! A complete solo module.

Street Fighter
TASAV-1005 \$5.00

Your fare has just led you into the no-man's land of the Old City and pulled an Uzi submachine gun on you. Even if you overpower him, you will be alone and lost among the dangers of the Old City.

Gauntlet
TASAV-1006 \$5.00

The *Gauntlet* is a commercial training ground for auto-combatants. Take your own vehicle, select the level of difficulty, and attempt to survive a gauntlet of hazards and enemies!

STAR TREK

THE ROLE PLAYING GAME



STAR TREK® Basic Role Playing Game \$15.00
FAS2004

Assume an identity from the Star Trek Universe in these challenging role-playing adventures.
COMPONENTS: 40-page Star Fleet Officer's Manual, 80-page Cadet's Orientation Sourcebook and 48-page Game Operations Manual.

STAR TREK® Deluxe Role Playing Game \$30.00
FAS2001

Jump into the future at warp speed aboard the USS Enterprise in the Star Trek Universe! Game includes an 80-page Starship Tactical Combat Simulator, Cadet's Orientation Sourcebook, Game Operations Manual, Star Fleet Officer's Manual, 156 counters, 22 x 33 starfield map, 80-page record-keeping book, and dice.

STAR TREK® Ship Construction Manual \$12.00
FAS2204

Build ships for use with the STARSHIP COMBAT ROLE PLAYING GAME or for the Basic Game. The 96-page rulebook contains all the data and tables necessary to construct Romulan, Klingon, Orion, Gorn, or Federation ships.

Tricorder/Sensors Interactive Display \$5.00
FAS2803

This playing aid allows players to use a tricorder for scans and scientific readings during an adventure with simulated display windows.

STAR TREK III® Sourcebook \$7.00
FAS2214

This update contains a complete timeline from the beginning of Earth's space history to the time of STAR TREK III with updates on various foreign planetary governments. A starship recognition file outlining data on various starships as well as a personnel file updating statistics on your favorite TV/movie characters is also included. As an added treat, you can utilize these updates in the adventure LOST AND PRESUMED DEAD.

STAR TREK IV® Sourcebook \$12.00
FAS2224

STAR TREK IV SOURCEBOOK UPDATE discusses previously unknown aspects of the Federation such as the politics of Genesis, the state of the Federation, Starfleet military justice and Operation Armageddon, the starfleet war simulation. You'll also enjoy 16 full-color illustrations of the aliens appearing in Star Trek IV.

STAR FLEET Intelligence Manual \$12.00
FAS2014

Bring spies and secret operatives into your Star Trek game with this manual. Learn the Intelligence Command's history, organization and standard operating procedures. Create Intelligence Command characters with this comprehensive system.

Trader Captains & Merchant Princes \$18.00
FAS2203

Explore the possibilities in this 2-book rules supplement for STAR TREK: The Role Playing Game. Create your own traders, privateers, merchants, con-men, and rogues and direct their activities as they buy, sell, trade or steal!

The TRIANGLE \$12.00
FAS2007

Renegade Romulans and Klingons, pirate Kings, black-market weapon dealers, and many other unsavory characters reside within the infamous Triangle, long known for its disregard for any law but its own. Character sheets, 120 world logs of the Triangle's inhabited planets and a beautiful 17 x 22 full-color map are also included.

The TRIANGLE Campaign \$8.00
FAS2215

Prepare to do battle in the Triangle! This 80-page book includes: timelines, plot descriptions, character sheets, library computer data, Newsfax bulletins, rumors, briefings from Star Fleet Intelligence and more. Four major plots make the Triangle come alive!

STAR TREK® Starfield Hex Maps \$7.00
FAS2801

Contains five 22" x 33" starfield maps for use with the STARSHIP TACTICAL COMBAT SIMULATOR.

The FEDERATION
FAS2011

Learn the structure, operation and organization of the powerful political body known as THE FEDERATION with this complete sourcebook and timeline of events leading to their formation. A brief background of its founding members and a detailed look at the Vulcans, Terrans, Andorians and many other races is included as well.

\$12.00

The KLINGONS
FAS2002

It is an ancient Klingon belief-the naked stars remember acts of courage performed under them. Find out why, and find out hundreds of other fascinating facts about the Klingon Empire in this expansion set for STAR TREK: The Role Playing Game.

\$12.00

The ROMULANS
FAS2005

This rules expansion provides hundreds of interesting facts about the Romulans, their personality, their history, and their religion. These books also tell about the Romulan Star Empire, the fascinating Eridam Papers that describe it, its government, its relations with the UFP and the Klingons, and its extent. And they tell about the Imperial Navy, its starships, its weapons and equipment, its organization, and its combat tactics.

\$12.00

FEDERATION Ship Recognition Manual
FAS2302

This is the most complete source for information on all Federation starships, including the Enterprise, Reliant, Constitution, and Excelsior class ships.

\$8.00

KLINGON Ship Recognition Manual
FAS2301

This book contains information of the infamous D-7 Klingon Battlecruiser and all the other ships in the Klingon armada.

\$8.00

ROMULAN Ship Recognition Manual
FAS2303

This daring book reveals classified information on all Romulan starships over the past 40 years!

\$8.00

Witness for the Defense
FAS2202

\$7.00

The crew of the Enterprise returns to Janus VI, the scene of their adventure with the Horta and finds tragedy. A young miner stands accused of genocide. Will he be convicted by swift frontier justice or can you find the evidence to clear him?

Denial of Destiny
FAS2205

\$7.00

A quiet stroll down the streets of Kembali lead the crew members by a sad beggar who is missing one leg. A coin is readily dropped in the profered bowl, but McCoy sense that something is not right, for he has never seen an unfit Alerian. The response of a simple tricorder scan leads the crew of the Enterprise on an unexpected adventure.

Termination: 1456
FAS2206

\$7.00

Admiral Krador, a brilliant veteran of the Romulan wars is suspected of gathering forces to overthrow the Emperor. You and your crew of the warpshuttle IKS Vacsin are directed to penetrate Krador's stronghold and take appropriate action to eliminate this problem, even at the cost of your lives.

Demand of Honor
FAS2207

\$7.00

What begins as a tricky diplomatic escort mission of a Gorn Captain to negotiate for a cessation of hostilities against the Federation by a band of Gorn renegades, swiftly escalates to something more deadly and personal!

The Orion Ruse
FAS2208

\$7.00

The Captain of TransSolar's Eridani Star was not a happy man. He ought to have been satisfied having just received permission to open trade with Daros IV. But, there was a fly in the ointment, and it wore a Star Fleet uniform. It seems that several merchant ships had disappeared near this sector and the Federation thought the Eridani Star would make an excellent spy ship to ferret out the culprits.

Margin of Profit
FAS2209

\$7.00

"Our sweetheart stock deal with TriMark won't be worth lizard lips if we can't stop whoever has been hijacking the dilithium shipments. If the TriMark shipment next week is hit, our profit will drop to nothing. We'll have to take matters in our own hands if we want to keep our ship!"

The Outcasts
FAS2210

\$7.00

A cryptic plea for help from your old friend Sonam, the Vulcan, pits you at odds with Star Fleet command, and a strange knot in your gut tells you something is not quite right.

A Matter of Priorities
FAS2211

\$7.00

As a newly promoted Commander patrolling near the infamous Triangle, opportunities for advancement arrive as a matter of course. But the sudden order from Fleet Command to perform a security inspection of a secret intelligence base may prove deadly when Captain's Discretion is allowed.

A Doomsday Like Any Other
FAS2212

\$8.00

A dull patrol suddenly becomes tense when the USS Fife encounters one of the Doomsday Robot Cones! As if that weren't enough, the Fife must contend with panicky civilians, selfish VIPs, interfering Romulans, and a rogue whose surprising cargo might hold the only hope to save the day. It certainly wouldn't be a Doomsday Like Any Other.

The Mines of Selka
FAS2213

\$8.00

Months of preparation to crack an Orion smuggling ring must suddenly be put aside while your ship is called to investigate strange disappearances in the Selka system.

Graduation Exercise
FAS2216

\$8.00

What should have been a simple exercise for you after years of pain and suffering in the academy in your quest for a commission in the Klingon Navy has just turned lousy with the presence of Romulans!

Where Has All The Glory Gone
FAS2217

\$7.00

It started as a routine patrol along the Romulan border, but a desperate distress call sends the USS Niwen racing across the Neutral Zone in a frantic 24 hour countdown!

Return to AXANAR/The Four Year War
FAS2218

\$12.00

Two adventures in one.

Decision at Midnight
FAS2219

\$8.00

Imbalance of Power
FAS2220

\$12.00

Features a boardgame as well as an adventure!

Old Soldiers Never Die
FAS2221

\$12.00

Two adventures in one.

A Conflict of Interests
FAS2222

\$12.00

The Dixie Gambit
FAS2223

\$8.00

Perish by the Sword
FAS2225

\$12.00

Two adventures in one!

The Strider Incident
FAS2226

\$12.00

STAR TREK

Games & Products

STAR TREK* The Adventure Boardgame

WES11004 \$16.95

Play the Federation of Klingon Empire in this tricky game of exploration and diplomacy. Game utilizes a booklet of story responses in a boardgame version of a role playing adventure. Suited for solitaire play.

COMPONENTS: Gameboard, 104 counters, 3 displays, rules, adventure book and dice.

STAR TREK* The Enterprise Encounter

WES20030 \$16.95

Two to four players struggle to rescue the Enterprise crew from Trelane, the mad Squire of Gothos, in a humorous game of tense battles and intriguing puzzles. Plays in an hour or less!

COMPONENTS: Gameboard, 28 counters, cards, rules, short story, 4 racks and dice.

STAR TREK* III Game Pack

WES20020 \$16.95

Three solitaire games in one: Kobayashi Maru, The Sherwood Syndrome, and Free Enterprise.

COMPONENTS: Three color maps, 400 counters, three rulebooks, dice and counter tray.

STAR TREK* StarShip Combat Game

FAS2003 \$20.00

Outmaneuver your enemies as you guide your starship through intergalactic battles. Four games an 80-page rulebook, 156 playing pieces, 22 x 33 starfield map and a 20-sided die.

Introduction to STAR FLEET BATTLES

TAS3000 \$6.00

Now you can take command! Opening this book will place you in the command chair. Its easy-to-grasp steps will prepare you to command a starship in combat. Each step features an exercise or battle for "hands-on" experience of the new rules presented.

STAR FLEET BATTLES, Vol. I

TAS5001 \$22.00

This starter set captures the excitement of individual starship combat in deep space! Engage and defeat your foe's starships in an interstellar dogfight!

COMPONENTS: Commanders rulebook, 216 colored counters, Ship System Displays, charts and dice.

STAR FLEET BATTLES, Vol. II

TAS5008 \$22.00

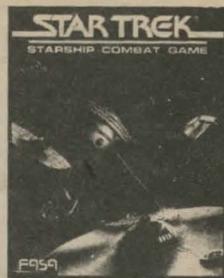
Out-think, out-shoot, and out-maneuver your opponents in warp-speed dogfights.

The Hydrans, the Andromedans, the Lyrans and the WYNS engage your starship in three solitaire scenarios, six campaign games and twenty-one additional scenarios.

STAR FLEET BATTLES, Vol. III

TAS5009 \$22.00

The final challenge of StarShip command, direct the decisive battles of the galaxy! This volume includes many new rules features, such as a major new star-faring race, a new Tholian fleet, new battles, new systems, starships and game rules.



STAR TREK III* STRUGGLE FOR THE THRONE

FAS5004 \$6.00

In this easy to play Micro-Adventure Game each player plays the part of a Klingon Thought Admiral trying to win THE STRUGGLE FOR THE THRONE. In order to win players must interact with each other in making deals, bribing other players, and attempting to influence the Emperor.

FEDERATION & EMPIRE Battle Game

TAS5006 \$40.00

Two giant powers struggle for galactic supremacy. This fast paced game simulates the clash of starships for an entire sector over a six month period. As Emperor or Supreme Commander your strategy will spell ultimate victory or defeat and subjugation! Includes two maps, over 1,000 counters, charts, rules and scenarios. Four hours play.



SF BATTLES Supplement #1 — FIGHTERS

TAS3003 \$10.00

Recreate full-scale fighter actions in Star Fleet Battles. You'll get new playing pieces, SSDs and rules in this action-packed supplement, including 216 new playing pieces and rulebook.

SF BATTLES Supplement #2 — X-SHIPS

TAS3013 \$10.00

Command the overloaded and Rapid-Pulse Phasers and reloadable Pseudo-Plasma Torpedoes of the new, more powerful X-Ships! Over 100 new counters, 32 commander's SSDs and rules and scenarios.

SF BATTLES Supplement #3 — PATROL SHIPS

TAS3019 \$10.00

Fast Patrol Ships—Meaner than fighters, cheaper than starships, but with a punch no starship can ignore. New rules, new ship types, eight scenarios and a special PF campaign game are included to fully develop Fast Patrol Ship technology. Features 216 playing pieces, new SSDs and play aids, and new rules and scenarios.



STAR FLEET BATTLES Reinforcements

TAS3014 \$7.50

Here are over 400 new playing pieces to fill out your Star Fleet. Also included are 5 full-color planet cutouts.

STAR FLEET BATTLES Reinforcements II

TAS3024 \$7.50

New play aids — featuring control charts, special energy allocations and more — plus 200 new playing pieces.

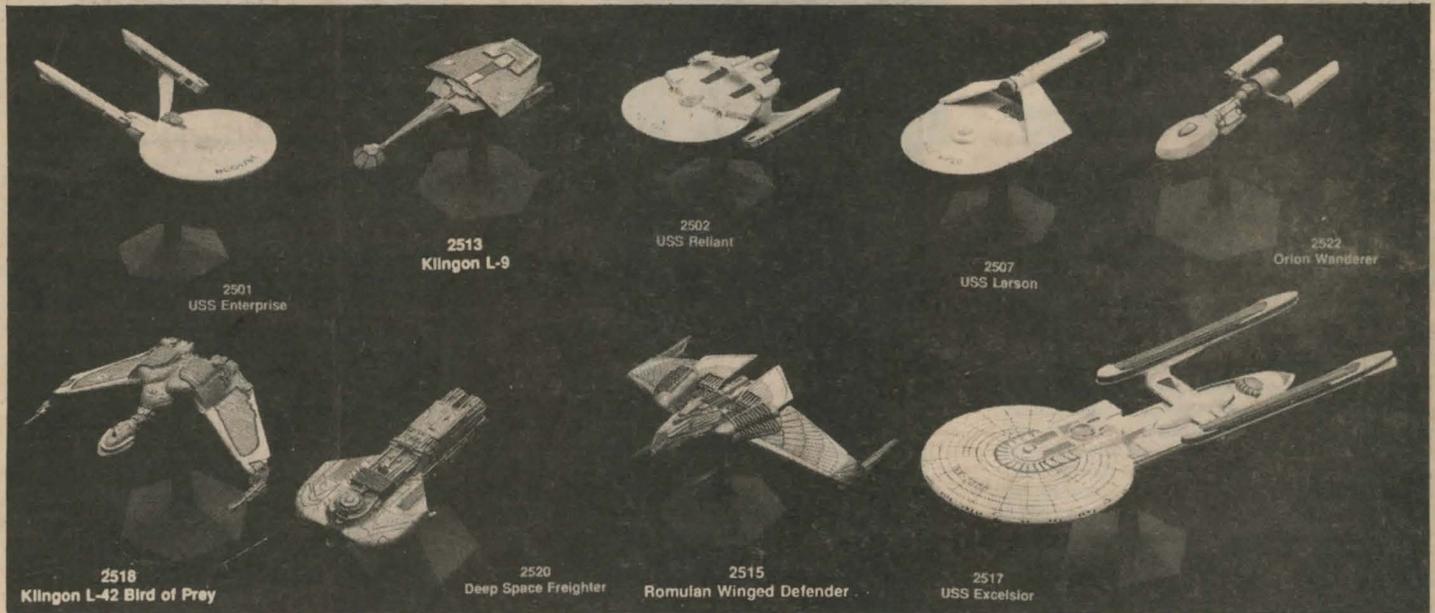
STAR TREK * Miniatures

Add excitement and color to your starship battles with this excellent line of highly detailed miniatures.

StarLine 2200 StarShips (5 figs) TAS7300	\$10.00
Boxed set features Federation, Klingon, Gorn and Romulan starships.	
USS Enterprise (New Version) FAS2501	\$4.50
USS Reliant (Cruiser) FAS2502	\$4.50
Klingon D-7 (Battlecruiser) FAS2503	\$4.50
USS Enterprise (Old Version) FAS2505	\$4.50
Regula I Space Station/Defense Outpost FAS2506	\$4.50

USS Larson (Destroyer) FAS2507	\$4.50
Klingon D-10 (Cruiser) FAS2508	\$4.50
Klingon D-18 (Destroyer) FAS2509	\$4.50
Klingon L-9 (Frigate) FAS2513	\$4.50
Romulan Winged Defender (Cruiser) FAS2515	\$4.50
USS Excelsior (Battleship) FAS2517	\$9.00
Klingon L-42 Bird of Prey (Frigate) FAS2518	\$4.50
Deep Space Freighter FAS2520	\$4.50
Orion Wanderer FAS2522	\$4.50
Kobayashi Maru (Freighter) FAS2523	\$4.50

Romulan Gallant Wing (Cruiser) FAS2524	\$4.50
Gorn BH-2 (Battleship) FAS2525	\$12.00
Romulan Nova (Battleship) FAS2527	\$12.00
Romulan Bright One (Destroyer) FAS2528	\$4.50
Klingon L-24 (Battleship) FAS2529	\$12.00
Klingon D-2 (Missile Destroyer) FAS2530	\$4.50
Romulan Whitewind (Cruiser) FAS2531	\$4.50
USS Remora (Escort) FAS2533	\$5.00
USS Andor (Missile Cruiser) FAS2534	\$5.00



CAPTAIN'S LOG 1
TAS3004 \$6.00

Features the story JUGGERNAUT and a multiplayer scenario recreation, plus 20 other scenarios and diagrams for resolving combat in a single hex.

CAPTAIN'S LOG 2
TAS3008 \$6.00

Features the story, REFINER'S FIRE and a scenario recreating the Romulan attempt to destroy a Gorn Heavy Cruiser. Also includes 23 other scenarios, a Who's Who in the Galaxy, 3 new Ships System Displays, and movement charts for 8, 16 and 24 Impulse engines.

CAPTAIN'S LOG 3
TAS3010 \$6.00

Features the story THE FIRST ROUND and a scenario recreating this intergalactic journey. Also includes rules for ground combat with 26 new scenarios.

CAPTAIN'S LOG 4
TAS3012 \$6.00

Features the story WHERE WISDOM FAILS and a mini-campaign depicting the first encounter with the Hydran Hellbore. Also included are a Consolidated Addenda, The STAR FLEET BATTLES Index, four new scenarios, and two new SSDs.

Star Fleet Battle Accessories

Commander's Ship System Displays — #1
TAS3005 \$6.00

Features SSDs for Federation, Andromedan, Orion and Kzinti ships.

Commander's Ship System Displays — #2
TAS3006 \$6.00

Features Klingon, Lyran, Hydran and WYN ships.

Commander's Ship System Displays — #3
TAS3007 \$6.00

Features Romulan, Tholian, and Gorn ships.

Commander's Ship System Displays — #4
TAS3009 \$6.00

Features Tugs, starbases, battle stations and freighters.

Commander's Ship System Displays — #5
TAS3016 \$6.00

Features Q-ships, independent booms and saucers, special and variant ships.

Commander's Ship System Displays — #6
TAS3018 \$6.00

Features space control ships, medium carriers and more.

Commander's Ship System Displays — #7
TAS3020 \$6.00

Features more ships for Tholians, Gorns, Federation, Kzinti, and Hydrans.

Commander's Ship System Displays — #8
TAS3021 \$6.00

Features more ships for Lyrans, Klingons, Orions and Romulans.

Commander's Ship System Displays — #9
TAS3023 \$6.00

Features new Commander's SSDs for all races including 26 completely new ships.

DOCTOR WHO

DR. WHO* Adventures

DR. WHO® Role Playing Game

FAS9001 \$17.00

The Master has stolen a weapon that will give him ultimate control of the universe and of time itself. The Daleks are invading Earth. The Cybermen are terrorizing the space lanes. And the Sontarans and the Rutans are battling to see who wins the galaxy. Only YOU, the Time Lords and Companions of the Celestial Intervention Agency, can stop these villains from changing the course of history. Your weapons are your wits and your TARDIS. To join the Doctor in his adventures to defeat the foes of the universe, you only need your imagination, a pencil, some paper, and this game!

The Daleks

FAS9101 \$11.00

You'll find this 2-book supplement to be invaluable in your battle against one of the Time Lord's most hated enemies, The Daleks.

This series of rules supplements contains two books, one for use by the players detailing all the information on file at the Celestial Intervention Agency about each topic; and the second detailing the truth about each foe, their methods of operation, history and true goals.

The Master

FAS9102 \$11.00

Explore the nefarious world of the Doctor's arch-nemesis The Master, a renegade Time Lord, in this informative 2-book supplement.

The Cybermen

FAS9103 \$11.00

What do you need to know to defeat the Cybermen? This supplement details valuable information to achieve victory over these awesome foes!

SPACE MASTER* Adventures

SPACE MASTER*

ICE9000 \$30.00

Now you can adventure in space and beyond! This game presents a wide range of technologies from tomorrow to the far future. Details professions, races, cultures, settings, starship construction, and futuristic combat. And it is easily unified with ROLEMASTER for cohesive science fantasy. The challenge of the future awaits!

SPACE MASTER includes: Tech Law, Future Law, a star map for interstellar journeys, maps for frantic spacecraft combat, full-color counters of spaceships and individuals, and a booklet of starship deckplans.

SPACE MASTER* Companion Rules

ICE9500 \$12.00

Here are new races, professions, weapons, vehicles, new Psion ability lists, and much, much more!

Action on AKAISHA

ICE9101 \$6.00

Experience the danger and intrigue of an Outstation crawling with thieves, smugglers, and Imperial spies! Includes 16 characters and 3 ready-to-run adventures.



Gallifrey — The Home of DR. WHO

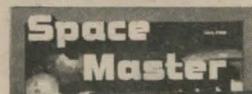
FAS9105 \$11.00

At last the world of Gallifrey, home of the Time Lords is revealed in full. Here are its history and timelines, laws and government, science and technology, and culture. Also provided are maps and descriptions of places of interest and details on notable characters and creatures.

LOST TELEPATHS

ICE9400 \$12.00

Celestial colonists with uncommon abilities threaten to overthrow the Empire! Explore an ancient tomb, mastermind a gun run, and outwit hijackers in these three adventures. Also details histories of the Empire and Commonwealth.



lytean Menace

FAS9201 \$7.00

Danger stalks the street... Out in fog-shrouded London an evil force lurked. A senseless murder over a strange artifact has brought the Time Lord and his companions to Queen Victoria's England to unravel the tangled web.

Lords of Destiny

FAS9202 \$7.00

The World-Ship of Ydar was a monster, set on a collision course with the Galaxy of Man. This juggernaut is both the refuge and last revenge of a long-dead civilization which must be stopped or worlds will die!

Countdown

FAS9203 \$7.00

The sudden appearance of a gravity bubble causes the TARDIS to materialize aboard a ship of the Earth Empire on a vital mission to deliver serum to a plague-world. Before the adventure is through the Doctor must overcome the ship's computer, space pirates and rogue androids!

The Hartlewick Horror

FAS9204 \$7.00

Legions of Death

FAS9205 \$8.00

City of Gold

FAS9206 \$8.00

The Warriors Code

FAS9207 \$8.00

The Sands of Terror

FAS9208 \$8.00

DR. WHO & The Vortex Crystal (Solo)

FAS8901 \$3.95

DR. WHO & The Rebel's Gambit (Solo)

FAS8902 \$3.95

JUDGE DREDD

THE ROLE-PLAYING GAME

JUDGE DREDD* Role Playing Game

GW02020 \$18.00

Law and Justice lie in the hands of tough street cops armed to the teeth and with a license to kill in MegaCity One! Keeping the Perps (criminals) in check in this bizarre future world requires a keen eye, quick reflexes and a grim resolve. Fast and easy to play, this game includes two rulebooks, dice, mapsheets and color cardboard figures.

Judgement Day

GW01032 \$7.00

A seemingly innocuous series of events escalates into an interplanetary event with evil criminal minds whose deeds make Bouncing, Body Sharking and Road Piracy look like kids play.

TWILIGHT: 2000*

TWILIGHT: 2000* Role Playing Game

GDW500 \$18.00

Welcome to 2000 AD. World War III began five years ago. It's still going on, but that is the least of your problems. You are part of the remnants of the U.S. 5th division's last drive into central Poland, and now you're just fighting to survive while the world falls apart around you!

There's not much government or military left, just petty warlords, marauders and free cities. Your job is to stay alive, find enough fuel and get home!

TWILIGHT 2000*: U.S. Army Vehicle Guide

GDW504 \$7.00

This provides a detailed listing of all combat vehicles and their armaments in U.S. Service in the year 2000 AD.

TWILIGHT 2000*: RDF Sourcebook

GDW508 \$7.00

Not an adventure, this product provides the setting for a new series of adventures in the Persian Gulf. Contains historical and military notes on all bordering nations, plus political struggles between various groups.

TWILIGHT 2000*: The Free City of Krakow

GDW501 \$7.00

To the survivors of the US 5th Division, Krakow sounded like a city out of a fairy tale . . . a castle, an evil king, even a flying carpet. Krakow seemed an island of peace in a war-torn world. The reality was different . . .

TWILIGHT 2000*: Pirates of the Vistula

GDW502 \$7.00

"Easy money, he says. Nothing to worry about, he says. A simple little trip down the river, straight into Warsaw, and collect our reward, he says. Then why are all these people shootin' at us?"



TWILIGHT 2000*: The Ruins of Warsaw

GDW503 \$7.00

Warsaw had been nuked, and nuked hard. Nearly everyone there had been killed. But still, the ruins had things to offer—raw materials such as metal and stone, and protection from the marauders who surrounded it. These things drew the settlers, but they also drew the Baron Czarny, and his evil army of cutthroats.

TWILIGHT 2000*: The Black Madonna

GDW505 \$7.00

A chance like this only comes once in a lifetime. The famous relic, the Black Madonna of Czestochowa, lies buried in the rubble of that nuked city. All we have to do is go in there and dig it up to put us in pink with the local populace. Yeah, that's all...

TWILIGHT 2000*: Going Home

GDW506 \$7.00

The word's gone out. We're pullin' outa this godforsaken country, the order has come down to withdraw . . . if you can! But there ain't no reserved seats, it's just first come, first served, and to make sure we're on the boats home we first gotta cross half of the German unfriendly territory.

TWILIGHT 2000*: Red Star/Lone Star

GDW507 \$7.00

This is the first adventure set in the United States. National security sends the boys to Texas to deal with the different rowdy factions vying for control of the gulf coast and oil fields while trying to rescue the wife of a friendly oilbaron.

TWILIGHT 2000*: Armies of the Night

GDW509 \$7.00

Imagine the Big Apple without power, garbage collection or police or fire service. Mix in a few military deserters, marauding criminals, and a few ordinary New Yorkers determined to survive and you begin to understand what this mission's all about. Then throw in a scavenger hunt for a couple tons of gold bullion...

TWILIGHT 2000*: Allegheny Uprising

GDW510 \$7.00

Western Pennsylvania was always a quiet land. But the possibility of a secret government stockpile of weapons, food, supplies and records draws plenty of outsiders to the area. It's our duty to find that cache first . . . gettin' rich in the meantime is our own business.

TWILIGHT 2000*: Airlords of the Ozarks

GDW511 \$7.00

When Intelligence sent us to the Ozarks to infiltrate and investigate a group callin' themselves New America, an organization set on buildin' an empire from the ashes of the U.S., who woulda guessed it would lead to a group with their own airforce of ultralights and gunship dirigibles?

TWILIGHT 2000*: Gateway to Spanish Maine

GDW512 \$7.00

Who would have suspected that a replica of the USS Constitution built by a movie company would become embroiled in a modern day adventure of piracy, plunder and adventure on the high seas in the south Caribbean?

TWILIGHT 2000*: King's Ransom

GDW513 \$7.00

The Persian Gulf in 2001! We were takin' a break from the hectic life of a soldier of fortune, just out on a little lark to steal the Iranian crown jewels!

TWILIGHT 2000* Role Playing Miniatures

TWILIGHT 2000*: U.S. Infantry (5 fig)

GRN401 \$2.50

TWILIGHT 2000*: Soviet Infantry (5 fig)

GRN402 \$2.50

TWILIGHT 2000*: Polish Infantry (5 fig)

GRN403 \$2.50

TWILIGHT 2000*: Armed Civilians (5 fig)

GRN404 \$2.50

TWILIGHT 2000*: Soviet Cavalry (3 fig)

GRN407 \$2.50

TWILIGHT 2000*: U.S. Assault Squad (5 fig)

GRN408 \$2.50

TWILIGHT 2000*: U.S. Heavy Weapons (5)

GRN409 \$2.50

TWILIGHT 2000*: Soviet Heavy Weapons

(5) GRN410 \$2.50



TRAVELLER: 2300*

TRAVELLER: 2300* Role Playing Game
GDW1000 \$20.00

Journey across the light years to explore uncharted systems, war against the enigmatic Kafer amid alien worlds, ride the Beanstalk down to the towering cities of earth to take part in the New Age of **TRAVELLER: 2300*** game!

Almost 300 years after World War III mankind has climbed to the stars. Now the adventure enters a time where nations still clash, mankind is colonizing the stars, and alien beings are commonplace encounters. But exploration continues for the conquest of the stars has just begun!

TRAVELLER 2300*: Energy Curve
GDW1031 \$8.00

As the crew of the illfated starship LaFarge, you experience the thrill of encountering a new alien race in a difficult struggle for survival on a frozen world, where the evolution of life is tied to its exotic Energy Curve.

TRAVELLER 2300*: Kafer Dawn
GDW1032 \$8.00

The colonists of Aurore always took special pride in their home - the most beautiful, but least hospitable of the garden planets in the French Arm. But then the Kafers came to eradicate humanity. Somehow the colonists held out, and now comes the job of rooting out the remaining Kafers hidden in the Hotback. Little is known of the monstrous Kafer. Must they remain mankind's most bitter foe, or can understanding bring peace between these two species? Join up for this voyage of discovery!

TRAVELLER 2300*: Beanstalk
GDW1030 \$8.00

Encounter mankind's greatest achievement, a marvel of the new age - the galaxy famous Beanstalk, an enormous cable elevator stretching from planet surface to orbit which places the reins of power on Beta Canum in the hands of the French colony, causing political tensions and plotting on this exotic alien world.

Original TRAVELLER* Science Fiction Adventures

TRAVELLER* Starter Edition
GDW251 \$12.00

Welcome to the future! Welcome to the first, most complete science-fiction role playing game. Adventure as a starship captain, explorer, alien, space pirate or star merchant. You can become any character you can imagine as you set off to explore the galaxy!

The Vargr
GDW257 \$7.00

This vicious, disloyal race was evolved by the Ancients from Terran wolves! Unable to unify for racial growth, they have become some of the most feared brigands and mercenaries in the galaxy. This book details their society.

The Droyne
GDW259 \$7.00

The only surviving descendents of the once mighty Ancients, this curious race is explored in detail, revealing their secret powers and alien culture in a hope to lend insight as to how such a mighty race could have fallen into such a decline.

The Solomani
GDW260 \$7.00

The fount from which the races of humanity sprang, this is the tale of how the Terrans finally reached outerspace to contest for stellar empires with their forerunner brethren!

The Darrians
GDW264 \$7.00

The Darrians, a branch of humanity whose society one time rivalled the great Imperium were cut down by a terrible tragedy. Now these once mighty people still influence galactic politics and technology, though but a mere shadow of their former glory.

Traveller's Aid JOURNAL

Best of Traveller's Aid JOURNAL, Vol I
GDW317 \$6.00

The *Journal of the Traveller's Aid Society* is dedicated to those who risk the perils of interstellar travel. This volume collects the best articles, tips and news tidbits from the first four issues of that paper.

Best of Traveller's Aid JOURNAL, Vol II
GDW328 \$6.00

A compendium of the best Amber Zones, rules articles, ref notes, bestiaries and features from issues 5-8.

Best of Traveller's Aid JOURNAL, Vol III
GDW335 \$6.00

The best articles and information from issues 9-12.

Best of Traveller's Aid JOURNAL, Vol IV
GDW342 \$6.00

The best news and articles for issues 13-16.

TRAVELLER* Advanced Combat
GDW265 \$18.00

The renown STRIKER shipboard combat game and AZHANTI HIGH LIGHTNING ship adventure have been updated and combined to form this gorgeous boxed set featuring the TRAVELLER Advanced Combat System.

Mercenary
GDW304 \$6.00

An in depth treatment of all aspects of military adventures in the universe of TRAVELLER. Detailed character generation for mercenary characters, including 11 new skills and 12 advanced weapon types. Plus, rules for recruiting, tickets, and the resolution of battles.

Animal Encounters
GDW305 \$6.00

More than just a book of beasts, this manual provides a classification system and encounter tables for myriad ecological systems, also featuring events such as storms, meteor showers, and earthquakes.

High Guard
GDW308 \$6.00

At last, extensive rules for the personnel and starships of the interstellar navies of the universe. Detailed character generation for naval characters, including the academy, and medical school, and 5 new skills. Rules for starship design, construction, and combat, with tonnages ranging up to one million tons!

TRAVELLER Forms & Charts
GDW334 \$6.00

Contains a selection of playing aids designed to ease the bookkeeping during play! Also features ID cards, ships papers, and more.

Veterans
GDW336 \$6.00

In search of mercenaries for hire? Looking for a few experienced hands to complete your crew? Look no further!

Scouts
GDW337 \$6.00

Detailed character generation for scout characters, with special schools, college education, and new skills. Expanded star system generation with planets, satellites, star types, and astronomical background.

Merchant Princes
GDW343 \$6.00

Here are advanced rules for character generation, in addition to new trade and commerce rules, and details on the major corporations within the Imperium.

Robots
GDW344 \$6.00

The long-awaited rules for construction and role-playing robots. Details of how robots fit into Imperium society.

Signal GK
GDW341 \$6.00

Signal GK—the Vilani interstellar distress signal. When starships are in trouble, they use it like SOS or Mayday. Now Travellers can embark on an adventure through the Solomani Rim, and never be sure when they will hear the signal, or need to send it!

BELTSTRIKE Boxed Adventure
GDW253 \$12.00

There are fortunes to be made prospecting the asteroids. You've heard the rumors: hundred-ton chunks of platinum, uranium ore so pure it melts your cargo hold, derelict ships filled with forgotten Darrian technology. They're all free for the taking. All you need is a ship, a sharp eye on the sensors, and luck.

Alien Realms
GDW262 \$7.00

Beyond the Third Imperium lie worlds untouched by humanity. Aliens have shaped these worlds — realms for exotic adventures of an unexpected sort. Come answer the challenge of eight adventures featuring Zhodani, Aslan, Vargr, and Droyne player characters.

The TRAVELLER® Adventure
GDW202 \$10.00

More adventure than ever before, packed into one amazing 160 page book. Enough adventure across interstellar lanes and alien worlds to provide months of challenge!

**Approved for Use With
TRAVELLER* Game**

Explore the myriad worlds of the universe. Here are rules supplements which present new rules for adventuring in different environments, including notes on specialized equipment, travel, survival, events and encounters and scenario ideas. There are also companion books that present full-length adventures in the environment.

The Undersea Environment
GAM1984 \$5.95

Specific rules simulate movement and underwater activities and hazards.

The Drenslaar Quest
GAM1985 \$6.95

Adventure awaits on the watery world of Yarhfahl, as you strive to avoid both hostile forces and local sealife in a race to salvage a valuable cargo.

The Mountain Environment
GAM1986 \$5.95

A TRAVELLER* supplement detailing travel and survival in rugged, high altitude terrain. Included are rules for mountaineering, new equipment and events.

Ascent to Anekthor
GAM1987 \$5.95

Join a wealthy daredevil, the Lady Sandra Lockhart, in a daring (perhaps foolhardy) attempt on the peak of Anekthor, the highest mountain on the planet!

The Desert Environment
GAM1988 \$6.95

A TRAVELLER* supplement detailing the dangers of travel and survival in a desert climate. Included are rules for survival, new equipment, and events.

LEE'S Guide to Interstellar Adventure I
GAM1980 \$5.95

From the journal of the famous galactic traveller, Admiral Aramais P. Lee, come ten, newly explored worlds of unique adventure.

A Pilot's Guide to Drexilthar Subsector
GAM2980 \$5.95

From the navigational computer files of the Imperium comes a detailed examination of a single subsector of Reaver's Deep. Historical background is provided for the Drexilthar subsector and the Deep.

Wanted: ADVENTURERS!
GAM1971 \$5.95

From the want ads of a starport news service come 20 short adventures, providing job opportunities that can lead to a luxury cruise or an expedition.

Startown: LIBERTY
GAM1975 \$5.95

Startown — the rough and tumble district where travellers can find anything from entertainment to the worst sorts of corruption. Here are a collection of adventures in the back alleys and night spots of this "wretched hive of scum and villainy" — Startown.

**TRAVELLER* Science
Fiction Adventures**

The Spinward Marches
GDW261 \$7.00

A bit error in a high priority transmission brands one of the characters a traitor — to be shot on sight! It's all a foul mix-up, but explain that to sixteen armed and deadly Marines trying to fulfill an Imperial mission!

Leviathan
GDW316 \$4.00

Welcome to the Out-Rim Void—beyond the Imperial border, and beyond the law. Step aboard the merchant cruiser Leviathan, for a trading voyage in search of new markets and personal fortunes.

Murder on Arcturus Station
GDW339 \$4.00

When a corporate executive is murdered on Station Three of Arcturus Belt, the adventurers must solve the crime. It's up to the referee to decide which of the 9 suspects is guilty. Was it the executive's estranged wife? His mistress? The Solomani rebel? The Aslan Noble?

Secret of the Ancients
GDW340 \$4.00

The adventurers are faced with the find of a lifetime, the chance to explore a ruin deep inside a gas giant to uncover the secret of the Ancients!

STAR ACE

STAR ACE* Role Playing Game

PAC4001 \$12.00

WANTED: for Smuggling, Disturbing the Emperor's Military Peace, General Scorn of Imperial Dictums, and High Treason against his Majesty Frederick Constantine II. STAR ACES!

This exciting science fiction game features both deep space action and planetbound adventures. Contains a Basic Training Manual, a Wilderness Briefing Manual, Introductory Adventure, 140 colored counters and playing map, and quality dice.

Goodbye, Kankee

PAC4002 \$6.00

Bad judgement is the undoing of many a Star Ace! This time there may be no return. What seemed like an innocent smugglers run has landed the Star Aces in the midst of a noble's intricate web of deceit!

TIME MASTER

TIMEMASTER* Role Playing Game

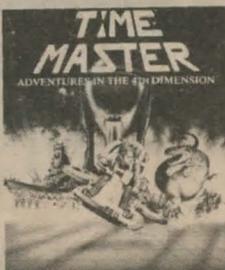
PAC3001 \$12.00

Sheets of fire flash down across the mountain, engulfing the shattered landscape. I watch, trembling beneath the ceaseless shower of stones. Citizens run shrieking through the streets. Still, I wait. Will I see them amidst this seething blizzard of ash? Have they fled?! . . . my companions from the future, masters of time! Whatever their fortune I must fight to protect the frail lines of history from those who seek to destroy them!

TIMEMASTER* Adventure Screen

PAC3004 \$6.00

The streams of time are difficult enough to chart without having to discover important charts in the midst of events! So the masters of time have thoughtfully collected all the vital encounter tables on this handy TIMEMASTER* screen. Also contains a minor mission of import, the rescue of one Lieutenant John F. Kennedy.



Lightspeed Raid

PAC4003 \$6.00

Why would a group of Star Team members raid a Ruokan Xantium mine? And what about those Imperial hoodlums who are trying to snuggle up to the Crystal Folk?

First Strike on Paradise

PAC4005 \$6.00

Only minutes ago the smoking ruins were filled with Imperial troops eager for a shot at you. Now only distant rifle fire can be heard. It's too quiet.

The Gemini Conspiracy

PAC4006 \$6.00

"BASH-ers! BASH-ers!" The cry rises 'round the coliseum as the Dort team rumbles down the field. Suddenly an enormous spacecraft descends upon the field and in moments, the ship is gone. And so are 150 spectators.

STAR ACE* Battle Screen

PAC4004 \$6.00

All the vital charts collected on one easy-to-use screen. Features the miniadventure: Ace in the Hole.

Crossed Swords

PAC3002 \$6.00

The buzz of musket balls rings in your ears, a reminder that the Cardinal's Guard is not far behind! Danger is at hand! The trip from Paris to London when it must be done in three sleepless days, with the Cardinal's Guard in close pursuit, it's impossible.

Cleopatra Gambit

PAC3003 \$6.00

This mission felt wrong from the start; you should have known it was a trap. The Demorean attack on the Egyptian village was too obvious. The ambush on Cleopatra's procession was too faint-hearted. And now, when we've finally discovered the Demorean secret, this gladiatorial "game" is too convenient.

Clash of Kings

PAC3006 \$6.00

Relive the magnificent saga of a bastard lad named Arthur. . . . Hear the crowd gasp as he draws Excalibur from the stone. Witness the boy's phenomenal rise to power, and discover the startling secret of Merlin's magic.

Temples of Blood

PAC3008 \$6.00

The Time Agents must return to the time of Moctezuma and the glory of the Aztecs to prevent a group of renegade time agents from disrupting history and causing the defeat of Cortes.

Partisans from the Shadows

PAC3005 \$6.00

Your mission seemed simple enough. Go to Poitiers, France, 1941 and investigate an intercepted code-phrase: "Project Demorean-Companys." But since your arrival, you've been assaulted by the Gestapo, betrayed by "trustworthy" partisans, and interrogated by the Underground!



ALIENS

PAC4007 \$10.00

A collection of stories and descriptions of alien worlds and the creatures who inhabit them. Explore faraway planets and bizarre cultures. More than a guided tour each planet will provide you with dozens of exciting adventures.

Sea Dogs of England

PAC3007 \$6.00

The fat ships of Spain rule the harbors of the world. But one gem eludes the King of Spain — England! Hidden behind the doors of Whitehall, a Demorean plan brews to place Queen Elizabeth conveniently "out of the way." There'll be an England, but what England will it be?

Whom Greek Gods Destroy

PAC3009 \$6.00

Demorean deviousness moves to alter history in the Parallel M-6 Timeline, Odyssey Sector. The Time Agents must contact and journey with the mythical Odysseus through his legendary trials, aiding his survival and triumphant return to Ithaka.

The Assassin Queen

PAC3010 \$6.00

Time Guard Raymond Fraiser has mysteriously disappeared and the time trail leads to India in the 1800's. What caused Fraiser to abandon his assignment and come here? Who are the strangers in Sakhara Valley? And who is reviving the Thuggee cult of Kali, the Assassin Queen?

Terrible Swift Ford

PAC3011 \$6.00

Decades after the Nuclear War the nations of North America are again divided in a Second Civil War that pits brother against brother battling in armored cars and trucks! Only the Time Agents can unite to end the strife and create the First World Government.

TimeTricks

PAC3012 \$10.00

Here is a survival guide for all Time Corps Agents. Learn about beating a Significance Wave into the future before it prevents your birth, dealing with duplicate copies of oneself, and avoiding the timeloop paradoxes. Rules for time hopping, alternate timelines, new systems and equipment, Demorieans, renegades and lots more!

CHILL

CHILL* Horror Role Playing Game
PAC2001 \$12.00

Fear runs down your spine like ice water. Pressing your shoulder more firmly against the door of the rotting cottage, you hope that your strength can prevail against the beast that hunts you. It lurks somewhere outside- waiting, watching. If only someone else had been sent out into the night, into the swamp to battle this creature. But you know it can't be far away, for the night is silent as a grave and the air is filled with a deathly CHILL.

If spine tingling suspense and horror is your cup of tea then rest a spell in the gathering shadows and you will gain your fill of terror!

CHILL* Master's Screen
PAC2004 \$6.00

The CHILL* Master's Screen puts all important charts and tables at your fingertips. Also featured is a frightfully fun adventure that pits a player in a duel against the bloodthirsty Count Dracula.

Village of Twilight
PAC2002 \$6.00

Lurking deep within the rain forests of Yucatan, death awaits its next victim. The ocelot have returned. The Indians say the evil cat-things roam the jungle again. The jungle beckons, challenging your courage, mocking your doubts, and somewhere within this tangled green world the ocelot wait, prowling the verge of the Village of Twilight.

Highland Terror
PAC2003 \$6.00

To think that only this morning you had all been safe. Careful research had made many of the strange perils of this expedition almost too easy to handle. The bizarre deaths, the mysterious assailants, the unearthly disappearances... all seem commonplace in the face of this new horror. A scream to the left shatters the silence. You realize now how foolish it was to match wits with the Highland Terror.

Vengeance of Dracula
PAC2006 \$6.00

And so it began. Seven years after Mina and Jonathan Harker helped strike down the Count, he has risen to seek his revenge. One by one, the victims fall, one by one, until . . . only you . . . can stop the Vengeance of Dracula.

Haunter of the Moor
PAC2007 \$6.00

On the wild, desolate moors of Devon, an icy wind sweeps over the barren heath, chilling the mottled bramble, piercing the granite crags, stirring the deadly mire. At last, the wind dies. But the Evil that summoned it lives on. Only brave souls dare linger on the moor after nightfall, defying this terror. But courage alone cannot prevail, for the Evil is strong, and over the course of a century, it will hunt its prey.

Thutmose's Night
PAC2009 \$6.00

It is the hour before dawn, the darkest hour, the hour when the dying most often slip away into that final night from which there is, for most, no awakening. A soft breeze from the Nile River stirs the curtains, and Thutmose, Pharaoh of all Egypt, restless with remembered pain, tosses fitfully on his stony bed.



Isle of the Dead
PAC2008 \$6.00

The greatest collection of wonders under one roof! The impossible come true! See: Flamo the Magnificent, swallowing, without fear or trepidation, brands of real fire! Captain Willy the Living Gallery, fresh from an astounding tour to the Far East! Count Litmus The Tiny Tumbler, favorite acrobat to the long-vanished crowned heads of Austria! And The Living Oddities, marvelous creatures from parts unknown! Step into the tent. Let them speak to you in their own peculiar ways. Only then will you understand the life they have led!

Death on Tour
PAC2012 \$6.00

Turn up the volume: you've just tuned in "Death on Tour," another terrifying adventure for use with the Chill role-playing game system.

Deathwatch on the Bayou
PAC2013 \$6.00

At the swamp's edge, in a small Southern town, a young boy ignores his elders and sets out alone to explore. The intrusion is short and then the Bayou resumes its deathwatch!

Blood Moon Rising
PAC2014 \$6.00

A chilling tale of the North, and savage creatures of the Moon.

Evenings of Terror with ELVIRA*
PAC2015 \$10.00

Elvira, Mistress Of The Dark is your guide through EVENINGS OF TERROR, nine horrifying adventures designed for use with the Chill role-playing system. Each adventure can stand on its own as an evening's entertainment, or as a terrifying episode in an ongoing CHILL campaign.

THINGS
PAC2005 \$8.00

Contained within this book are 64 pages of terrifying new Creatures and Evil Way Disciplines for use with the Chill role playing game.

Creature Feature
PAC2010 \$10.00

The players take on the roles of dread creatures themselves in this delightfully weird variant of the CHILL* game. Includes new combat rules, skills, arcane disciplines and equipment for envoys.

Vampires' Source Book
PAC2011 \$10.00

VAMPIRES is a collection of stories, portraits and accounts of ten bloodcurdling creatures who haunt the nights of our legends, the wastelands of our fears. Horrific tales and grim encounters draw the investigators into a web of doom and despair.



BLACK MORN MANOR

BLACKMORN, The CHILL* Boardgame
PAC6001 \$15.00

A creature of unspeakable evil dwells within the walls of Black Morn Manor . . . and you must destroy it! You must move with speed and strike with precision, or fall prey to . . . who knows what? The enemy remains a deadly mystery, and it has all the advantages: it's expecting you, its "pets" are ferocious, and it resides within a fortress of supernatural malevolence. For 2 to 6 players.

CALL OF CTHULHU

SANDY PETERSEN

CALL OF CTHULHU* Horror Role Playing

CALL OF CTHULHU* Hardbound Book
CHA2317-H \$24.95

Behind the frantic bustle of life, beneath the lip of shadow, terror lurks! Secret societies are unwitting agents to horrors from before the dawn of man. Enter the terrifying universe of the Cthulhu Mythos of H.P. Lovecraft. Experience those dread dreams, evil tales, and fetid horror!

This is the ultimate edition of the premiere role playing game of horror and suspense! This gorgeous book combines the Basic Role Playing* game, Investigator's and Keeper's Books, the 1920's Sourcebook and the complete Cthulhu Companion. Features color art of creeping terror! Includes several sinister scenarios to start the game.

CALL OF CTHULHU* Keepers Screen
CHA2309 \$4.95

All the tables of terror and challenging charts most commonly used during an adventure have been interred in this friendly little tablet.

Fragments of Fear
CHA2310 \$5.95

This tome preserves all the new spells presented in the original CALL OF CTHULHU* adventures which are now out of print. Also captured in its fearsome frame are new creatures of the dark and new maps and plans to expand your campaign. Plus two shriek-laden scenarios are presented for your terror!

Cthulhu by GASLIGHT
CHA2314-X \$19.95

Return to another time and place, when fog shrouded London was the heart of the English-speaking world and madmen stalked the mists of White Chapel. This volume takes investigators back through time to meet Sherlock Holmes and help him solve one of his most baffling cases, *The Yorkshire Horror!*

Includes new rules for time travel and adventuring during the time of Victorian England.

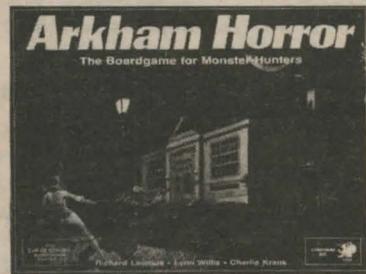
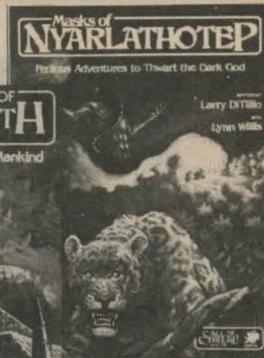
H.P. Lovecraft's DREAMLANDS
CHA2315-X \$24.95

Role play beyond the veil of sleep! Explore the dreamworlds of hidden Kadath. Here are rules to lead your investigators beyond the barrier of sleep and into a land of nightmare as close as one's subconscious.

Campaign rules and background for carrying the adventure into H.P. Lovecraft's Dreamlands. Information on dreaming, new spells and creatures and a map of the Dreamlands, plus several nightmare episodes — *To Sleep*, *Captives of Two Worlds*, *Pickman's Student*, *Season of the Witch*, *Lemon Sails*, and *Land of Lost Dreams*.

A Green & Pleasant Land
CHA2320 \$10.95

A haunted Scottish mansion, strange letters received through the post, bizarre creatures skulking in gloomy canals all draw the Investigators to a holiday in merry old England. This manuscript presents campaign information and new rules and professions for adventuring in Great Britain of the 1920's and '30's. The struggle threatens to engulf the sceptered isle!



Shadows of YOG-SOTHOTH
CHA2302 \$9.95

The Silver Twilight is an international organization dedicated to the destruction of the human race. As brave Investigators, you must piece together passages from esoteric books, shards of ancient artifacts, and puzzling letters to discover the Silver Twilight's loathsome goals. Good Luck!

Masks of NYARLATHOTEP
CHA2307X \$19.95

Settings include New York, London, Cairo, Nairobi, and Shanghai; puzzling clues are discovered in each locale, but can the hapless investigators survive long enough to make sense of them? Background notes and a variety of play aids help keep players and investigators on their toes during dozens of discrete adventures. Horrifying schemes, deadly adversaries, and sanity-threatening events challenge the coolest investigator as the team attempts to unravel the fate of the Carlyle Expedition.

Trail of TSATHOGGHUA
CHA2308 \$9.95

Tsathogghua's curse awaits the unwelcomed investigators of the occult and unknown. What grim secret lurks on the sterile Greenland icecap? What living horror grows behind the "Bigfoot" legend?

TERROR from the Stars
CHA2313 \$6.95

Root the Dark Young from their secret lairs in the jungles of Latin America in two thrilling adventures. Foil the villainous, otherworldly terrors with clues discovered in the lost "Theron Marks Manual."

ARKHAM HORROR* Boardgames
CHA1050-X \$24.95

Play the boardgame of nightmare and terror which pits the intrepid investigators against the cosmic horrors of the universe in an effort to save the earth!

Spawn of AZATHOTH
CHA2316-X \$19.95

Can man defeat powers from across time and space? Seven linked scenarios lure investigators to remote locales around the world and into the land of dreams.

**Statue of SORCERER/
Vanishing CONJURER**
CHA2318 \$10.95

Two adventures in one. SORCERER begins with a seemingly innocuous death in the seedy side of San Francisco, but leads to a web of intrigue and enigmas. CONJURE reveals the inner secrets of the stage magicians seemingly innocent Brotherhood of Magic.

TERROR AUSTRALIS
CHA2319 \$17.95

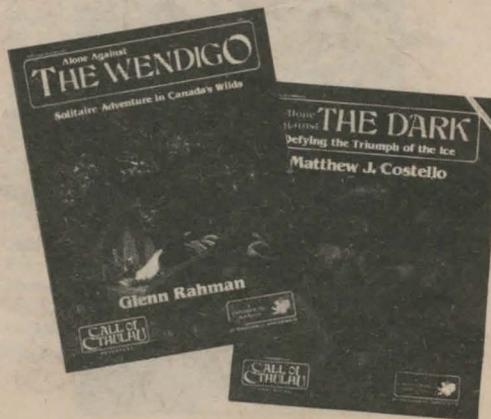
A different sort of adventure Down-Under, but with a deadly familiarity as the investigators follow cultists into the Australian Outback.

Alone Against the WENDIGO (Solo)
CHA2311 \$7.95

Deep in the Canadian wilderness, your canoe glides up the mysterious "River of Power," as you search for the unknown. This expedition will require all your skills and luck if you are to survive the fearsome force of the North! In this deadly solo adventure you are really alone against the Wendigo!

Alone Against the DARK (Solo)
CHA2312 \$7.95

Four strange, unexplained disappearances of important people occurred simultaneously in four different places. Now you must assume the role of four investigators as they try to solve the mysteries of these missing persons, and then take on the role of their successor to prevent the twisted plot which they uncover! In this solo adventure you are alone against the Dark!





CALL of CTHULHU

SANDY PETERSEN

Boxed Miniatures Set

CALL OF CTHULHU* Adventurers (12)
GRN6501 \$9.95

CALL OF CTHULHU* Creatures (10)
GRN6502 \$9.95

Blisterpacks

- G-Men & P.I.'S (3 fig)
GRN201 \$2.50
- Thugs (3 fig)
GRN202 \$2.50
- Adventurers (3 fig)
GRN203 \$2.50
- Sinister Gentlemen (3 fig)
GRN204 \$2.50
- Investigators (3 fig)
GRN205 \$2.50
- Cops (3 fig)
GRN206 \$2.50
- Nightmares (3 fig)
GRN207 \$2.50
- Undead (3 fig)
GRN208 \$2.50
- Ghouls (3 fig)
GRN209 \$2.50
- Serpentmen & Mi-Go Fungi(3)
GRN210 \$2.50
- Sand Dwellers (3 fig)
GRN211 \$2.50
- Deep Ones (3 fig)
GRN212 \$2.50
- Cthonians (2 fig)
GRN213 \$2.50
- Nyarlatotep (1 fig)
GRN214 \$2.50
- Tsathoggua (1 fig)
GRN215 \$2.50
- Old One & Dimensional Shambler
GRN216 \$2.50
- Spawn of Cthulhu (1 fig)
GRN217 \$2.50
- Hunting Horror (1 fig)
GRN218 \$2.50

GHOSTBUSTERS

GHOSTBUSTERS* Humorous Role Playing
WES30020 \$16.95

Guess who's in town? Look out Ghosts! You haven't a prayer. The perfect evening's entertainment — this game will have you "busting" slimers, spuds and vapors in ten minutes with its easy-to-learn rules that emphasize role playing, not number crunching.

Includes a Training Manual, an Operations Manual, Reference files, colorful equipment cards and dice.

Scared Stiffs*
WES30021 \$7.95

You are cordially invited to attend the First Annual Supernatural Conclave and Ski Party Weekend at the old Wraith Hotel. Learn the latest in paranormology, fight zombies, spend the night in a haunted vineyard, and save the universe!

Hot Rods of the Gods*
WES80602 \$7.95

Earth was created millennia ago by dangerous juvenile delinquents from outer space! Now their back and they wanna race! An epic with aliens, Men in Black, the Mostly All New and Improved Super-Mega Ectomobile, and possessed yuppies, culminating in a climatic demolition derby high over Manhattan.

Ghost Toasties*
WES80601 \$7.95

A full-color, three-panel GhostMaster screen containing all the charts and summaries commonly used during play, plus GHOST TOASTIES*, an artificially sweetened adventure.



PARANOIA PARANOIA



PARANOIA* Second Edition Boxed Set WES12001 \$16.95

An adventure role-playing game set in a darkly humorous future. A well-meaning but deranged computer desperately protects the citizens of an underground warren from all sorts of real and imagined traitors and enemies. You will play the part of one of the Computer's elite agents. Your job is to search out, reveal and destroy the enemies of the Computer. Your worst fear is that the Computer will discover that you are one of these enemies.

The boxed set includes dice, plus a special rules expansion called "The Compleat Troubleshooter."

PARANOIA* Second Edition Book WES12000 \$11.95

You're right! They're out to get you! But maybe this book can help. This is for those who don't want to spend a lot of money on a game with frills such as dice, handouts, a special Troubleshooter's manual and a beautiful storage box. Here are the basic rules in a gorgeous 136 page book.

TEENAGE MUTANT NINJA TURTLES* Game PAL502 \$9.95

Never in the annals of comic books have there ever been heroes like these! Born in captivity, mutated by radiation, escaped to be raised in the sewers by a master of ninjitsu here come the TEENAGE MUTANT NINJA TURTLES and Other Strangeness!

Adapting the phenomenally popular comic book, this exciting new game creates the new adventures of Leonardo and friends. Features several new adventures including the Terror Bears and Killerroos.

After the Bomb* Odyssey PAL503 \$6.95

Beyond Mutant Ninja Turtles, beyond the holocaust, enter a land filled with intelligent mutant animals. Join the excitement scavenging the ruins of human cities, meeting marauding bands of mercenaries, rebel robots, and treachery from the Empire of Humanity!

ACUTE PARANOIA Rules Expansion WES80105 \$9.95

Over 80 pages of supplemental information, adventure generating devices and new rules. Also features new messages from the Computer, helpful advice, secret societies and a cornucopia of Code 7 missions.

PARANOIA* Excessory Pack WES12002 \$9.95

Talk about *excessive!* Here's our first real excessory, with a new GameMaster's Screen for second edition plus standup "Cardboard Commie" figures with plastic stands and character sheets and nine forms in triplicate for such things as a Termination Voucher Request Form, Experimental Equipment Testing Report, and more!

PARANOIA* Gamemaster Screen WES80101 \$5.95

This colorful, three panel screen features charts, tables and information commonly used during play. Plus here are three small missions from "your friend" the computer.

Vapors Don't Shoot Back WES80102 \$5.95

Welcome to the 84th Annual High Programmer's Invitational Tournament. Last year's winner, the High Programmer Nevo-U-Myn, has selected you to defend his title against the many other programmers seeking to defeat him. Aren't you proud? Nevo-U is sure you will persevere till victory is yours. It is not a good idea to disappoint a High Programmer.

The Yellow Clearance Black Box Blues WES80103 \$7.95

This adventure will give you many exciting opportunities to serve the computer and your fellow citizens of Alpha Complex. As a troubleshooter, you will battle against traitors to the computer, including a deadly conspiracy of communist mutants of unbelievable power, armed with weapons one can hardly begin to imagine.

Send in the Clones WES80104 \$7.95

Treasonous old songs from the public-address system. The Troubleshooters must track traitors through — gasp — the sewers, serenaded all the way by old favorites like "Alpha Complex Dandy." Includes rules for the hit game show "Date with Death" and an Alpha Complex Songbook.

Clones in Space WES80107 \$7.95

Space — the final frontier. These are the voyages of the unenterprising Troubleshooters. Their mission: to boldly go where no clone has any business going!

Orcbusters WES80108 \$6.95

Wizard Whacking in the Service of the Computer comes of Age. The Troubleshooters are sent to DND Sector to deal with pinko Commie spellcasters and their mutant monster sidekicks.

HIL Sector Blues WES80109 \$9.95

The long-awaited Campaign Pack — or so the Computer says. Rules for creating the elite HIL Sector Internal Security Blue Troopers plus piles of information and handouts, including several mini-missions, for creating adventures in the famous HIL Sector.

TEENAGE MUTANT NINJA TURTLES



Teenage Mutant Ninja Turtle ADVENTURES PAL504 \$6.95

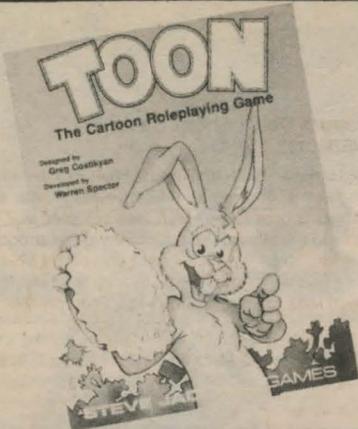
The adventure continues as our heroes travel to Japan to take on WHITE RONIN and his assassins in Death Trials. Then it's back to New York in time to thwart DOCTOR FERAL and his new mutant monsters. Five adventures in all!

Road Hogs PAL505 \$6.95

They are the Kings of the Road! Freewheeling scavengers with a taste for blood. Those who know them, flee in panic, but those who fall prey to the ROAD HOGS!

A Guide to the Galaxy PAL506 \$6.95

New Mutant Madness! Journey with Leonardo and friends beyond the friendly skies and into alien adventures!



TOON* Zany Cartoon Role Playing Game
JAC1203 \$8.95

Remember all those great cartoons you used to watch every Saturday morning? Now they're on again . . . and you're the star!

Learn to play any cartoon character of your choice with these simple game rules — the first rules where no one dies and the action is nonstop! Grab that cream pie and let's get in TOON!

TOON* Strikes Again! (Expansion)
JAC7601 \$4.95

Four new adventures for TOON. Be a cartoon star in your own fast and frenzied Feature Film or silly Short Subject!

TOON* Silly Stuff (Expansion)
JAC7602 \$4.95

New and silly places to go, people to see, things to do and a brace of loony new game charts. Visit a haunted house, the edge of the Universe or fight the Foogie birds in this zany new supplement including the Adventure Generator.

Son of TOON* Rules Expansion
JAC7603 \$4.95

The third supplement to a game no one can get enough of... New adventures, new predicaments, new kissers to smack with a cream pie!

Soviet troops are landing in your home town. In this, its darkest hour, America needs heroes. You play the role of an American freedom fighter, desperately struggling to free your country from the crushing burden of Soviet oppression. The fate of America is in your hands.

PRICE OF FREEDOM

OF FREEDOM

ROLEPLAYING IN OCCUPIED AMERICA

THE PRICE OF FREEDOM* Role Playing
WES30060 \$19.95

The skies are filled with Soviet orbital defenses! America surrenders to the Premier's threats and Soviet troops have landed to occupy your home town. In this, its darkest hour, America needs heroes! Are you willing to pay the price?

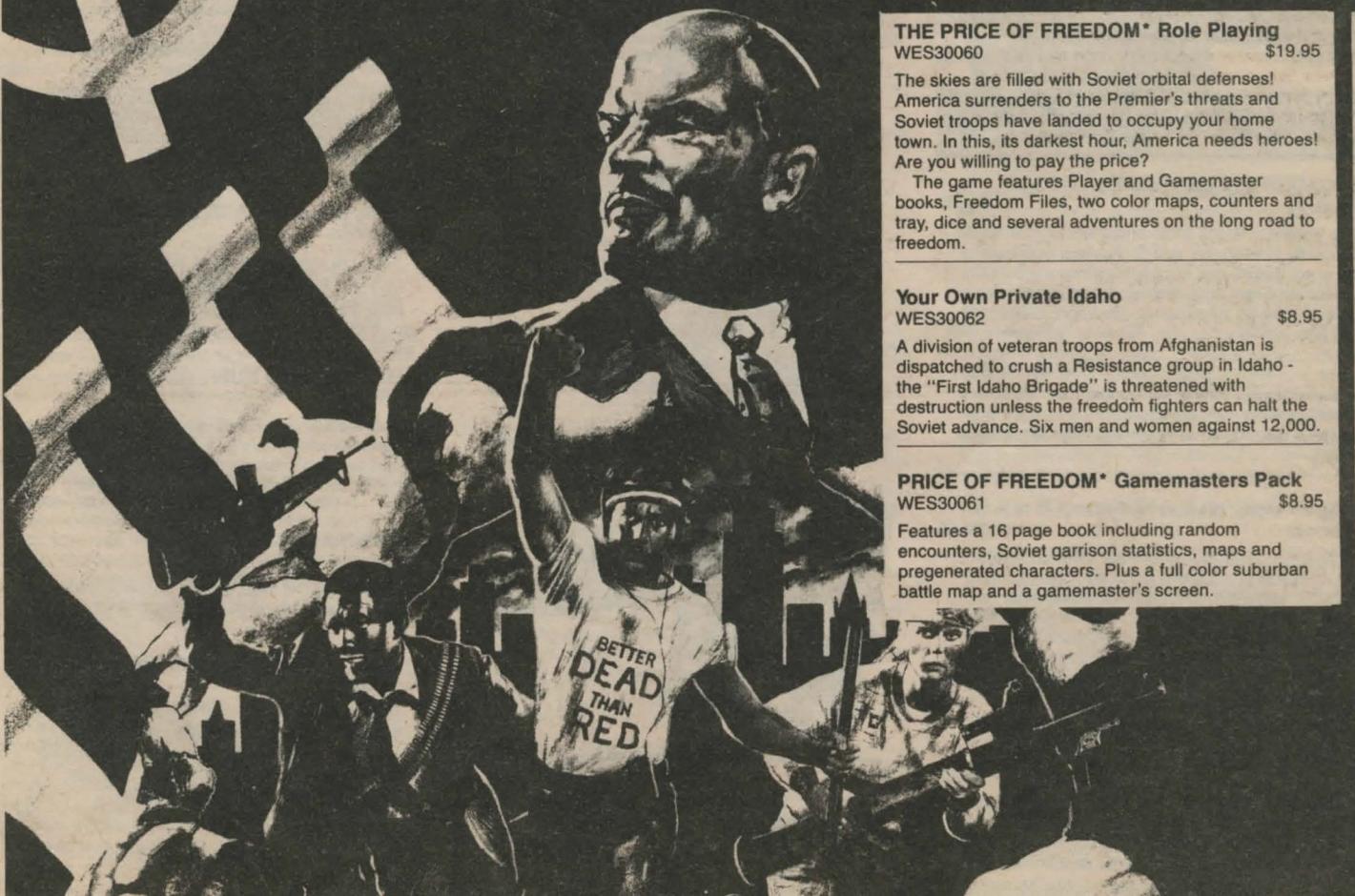
The game features Player and Gamemaster books, Freedom Files, two color maps, counters and tray, dice and several adventures on the long road to freedom.

Your Own Private Idaho
WES30062 \$8.95

A division of veteran troops from Afghanistan is dispatched to crush a Resistance group in Idaho - the "First Idaho Brigade" is threatened with destruction unless the freedom fighters can halt the Soviet advance. Six men and women against 12,000.

PRICE OF FREEDOM* Gamemasters Pack
WES30061 \$8.95

Features a 16 page book including random encounters, Soviet garrison statistics, maps and pregenerated characters. Plus a full color suburban battle map and a gamemaster's screen.



GangBusters

Games



GANGBUSTERS™ GAME
TSR7009 \$12.00

Take on the personas of police, gangsters, G-men, private eyes or reporters in the hard-hitting action created in this role-playing game based in the Roaring Twenties!

Boxed set contains 64 page rulebook, a two sided, colored adventure map, 70 character markers, a campaign ward map and a special introductory adventure and dice.

Miniature Blisterpacks

- GANGBUSTERS™ G-Men (3 fig)**
TSR5503 \$1.95
- GANGBUSTERS™ Reporters & P.I.'s (3)**
TSR5506 \$1.95
- GANGBUSTERS™ Gangsters (3 fig)**
TSR5509 \$1.95

PRIVATEERS & GENTLEMEN® Adventures

PRIVATEERS & GENTLEMEN® (BOXED)
FGU5401 \$17.00

This is the age of tall ships and iron men, the world of Horatio Hornblower and Sir Francis Drake when the words High Seas were synonymous with high adventure! Enter the naval service or become a privateer! All the rules needed to begin a career of courage and honor on the high seas is included with a Gamemaster's screen, character sheet, ship record sheet, and even cut-apart counters for naval battles. Features Naval Combat rulesbook, plus two books for role playing - one for character generation and personal combat, and the second detailing the Age of Sail.

King over the Waters
FGU5402 \$6.00

An optional advanced system for more complete backgrounds in character generation (including histories, advancement, and new skills). This includes a historical summary of the events of Napoleon's Egyptian campaign and advance on Acre, stats of the ships which took part in the relief expedition and adventure and campaign information for role playing.

Decision at Djerba
FGU5403 \$5.00

Player-Characters must deal with a major French force that has broken the British blockade of French ports, the French garrison at Djerba, and the danger of the French squadron in Djerba harbor making a sortie or being joined by the French Mediterranean.

GB1 TROUBLE BREWING
TSR7901 \$6.00

Gang War erupts in Lakefront City! And our heroes are caught right in the middle of the warzone!

GB2 MURDER IN HARMONY
TSR7902 \$6.00

Murder stinks! Especially when it visits a nice old geazer like Arthur Overton. Well the killer didn't count on our heroes being hired to lay his memory to rest!

GB3 DEATH ON THE DOCKS
TSR7903 \$6.00

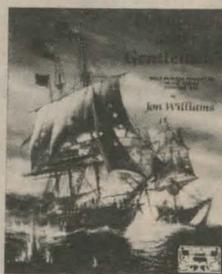
Some say the labor force has got to unite to be strong! The union bosses call a protest and the only thing not on strike at the docks is death! The reek of cheap mobsters trying to control the poor working stiffs is stronger then the smell of fish!

GB4 THE VANISHING INVESTIGATOR
TSR7904 \$6.00

For too long Lakefront City has been in the hands of crime bosses and corrupt officials. But this new Senate Subcommittee may be digging up more dirt than they can handle, and our heroes will have their hands full digging up more than a vanishing investigator!

GB5 DEATH IN SPADES
TSR7906 \$6.00

The Oberklein Mansion was the scene of a murder ten years ago. Now a supper club, the building again surfaces as the scene of foul play, the scene of death.



BOOT HILL

Games



BOOT HILL® GAME
TSR7005 \$18.00

This role-playing game is set in the wild west. How many notches will you have on your gun before you are the next.

Boxed set contains 36 page rulebook, wilderness and town maps, over 50 gunslinger counters, and dice.

BH1, MAD MESA
TSR7701 \$6.00

This is the first in a series of modules for use with the BOOT HILL® game. This module not only offers the usual multi-player role-playing adventure, but also a special solo game.

BH2, LOST CONQUISTADOR MINE
TSR7702 \$6.00

A dead man's cryptic treasure map may lead to a fortune in Spanish gold - or to a quick death. Can you elude Indians, claim jumpers, bandits and vigilantes to find the lost gold of Mendoza?

BH3, BALLOTS AND BULLETS
TSR7703 \$6.00

"They're stealin' the ballot box . . ." And vote theft is only one of the perils stalking the town when the folks of Promise City must choose between "Ballots . . . and Bullets."

BH4, BURNED BUSH WELLS
TSR7704 \$6.00

This module provides GM's with an alternate town. It includes encounters for a town and country which can be used to create mini-scenarios. Suggested for two or more average BOOT HILL® players.

BH5, RANGE WAR
TSR7705 \$6.00

Here is the Old West conflict between cattle ranchers and sheepherders, rivals for grassland and water.

BHAC1, BOOT HILL® REFEREES SCREEN
TSR6701 \$6.00

Fastpaced gunslinging action will never bog down in search of combat tables with the BOOT HILL® Referees Screen. Also features the adventure "Shootout in Northfield," setting the player characters against the James gang!

BOOT HILL™ Gunslingers (3 fig)
TSR5510 \$1.95

JAMES BOND 007

JAMES BOND 007* Role Playing Game
VIC35002 \$12.95

International Espionage is the name of the game, and there is no better player than England's number one agent, James Bond — 007! Enter the exciting world of danger and intrigue as an agent of M.I.6 as you attempt to follow in the footsteps of a legend with some of his most deadly missions! Now Bond is Better than Ever and so are you!

The complete game features a Basic Game book, a pad of 12 character records and dice.

BOND IS BETTER THAN EVER!

Gamemaster Pack
VIC35005 \$8.95

Designed for James Bond gamesmasters, this pack brings the excitement of the movies to your adventures. The package features a full-color GameMaster's Screen, die-cut action figures with bases, a combat-and-chase battle grid, and a 40-sheet pad of character records.

For Your Information
VIC35007 \$9.95

This fully illustrated GameMaster supplement features new rules on locations for missions and character backgrounds for movie personalities. Special rules are given for dealing with brainwashing, amnesia, undercover assignments, real world agencies and imposters. Includes a New Rules and Information book, M.I.6 Dossier and Documentation Forms, and a pad of non-player character cards.

Q Manual
VIC35001 \$9.95

With over 150 illustrations the Q Manual details weapons, vehicles, and covert devices used in the James Bond movie series. Simple mechanics allow you to incorporate these items easily in the game. As much fun for a collector of James Bond memorabilia as for gamers!

Thrilling LOCATIONS
VIC35010 \$9.95

The booklet provides you with detailed descriptions of elegant restaurants, lodgings, and travel accommodations. The package includes over 100 black and white illustrations and photos, 12 full-color pages, floorplans, gamesmaster information, encounter tables, and descriptions of characters who inhabit the world of James Bond.

VILLAINS
VIC35011 \$15.95

Energize your James Bond Campaign with seven new and the original Major Villains from Bond's colorful past. Includes details on SMERSH, the spykilling organization. Each villain presents new challenges for your agents to try to thwart. Package includes a Villain Dossier book detailing hideouts, motives and plots, plus a SMERSH file book complete with a new adventure, and 10 M.I.6 Dossier sheets.



DR. NO*
VIC35006 \$8.95

Against the backdrop of romance and intrigue in the Caribbean, you must discover the link between the missing Station head and Dr No. Though your assignment sounds simple enough, you will find yourself in constant jeopardy as you seek to separate the lies and legends from the truth about Dr No. Do you have the courage and the intelligence to unravel the mystery of Dr No?

Goldfinger*
VIC35003 \$7.95

Someone is tampering with the world's gold supply. Auric Goldfinger is suspected but is he just a greedy man, or is he plotting something more sinister?

Goldfinger II: Man with the Midas Touch*
VIC35012 \$7.95

A nuclear physicist is discovered dead of skin suffocation — his body covered in gold paint. Has Goldfinger returned or is someone mimicking his lethal methods?

You Only Live Twice*
VIC35008 \$7.95

Where is the missing space lab and its cargo of death? Unknown to the world at large a deadly virus has mutated inside the lab. Your mission is to reach this lab before the plague is unleashed!

You Only Live Twice II*: BACK OF BEYOND
VIC35016 \$7.95

Q Lab security has been breached and a secret file on Nazi Germany is missing. The search leads from wintry London to the Australian Outback.

Live & Let Die*
VIC35009 \$8.95

Drug smugglers are discovered in New Orleans and in the Caribbean. Agents of the CIA are dying, could someone be out to destroy the secret service or worse?

The Man with the Golden Gun*
VIC35013 \$7.95

Can you rescue the kidnapped scientist from the forces of the KGB, TAROT, and the ultimate assassin? Scaramanga is after the ultimate weapon, a solar gun using the sun's energy.



Octopussy*
VIC35004 \$7.95

Somewhere in India, the mysterious Kamal Kahn is finalizing a plot to disrupt the governments of the world. Elsewhere the scheming Octopussy completes plans to increase her store of jewels, as a fabled Faberge Egg heads to an unknown destination. Only you can find the link between these three events to avert international disaster.

A View to a Kill*
VIC35014 \$7.95

Your mission is to infiltrate the Soviet Union Siberian wastelands to recover a stolen microchip, but the trail that brought the chip to Russia uncovers a deadly plot to disrupt international economies.

On Her Majesty's Secret Service*
VIC35015 \$17.95

Now all the excitement and challenge of the role playing game can be yours without the need for a GM! This solitary game system thrusts you into the middle of breakneck chases and deadly combat through the use of Action Cards and random foes, with a danger level that gauges the challenge to your character's experience. Contains four adventures.

BOND Assault Game
VIC35017 \$14.95

At last, a revolutionary game system that allows you to play the most involved commando assaults! Includes a scenario for the assault on Blofeld's crater rocket base. Contains rules, game map, counters, storage tray, dice and more.

The New

TOP SECRET/S.I.™

Games



New TOP SECRET/S.I.™ ESPIONAGE GAME

TSR7620 \$15.00

The world's first espionage role-playing game has been revised in a classic edition that allows for faster and easier play. This game still retains the detail and intrigue necessary for a good campaign. It also includes a complete campaign world and details on the Agency and its enemies.

Boxed set contains two 64 page rulebooks, an adventure, a full-size color map and dice.

TS 1, OPERATION: STARFIRE

TSR7624 \$5.95

A worldwide terrorist organization is engaged in a nefarious plot! Your mission: — discover the terrorist agent's identity and their purpose before harm befalls innocents.

TS 2, OPERATION: THE DOOMSDAY DROP

TSR7627 \$8.95

Agents must battle the clock to thwart a diabolical villain before he can make good on his nuclear blackmail!

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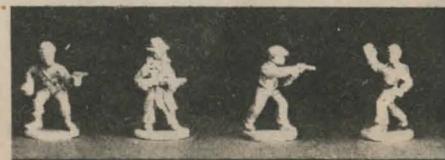
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In *Star Wars: The Roleplaying Game*, you'll find elegant rules, easy introduction for novices, completeness, innovative game design features, and encouragement of true roleplaying for old hands. The greatest space fantasy saga of all time becomes the greatest space fantasy game of all time — this fall, in a galaxy near you.

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WES40001

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WES40002

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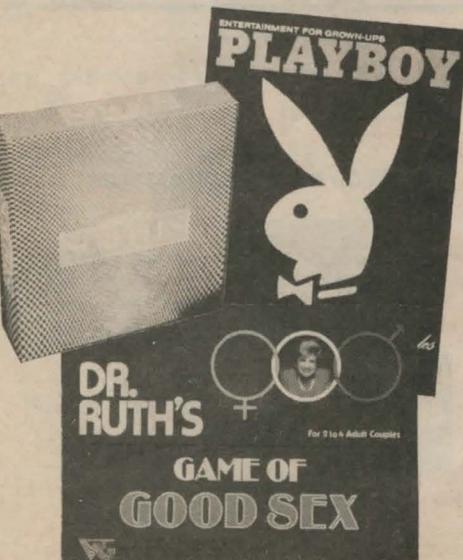
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One of the regulars of the Last Chance Mission just couldn't get into the holiday spirit. Early on the morning of December 26th, this person garrotted mission "resident" John Lancaster. Was it the flamboyant "Reverend" Bobby Wilson or the eccentric Pigeon Annie. Perhaps punkrocker Billy Bedlam or Wilson's faithful assistant, Holly Farr, did the deed. Maybe Shopping Bag Mary or the mysterious Luther Dibdahl was the culprit. Cast yourself and your friends as these characters and learn the answer with this party mystery.

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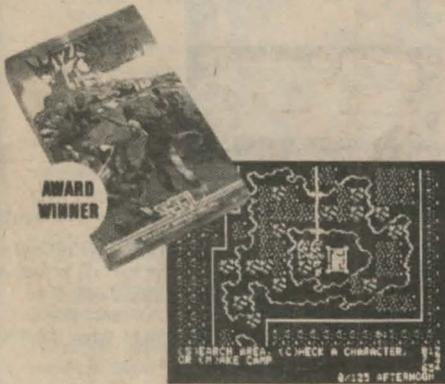


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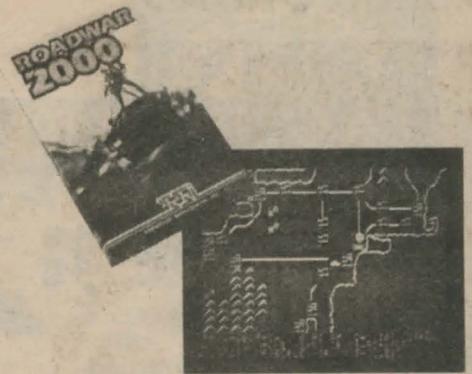
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DUNGEON!® GAME
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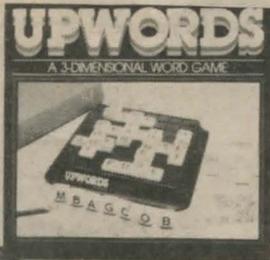
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The ultimate challenge for crossword, trivia and word game fans! If you answer the crossword question correctly write the answer onto the eraseable gameboard. The first one to create an unbroken chain of crosswords from their starting line to their homebase wins!

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Great Shakes, it's YAHTZEE*, your favorite game of luck and strategy! This is the can't-stop-playing game for any occasion! Build different combinations of the five dice to capture the most points. Get five of a kind and you've got...Yahtzee! Excellent for parties!



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A humorous card game with a tongue-in-cheek view of international diplomacy, propaganda, and finally: holocaust! Two to six players engage in touchy negotiations until a warmonger pushes the button! This hilarious card game is easy to learn and fast to play. But watch out: if everyone is wiped out—nobody wins!

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The can't-play-it-often-enough card game that combines quick play action with deft strategy! Players match the card pairs around the gameboard, either by number or color. See if you can play the last card in your hand to give the piles in front of you the highest point value. Collect the most points to win. Twice as much fun as any other card game!



RACK-O* Card Game

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An easy-to-learn, fast moving family card game. Each player inserts 10 cards into the slots in his plastic rack as they are dealt. Then by drawing and discarding, players try to line up the cards in the rack in numerical order from low to high. The first to succeed yells "RACK-O!"



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OGRE® Game of Robotic Tank Warfare
JAC1106 \$5.95

OGRE® is a tactical ground combat game set in the next century. In 2085 A.D., armored warfare continues-faster and deadlier than ever. Hovercraft, tanks, and infantry slug it out with tactical nuclear devices. But the most feared weapon of all needs no human guidance. It's the giant cybernetic tank called the Ogre.

G.E.V.* Future War Combat
JAC1107 \$5.95

In the year 2085, a tank duel lasts only seconds. An entire battle ends in minutes. Nuke-firing infantrymen dodge across the battleground in powered suits, swift tanks and all-terrain hovercraft form the core of deadly armor units. Only a direct hit will destroy them . . . a miss may stun the crew, but their machine will keep trying to kill you!

New vehicles, terrain and scenarios for OGRE*!



VIKING GODS® Minigame
TSR4008 \$2.95

It is foretold in Norse legends that the world will end in a mighty battle of good vs. evil in a conflict called RAGNAROK! Now you can take part in this last glorious battle to help good win out.

SHOCKWAVE*: An OGRE* Expansion
JAC7201 \$4.95

The elite armored forces have entered the fray! Here are new units, twelve scenarios, over 200 counters and a full color map for use with OGRE* and G.E.V.*

BATTLESUIT*: Powered Armor Combat Game
JAC1109 \$5.95

This sequel to the award winning OGRE* game introduces man-to-man combat in deadly powered armor BattleSuits. Now the solitary man can make a difference in a world of robot tanks and highspeed armored ground vehicles.

The OGRE* Book, Vol. I
JAC3201 \$5.95

The first book of strategy tips and new scenarios in the grim future world of the OGRE!

Travel OTHELLO* Challenging Game
MB4713 \$5.75

Now take the strategy challenges of OTHELLO* along on any trip, to a show, wherever you go! Outflank your opponent's disks to flip them over to your color and capture the board. Ridged playing surface and built-in storage drawers.

Travel CONNECT FOUR* Game
MB4313 \$6.00

Here is a miniature version of Milton Bradley's longtime best-seller. Stack 'em high, or spread 'em low; you win with four in a row! Self contained tray stores chips safely and securely.

Travel YAHTZEE* Dice Game
MBE2402 \$5.75

Here is a compact version of America's favorite dice game. Perfect for taking with you as you travel or playing on the road. Unique dice case lets you roll the dice without ever losing them!

Travel BATTLESHIP* Strategy Game
MB4419 \$8.00

Compact version of the all-time classic strategy game. See if you can locate your foe's hidden fleet! Self-contained foldup trays let players enjoy game anywhere, anytime!



ABSTRACT STRATEGY

CONNECT FOUR* Stacking Game

MB4430 \$12.00

An absorbing and challenging game of vertical strategy. Easy to learn rules. Each player tries to build a row of four playing pieces in a standing frame - horizontally, vertically or diagonally - while preventing his opponent from doing the same. Play is fast and furious, and once someone wins the game resets with a flip of the wrist for another round!

OTHELLO* Strategy Game

MB4656 \$14.95

A minute to learn...A lifetime to master! The classic game of challenges and risks that sets you to outflank your opponent's disks. Surround an opponent's disks and you capture them and change them to your color. Can you decide when to capture and when to sacrifice?



CHESS, A Classic Strategy Game

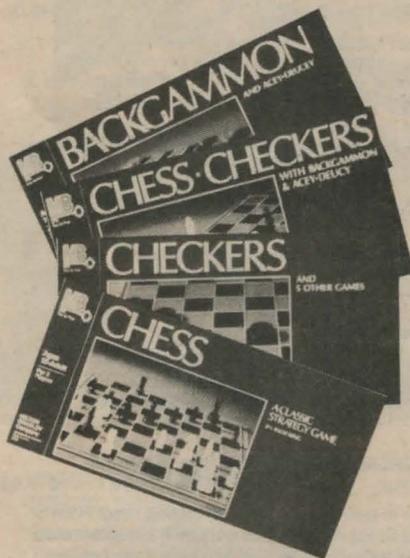
MB4735 \$4.50

Here is the classic game of strategy pitting two royal courts against each other for control of the board by capturing the opponent's king. Features authentic Staunton design Chessmen.

BACKGAMMON and Acey-Deucey

MB4319 \$3.75

Ready for a race to the finish. This traditional game balances chance and strategy for a challenging race to be the first to move all your pieces from one end of the board to the other while delaying your opponent. Also includes rules for Acey-Deucey.



CHECKERS And 5 Other Games

MB4140 \$3.00

Here is the traditional boardgame of draughts. Are you clever enough to know when to sacrifice and when to protect your pieces in order to capture victory? Also includes rules for five other games.

CHINESE CHECKERS

MB4301 \$3.50

This traditional four player strategic game of movement pits you against your opponents in a race to move all your pieces from your home base to your opponent's side. Can you take advantage of swift movement by leapfrogging over your own and your opponent's pieces.

CHESS, CHECKERS With Backgammon & Acey Deucey

MB4141 \$6.00

Here are four games in one, checkers, chess and a backprinted board that lets you also play backgammon and acey-deucey! More value for the buck!

CHASE™ Game

TSR1030 \$12.95

New! The Game of Changing Strategies!

An award-winning strategy game for two that will provide hours of fun for young and old alike. A new classic in the making. Better than checkers, with varying levels of play it can be more challenging than PENTE™. Listed in OMNI TOP 10 GAMES and GAMES 100.



FAMILY GAMES



The Game of LIFE*, A Family Game
MB4000 \$15.00

Be a winner at THE GAME OF LIFE! Just spin the Wheel of Fate and off you go in your own car to face life's many ups and downs. Find a job, make money (maybe), get married, have children! Take a chance, find romance! Win a bundle or wind up with nothing! All this and more awaits you in THE GAME OF LIFE*.



SCOTLAND YARD* Detective Game
MB4500 \$16.00

Dodge and race, corner and chase through the twisted streets and subways of London in this detective game! One player is the mysterious Mr. X trying to evade the team of detectives. Characters travel by bus, taxi and subway trying to corner the master criminal before he can make his escape!

WIN, LOSE OR DRAW* Family Game
MB4710 \$19.95

Join Bert Reynolds in this exciting home version of his new TV game show! The challenge in WIN, LOSE OR DRAW is to draw pictures that describe expressions or things for the other players to guess, in a form of picture charades. Thus a drawing of a hammer driving a nail might stand for "Hitting the Nail on the Head." The rules are as easy as pie and playing is as much fun as a barrel of monkeys!

THUNDER ROAD* Highway Combat
MB4707 \$15.00

Drive to survive on the never-ending road! Ram or shoot at opponent's cars or launch aerial assaults from your helicopter. Can you stay ahead of the vanishing road, or will you be left behind in the dust? After all, there can only be one survivor on this glory road!

WHATZIT?* Mind Puzzler Game
MB4703 \$22.25

Here's the game that all Europe is talking about!! WHATZIT* is the blockbuster game that teases your brain, keeps you on your toes and is lots of fun! Can you guess one of the zany WHATZIT* Picture Riddles for a chance to advance on the gameboard? Quickly, quickly before your opponents beat you to the punch and leave you high and dry!

CHEERS® GAME
TSR1028 \$19.95

Now the Emmy award-winning NBC-TV show is a fun-filled boardgame. A game of zany notes and quotes, and bar balancing olympics. Fun for the entire family.

PERRY MASON* Courtroom Suspense Game
TSR1029 \$19.95

The police say its . . . Murder! Compete with up to 4 players as TV's greatest criminal lawyer. Call witnesses, conduct cross examinations or object to your opponent's questions. But gathering clues you must discover the real murderer and reveal him or her on the stand!

RAIL BARON Game
AVAGA295 \$15.00

An award winning game of railroad monopolies. Buy and sell rail lines to build an empire greater than your competitors. Recaptures the flavor of railroading's heyday, and just plain fun for the fan of fast and furious gaming.

THE BROADWAY™ GAME
TSR1027 \$19.95

Find fame and fortune on the Great White Way! The hottest property acquisition game ever! Buy stock in an untried script and try to parlay that into becoming a bigtime Broadway producer. Game plays to completion in 2 to 4 hours tops.

CROSSCHECK™ GAME
TSR1018 \$12.95

The ultimate challenge for crossword, trivia and wordgame fans. Be the first to form an unbroken chain of words from your color starting zone to the finish box. Erasable board, easily cleaned and reused.

TWIXT
AVAGA110 \$21.00

Build an unbroken chain of linked pegs from one side of the board to the other in this delightfully devious, chesslike game of move and countermove.

ACQUIRE
AVAGA140 \$21.00

This awesome game of hotel investment and business merges to form the greatest chain of hotels has a simplicity of play that belies the serious strategy and business acumen that is called for to capture an elusive victory.

TV WARS
AVA6365 \$24.00

Enter the wheeling and dealing world on television networks. This game spoofs the rating ratrace pursued by the networks to get to the top of the primetime rating heap. What shows will be this seasons new hits — the Clone Ranger, the Merry Smiler Show, or All in the Family? Outbid your competition for top stars! A fast-paced battle of wits and luck to out guess audience reaction and gain the greatest share of the TV audience.



GAMEMASTERS* GAMES

AXIS & ALLIES* World War II Game

MB4423 \$28.00

The Time: Spring 1942. The Place: The World at War. The Challenge: Mobilize your country, command your forces, and attack the enemy by land, sea and air. Partners team up on two sides, buying armaments that have different prices, capabilities and vulnerabilities. The object is to occupy the enemy's capital cities and receive the most credit for victory. Over 250 plastic figures, play money and storage trays.



SHOGUN* Feudal Combat Game

MB4720 \$28.00

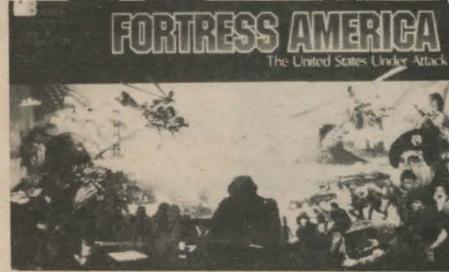
The Time: 16th Century. The Place: Feudal Japan at War. The Challenge: Command an army of samurai warriors, battle for provincial control, and become the warlord Shogun! Experience the fine honed discipline of ancient Japanese warfare as you try to outwit your opponents in a ruthless game for territorial supremacy. Only brilliant strategy and innovation will capture the victory. Over 300 plastic figures, plus 5 katana - the swords of the samurai!



FORTRESS AMERICA*, The United States Under Attack

MB4624 \$28.00

The Time: The 21st Century. The Place: The United States of America. The Challenge: Wage modern warfare to attack or defend U.S. cities and territory. Build your control over the battlefield with supersonic bombers and laser complexes while coping with partisans popping up behind enemy lines. The object is to repel all the invaders or to conquer the U.S. and eliminate your rivals. Over 300 plastic figures, plus cards and storage trays.



STRATEGO* Battlefield Strategy

MB4916 \$14.00

The most fascinating two player game since Chess. The object of STRATEGO* is to outwit your foe and capture his Flag. Each piece has a military rank printed on one side, ranging from sinister spy to a field marshal, but your opponent never knows which is which!

BATTLESHIP* Naval Strategy Game

MB4730 \$14.00

In this all-time classic, players command their own fleet of authentic-looking plastic ships that range from an aircraft carrier to a submarine. The object is to sink all of the opponent's ships by firing salvos of shots and calling out the strike zone. Colorful pegs are used to mark hits and misses. BATTLESHIP is easy to learn and each time played is excitingly different.

Travel BATTLESHIP* Strategy Game

MB4419 \$8.00

Compact version of the all-time classic strategy game. See if you can locate your foe's hidden fleet! Self-contained foldup trays let players enjoy game anywhere, anytime!

ONSLAUGHT™ Lightning Strategy Game

TSR3021 \$19.95

D-Day to the Rhine! The greatest campaign in U.S. Army history is now playable in only 4 hours in this highly realistic, swift-moving game. Follow the Allied campaign from D-Day to the invasion of Germany with the first of the Lightning Strategy Game series.



DAWN PATROL® GAME

TSR7008 \$12.00

World War I aerial dogfights in rickety biplanes of a bygone age. Shoot down enemy patrols and avoid deadly groundfire to complete your desperate mission. Full color maps and authentically detailed airplane markers. You can create countless scenarios.

SIROCCO™ GAME

TSR1023 \$14.95

Two player game. Players maneuver to secure Oasis and to capture enemy strongholds. Using jeeps, tanks, artillery and soldiers, opponents strike with efficiency or hold back and build their reserves for a final offensive. Special advanced rules included.



FANTASTIC BOARDGAMES



BARBARIAN KINGS Adventure Game
SPI3031 \$6.00

This is a ziplock folio game containing a complete strategic area movement fantasy adventure for 2-5 players. Its small size and few pieces make it very adaptable to role-playing and miniatures campaigns.

DARK EMPEROR Boardgame
AVA866 \$19.00

A magical game of conquest of the lands of mankind through diplomatic, magical and military means. As the Necromancer enlists mighty heroes to defeat the forces of evil! Features a full-color gameboard, markers, rules and reference sheet. For two players, ages 12 and up.

DRAGONHUNT Boardgame
AVA838 \$16.00

The players are catapulted into the mysterious land of Arawan and challenged to liberate the land from the menace of the Great Dragon. For 2 to 6 players.

TITAN Fantasy Battles
AVA839 \$16.00

A fantasy game of imperial colonization! Each player strives to recruit the strongest legions of creatures of Legend to capture and hold the land against all usurpers. Fast-paced challenge for 2 to 6 players.

WIZARD'S QUEST Boardgame
AVA825 \$16.00

Battle a dragon and hordes of orcs in this fantasy treasure hunt on the fantastic island of Marnon.

Tales of the ARABIAN NIGHTS Game
WES11003 \$17.95

Imagine a game that is easy to learn yet reveals rich detail each time you play. Imagine a game with splendid stories for the role player and extremely high replay value for the board gamer. Imagine a game which captures the true flavor of the Arabian Nights in a book of well over 1001 tales. Imagine a game which is simple, fast, fun and challenging. Imagine TALES OF THE ARABIAN NIGHTS!

KINGS & THINGS Boardgame
WES20010 \$19.95

An exciting game of humorous combat and conquest, magic and monsters, treachery and treasure in the ultimate quest for the kingdom of Kadab! As a minor noble, you must conquer wondrous lands, muster rag-tag armies of curious creatures and mighty heroes to take on the other upstarts vying for the glorious throne!

Includes modular board, counters, plastic racks, rules and dice. Enough for hours of fun mashing monsters.

TITAN



Barbarian Kings



The CREATURE THAT ATE SHEBOYGAN Game
SPI2336 \$7.00

Wreak havoc with the monster of your choice! Fast-moving game of city-bashing as various monsters duke it out with the police and national guard. Special rules let you design your own monster. It contains a 17" x 22" mapsheet and 100 counters.

WABBIT WAMPAGE Boardgame
PAC6002 \$15.00

Play a rabbit gone berserk. Battle other bunnies for carrots. Attack Farmer Brown for revenge. Then torch the barnyard, hijack tractors-and yes, you can even jet-pack to the mailbox, send for a cannon, and blast old Fido off the board.

WABBIT'S WEVENGE Boardgame
PAC6003 \$15.00

They skinned his kin! Now someone's going to pay! Wambo Wabbit and his feathered ally Tweet Thing are looking to free the hideless bunnies from Mayor Breedmore's Fur Factory. For 2 to 4 players.

GLOBBO Bizarre Alien Babysitting
JAC1202 \$4.95

A bizarre game set on the planet Ticketa-Koo, where alien offspring are so incredibly rotten, the adults must dispose of the little beasts by subjecting them to battle the awesome android babysitter/exterminator, GLOBBO. It's fast, it's fun, it's the strangest game outside a video arcade.



Sci-Fi Boardgames

Stellar Conquest



STELLAR CONQUEST* Game
AVA859 \$24.00

Let your imagination travel ahead to a time when space travel has become commonplace and highly advanced civilizations on other planets have been contacted. Competition, the eternal test of survival, yet essential catalyst for evolution, is raging fiercely among these alien societies for control of the remaining unexplored portions of the galaxy.

FREEDOM IN THE GALAXY* Game
AVA834 \$20.00

A good old fashion "space opera" pitting the Rebels - the good guys - against the villainous Empire - the bad guys - for control of the Galaxy!

STARSHIP TROOPERS* Game
AVA820 \$16.00

This battle game recreates the famous science fiction novel of Robert Heinlein, first grandmaster of the genre! Pits the armored and futuristic star troopers against their nefarious foes - the Bugs and the Hivemind - in several scenarios of varying complexity.



COSMIC ENCOUNTER* Game (Revised)
WES20040 \$24.95

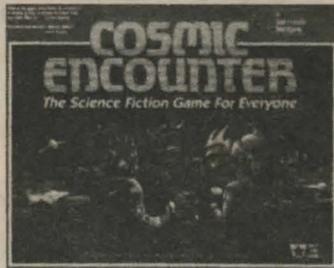
You are one of 20 different alien races, each with a unique power, struggling for galactic dominance. A humorous, subtle, easy to learn game, COSMIC ENCOUNTERS* is a classic game of bold attacks, compromise, bluff, counter-bluff, shifting alliances and crafty card play.

Includes 20 alien powers, gameboards, tokens, cards, and rules.

BATTLE OF KALNOCK* Robot Combat Game
TCI449060 \$38.00

Armored infantry vehicles of the future more mobile than tanks, more powerful than a battleship slug it out in these three dimensional games from Japan. Features robot figures, 6 color gameboards, plastic trees and two targeting periscopes.

BATTLE OF STANREY* Robot Combat Game
TCI449059 \$38.00



STAR FORCE Game
SPI0661 \$10.00

This 2-3 player strategic game of bluff and position uses simultaneous movement, an unusual diceless combat system and a three-dimensional stellar display. It includes one 22" x 34" mapsheet, 200 counters, fourteen scenarios, plus a solitaire game.

STAR GATE Space Capsule #2
SPI2346 \$4.00

Similar in format to the "Great Moments" games, this is a fast strategic game of space warfare for two players.

VECTOR 3 Science Fiction Warfare
SPI2366 \$4.00

Another small, fast science-fiction game, this highly tactical game of space combat tackles the problem of creating three-dimensional movement in a board game.



Dune*
AVA824 \$16.00

DUNE* is the battleground in a power struggle among the worlds' most powerful factions. It, alone, is the source of melange, a spice which prevents aging and confers prescient abilities to its consumer, essential to deep space navigation upon which civilization depends for its continued existence. Whoever controls Dune and its spice, has the power to rule the universe!

BUG EYED MONSTERS FROM OUTER SPACE* Game
WES11001 \$11.95

They have arrived! In the still of the night, in the small town of Freedom, New Hampshire. And they have come to steal our women, the most desirable in the universe! The invasion does not go unnoticed, however, as one lone man escapes to warn the state and local forces mobilize to stop these cruel monsters. An introductory strategy game of humor & tactics. Ugly, slobbering bug-eyed monsters! They want our women.



Third World War

The THIRD WORLD WAR*: Battle for Germany

GDW473 \$18.00

A game of the struggle for central Europe by the forces of NATO and the Warsaw Pact. The divisions and independent regiments and brigades of fifteen nations battle in multi-impulse turns that feature NATO reserve movement and Pact echeloning. Air units represent groups of 100 aircraft of a specific type, each rated for air superiority, close support and strike capability.

Southern Front

GDW476 \$18.00

While the main battle rages, the Warsaw Pact attacks NATO's southern flank. Objective: to capture Istanbul and the straits, and free the Soviet Fleet to sortie into the Mediterranean. May combine with THIRD WORLD WAR.

Arctic Front

GDW478 \$16.00

The Warsaw Pact attempts to seize the strategic ports and airfields of Norway to support their Northern Fleet's battle for the North Atlantic. May combine with THIRD WORLD WAR

Persian Gulf

GDW481 \$24.00

The super powers clash over the oil-rich lands of the Middle East, including a bid for influence in post-Khomeini Iran. May combine with THIRD WORLD WAR.

SNIPER!

GAME OF MAN-TO-MAN COMBAT, 1941-90

SNIPER!™ Man-to-Man Combat

TSR3019 \$16.00

No matter whose uniform he wears, GI Joe - alone, tired, frightened and dirty - still has to do the fighting. And no matter what HQ says, the pockmarked wall he's crouching behind is the most important piece of real estate in the world, as long as it's between him and the sniper!

A revision and update of two classics, SNIPER™ and PATROL™ Tactical Combat Games.

HETZER A SNIPER!™ Companion Game

TSR3022 \$15.00

A welcome addition to an already popular game, this expansion introduces new rules for combat, terrain, over 40 vehicles and new troops - French, British, and Commonwealth Nations. Features 6 battle scenarios from WWII campaigns in France and northern Italy. Also has a special campaign rules section.



SNIPER!™ 1: VIET RAMPAGE

TSR8082 \$2.95

The first in a series of wartime gamebooks that capture the world of first strike teams, counterterrorism and espionage.

YOUR MISSION: To cross through 100 miles of hostile territory to recover the data recordings of a downed satellite containing vital information on Soviet secret installations!

SNIPER!™ 2: BLAST OUT IN LEBANON

TSR8083 \$2.95

YOUR MISSION: Your friend has been kidnapped and it's time to break the battle hardened rule of the mercenary - "Never work for free!" This time it's your turn to pay!

SNIPER!™ 3: INTO CHINA

TSR8084 \$2.95

YOUR MISSION: Lu Chen was China's top agent in Russia. Now he has stumbled on something so worldshaking that he is willing to disobey his superiors and pass this information directly to the top CIA agent in the Far East - you - if you can find him in time that is!

SNIPER!™ 4: KGB DOUBLECROSS

TSR8085 \$2.95

YOUR MISSION: The enemy may have blown your cover and this may be a trap in which they hope to catch you. But you *must* infiltrate Moscow to recover a stolen cruise missile and its guidance system before it's too late!



TACTICS II* Battle Game

AVA502 \$11.00

Designed to introduce newcomers to the fastest growing hobby today-simulation gaming! Here, YOUR strategy alone determines the outcome of every game. Tactics II contains no chance cards, spinners, or random luck elements. Victory or defeat rests squarely on YOUR shoulders.

COLD WAR* Strategy Game

VIC30009 \$18.00

A game for four players where nice guys finish a distant last. Use agents and diplomats to establish alliances to instigate insurgencies and coups. **COMPONENTS:** rules booklet, one 22 x 32 mapsheet, 130 playing pieces, one deck of 50 event cards, one deck of 72 action cards, four identical summary sheets, and a counter storage tray.

Modern Warfare



ASSAULT*: Tactical Combat in Europe GDW471 \$18.00

ASSAULT* postulates a conventional conflict between the United States and the Soviet Union in the European environment in 1985. The weapons that were once merely dreams of science fiction authors are today entering service, and by 1985 will be standard issue. ASSAULT provides an in-depth examination of the potential of tomorrow's weapons.

BOOTS & SADDLES: Air Cavalry GDW475 \$18.00

They've traded their horses for helicopters and armored vehicles, but cavalry still has the same missions: reconnaissance, screening, and mobile striking power. This is the second game in the ASSAULT series which can be played separately or combined.

BUNDEWEHR: NATO's Front Line GDW479 \$18.00

This is the first boxed ASSAULT* module covering two subjects the West German army and combat engineering. Includes new units for a complete Panzer brigade, plus many new vehicles, and rules for river crossings, creating/removing barriers, mines, and field fortifications.

REINFORCEMENTS GDW477 \$10.00

New U.S. and Soviet units for the ASSAULT* series. This completes the sets of U.S. and Soviet forces, providing counters for all types of units currently available to either side.

AEGEAN STRIKE VIC30016 \$20.00

Based on the Gulf Strike system, this simulation treats with the military and political arena of the Aegean Sea. COMPONENTS: rules booklet, 22 x 32 mapsheet, 520 playing pieces, one decimal die, and a counter storage tray.

GULF STRIKE VIC30000 \$30.00

Simulating land, air and sea combat in the Persian Gulf, this game pioneered the fluid system used again in the Aegean Strike game. COMPONENTS: rules booklet, three 22 x 32 mapsheets, 910 playing pieces, one decimal die, and a counter storage tray.

The KOREAN WAR VIC30017 \$24.00

This is a comprehensive operation level game of the entire Korean war action. COMPONENTS: rules booklet, two 22 x 32 maps, 520 playing pieces, one 8 x 11 player aid card, one 10-sided die, and a counter storage tray.

AIR SUPERIORITY: Modern Aerial Combat GDW430 \$22.00

The game of modern jet air combat. Rules cover the basics of flight, combat, air-to-air missiles, radar and electronic warfare, and much more. From Europe to Libya and the Far East, air power is an extension of foreign policy as well as an instrument of war. Put yourself in the action where split second decisions make the difference between victory and defeat.

MUKDEN* Game SPI0916 \$4.00

A hypothetical clash between Soviet and Chinese troops on the northern border. This *Modern Battles* game includes paratroops, guerrillas, gunboats, nuclear weapons and more. Three separate scenarios.



SIXTH FLEET VIC30012 \$30.00

The game is a simulation of the near-future combat for control of the Mediterranean. During play your task forces are to cripple your enemy's surface and sub-surface forces. COMPONENTS: rules booklet, two 22 x 32 mapsheets, 644 playing pieces, two logistic roster pads, three different player aid cards, one six-sided die, and a counter tray.

2nd FLEET Modern Naval Combat VIC30018 \$30.00

In this modern naval combat game of the North Atlantic you compare the strengths and weaknesses of the Soviet Red Banner Northern fleet and the US Second Fleet and its NATO allies. A refinement of the popular SIXTH FLEET game.



AIR & ARMOR* Strategic Boardgame WES10050 \$21.95

Battlefield command in the Next War! Each player controls several Soviet or NATO forces — pitting NATO's ability to respond rapidly to the Warsaw Pact's overwhelming numerical superiority. Includes map, counters, rules, advanced rules, tray, and dice.

SUPREMACY* Strategy Game SUP100 \$37.95

The game to end all games. SUPREMACY takes you into the world of international trade and military strategy. SUPREMACY mirrors the global tension of the real world. It's your chance of a lifetime to find out what it's like to be the leader of a Superpower, with the opportunity to conquer the world through economic, political and military power.

VIETNAM: 1965-1975 VIC30005 \$20.00

A simulation dealing with the conflict from 1965 on. In a multi-scenario format the game emphasizes operations and political control. COMPONENTS: rules booklet, two 22 x 32 mapsheets, 780 playing pieces, one six-sided die, and a counter tray.

AIR CAV WES10020 \$19.95

The helicopter is the most important weapon on the modern battlefield. This game explores every aspect of helicopter warfare with varying levels of complexity.

FIRE TEAM WES10210 \$24.95

Despite the awesome power of modern weapons, men and their commanders remain the decisive factor on the modern battlefield. This game details the panoply of modern equipment, but its core is command control. Players must learn to apportion limited command points or save them for strategic major offenses.



World War II Battles

DIPLOMACY* Boardgame

AVA819 \$18.00

In DIPLOMACY, each player guides the destinies of one European power through the intricacies of international politics. By negotiating alliances with other players and careful planning, each player seeks control of Europe. DIPLOMACY tests your ability not only to plan a campaign, but also to outwit your fellow players in diplomatic negotiations.

A GUIDE TO DIPLOMACY*

AVA401 \$4.50

This book is a must for the aficionado of the game. Details strategies and negotiation tips to get more enjoyment.

JUNTA*: The Game of Politics & Intrigue

WES10010 \$17.95

A game of power, intrigue, money and revolution in an all too familiar banana republic. In this multi-player game, the players, as the ruling families of la Republica, connive, cajole, threaten and ally their way to the fattest Swiss bank account.



ADVANCED SQUAD LEADER* Rules Set

AVA870 \$45.00

The critically acclaimed tactical game comes into a New Age! This package contains all the rules, tables and charts for the ADVANCED SQUAD LEADER game. But it is *not* a complete game in itself! Mapboards, counters and various scenarios are available in module packs. We suggest you buy one of the ASL modules to begin play immediately.

ADVANCED SQUAD LEADER rules come in a 3-ring binder which can be easily updated as new material is released.

ASL 1, BEYOND VALOR* Game Module

AVA8225 \$40.00

A tense simulation of tactical combat on the Russian front. This is a product accessory and *can not* be played without the ADVANCED SQUAD LEADER® rules. It features complete sets of Russia, Finnish, and German armies, over 2000 counters, 4 mounted full-color modular mapboards, and 10 battle scenarios.

ASL 2, PARATROOPER* Game Module

AVA8226 \$15.00

This set introduces new German and French counters, a new mapboard and 10 battle scenarios. This is a product accessory and requires the ADVANCED SQUAD LEADER® rules in order to play.

ASL 3, YANKS* Game Module

AVA8224 \$35.00

The long-awaited American Forces module has arrived! Also features Chapter E rules expansion — new rules for night fighting, interrogation, weather, ski troops, boats, swimming, air support, paratroops, gliders and much more. Includes 4 new mapboards, counters, and 10 scenarios.

Deluxe ASL 1, STREETS OF FIRE* Module

AVA8701 \$28.00

A Deluxe ADVANCED SQUAD LEADER® module, this set features 4 mapboards with megahexes designed to eliminate stacking and to make the game compatible for use with miniature figures. Also includes new counters and scenarios.

Squad Leader

SQUAD LEADER* Tactical Combat

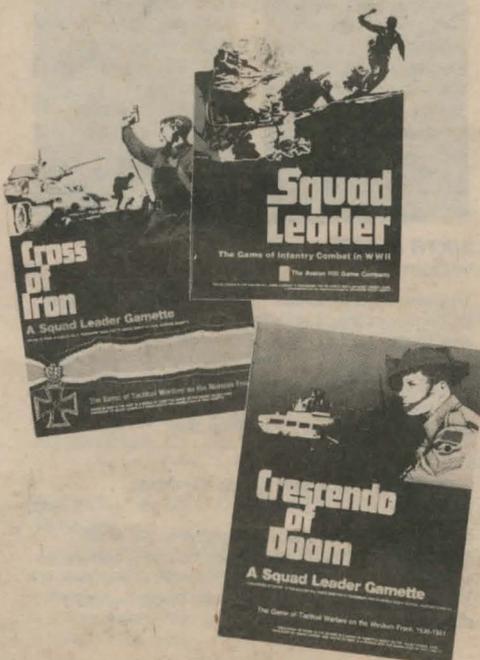
AVA822 \$22.00

This is a game of WWII tactical combat in Europe. Now you make the instant decisions resulting in life or death for your men, victory or defeat for your army . . . for YOU are the SQUAD LEADER. YOU direct the fire of your squad, select your plan of attack, or set your defenses against massed Russian human wave or armor assaults.

Cross of Iron

AVA8221 \$18.00

This is a gripping game of tactical combat on the Russian Front. Following in the footsteps of its amazingly successful predecessor, CROSS OF IRON comes replete with an entirely restructured armor and artillery system, which does for armor combat what its predecessor, SQUAD LEADER, did for infantry actions.



Crescendo of Doom

AVA8222 \$18.00

This is CRESCENDO OF DOOM . . . a gripping game of tactical combat set against the seemingly invincible juggernauts of war-torn Europe. Setting the scene for the colossal struggle of the titans which will follow. CRESCENDO breaks yet even more ground in the realm of realistic tactical combat without disturbing the underlying basic simplicity of the acclaimed SQUAD LEADER system.

G.I. Anvil of Victory

AVA8223 \$30.00

Like its sister games in the SQUAD LEADER system, G.I. need not end with play of the 14 scenarios provided; the opportunities to design your own scenario based on any historical or hypothetical situation are myriad. A veteran user of the game system needs only his imagination and inclination, for the entire Order of Battle and corresponding counters have been provided for every nationality.

UP FRONT!* Squad Leader* Cardgame

AVA853 \$25.00

This is the SQUAD LEADER Cardgame — a highly detailed and challenging game of man-to-man combat set in WWII Europe. Game includes 12 different scenarios mixing to make 48 different games.

World War II Battles

AFRIKA KORPS* Strategic Game

AVA600 \$14.00

Now, the legend of "The Desert Fox" is recreated in Avalon Hill's classic game, AFRIKA KORPS*. From April 1941 through the climactic battle at El Alamein in late 1942, AFRIKA KORPS* simulates the mobile conflict between Rommel's "Panzerarmee Afrika" and the British "Eighth Army" defending Egypt and the Suez Canal.

PANZERBLITZ* Strategic Game

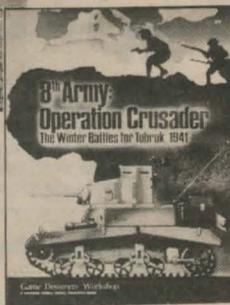
AVA807 \$18.00

The game of PANZERBLITZ* enables you to re-create the drama and furious action of tactical-level armored warfare. Battle-simulations take place on a realistic mapboard which simulates twenty square miles of typical Russian terrain. More than a dozen scenarios. Prior military knowledge or experience is not needed to play PANZERBLITZ* — just common sense, clear thinking and a competitive spirit.

RUSSIAN CAMPAIGN* Strategic Game

AVA718 \$14.00

RUSSIAN CAMPAIGN* has been universally acclaimed as one of the finest wargames around. With the ease and playability of the "Classics", the game also conveys the feel of the actual campaign and is exceptionally accurate historically. Both players will have to use the subtle skills, advantages and tactics of their historical counterparts to win.



THIRD REICH* Game (Revised)

AVA813 \$18.00

A complex and highly detailed game system, THIRD REICH requires the utmost concentration and effort from its players. No other game even attempts to combine the smooth interaction of all the combat arms in one package. THIRD REICH presents the player with all the tools of the war, and even some elements which never took part!

Operation MARKET-GARDEN (Double Blind) GDW480 \$12.00

In September 1944, the Allies launched the biggest airborne operation in history dropping paratroops behind enemy lines to secure a corridor of advance. It didn't work, but the outcome was close. Try your hand at changing history.

The NORMANDY CAMPAIGN (Double Blind) GDW472 \$12.00

Covering the Allied Invasion of France to the final breakout and encirclement, this game simulates every important factor of that famous campaign from Allied supply to tank mounted "rhino" hedgecutters used to defeat the bocage.

8th ARMY: Operation Crusader GDW474 \$12.00

Throughout 1941, the British forces in North Africa suffered an unbroken string of humiliating defeats at the hands of Rommel's Afrika Korps. The Agheila narrows were seized, Benghazi lost, Mechilli overrun, and Tobruk surrounded. At last the British managed to regroup and were able to launch a counteroffensive aimed at relieving Tobruk and stopping Rommel once and for all.



CASE WHITE GDW806 \$20.00

September 1939: Germany unleashed a new weapon on the world that would change the face of warfare forever — Blitzkrieg. Poland was the first to crumble under the impact of panzers and stukas in only 30 days.

THE FALL OF FRANCE GDW820 \$40.00

This game module recreates the defeat and overrunning of France by Germany in the spring of 1940.

NARVIK GDW816 \$20.00

To protect its northern flank, Germany invaded Norway in April 1940. The Allies responded quickly, and Norway became a battleground as Allied naval superiority tried to counter Germany's overwhelming ground and air forces.

THEIR FINEST HOUR GDW823 \$30.00

Summer, 1940: With the British army deprived of arms and equipment by the fall of France and the evacuation at Dunkirk, little more than the Royal Air Force and Royal Navy stand guard at the English Channel. From bases in occupied France and Norway, the LUFTWAFFE is hurled into battle while the German army is readied for the cross-channel invasion. Britain stands alone, and the fate of Europe hangs in the balance.

MARITA-MERKUR GDW808 \$20.00

October, 1940: The Italian army in Albania invades Greece. Meeting fierce resistance, the Italians are soon halted and thrown back. Britain sends troops and aircraft to support the Greeks while Germany prepares to intervene. In the spring of 1941, the Germans launch Operation Marita, the blitzkrieg in Yugoslavia and Greece, and Operation Merkur, the assault against Crete.

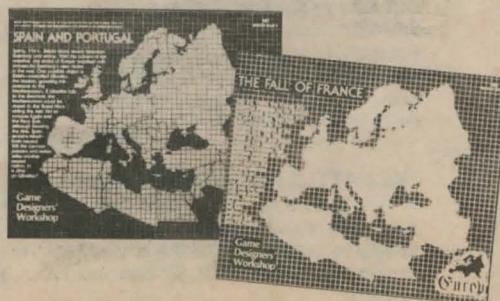
SPAIN & PORTUGAL GDW827 \$12.00

This game module details the campaigns of WWII covering the Iberian peninsula, including a special scenario detailing a hypothetical invasion of Spain in the Spring of 1941.

Spring 1941: Britain alone stands between Germany and victory. With the advent of fair weather, the states of Europe watched with concern for Germany's next move in the war. Some eyes turn to Gibraltar, guarding the entrance to the Mediterranean. If it should fall Britain could be blockaded from the Med aiding the Axis bid for conquest.

WESTERN DESERT GDW824 \$20.00

December, 1940: Western Desert Force launches a surprise attack against the Italian 10th Army. The Italians are routed from Egypt and Cyrenaica until Rommel's Afrika Korps arrives and counter-attacks. For the next two years, the Axis and Allied armies will battle from Benghazi to Tobruk to El Alamein for control of the Western Desert.



THE NEAR EAST GDW825 \$18.00

Spring and summer, 1941: Germany's diplomatic intrigues and Rommel's Afrika Korps threaten the airfields and strategic supply routes of the Near East. Alarmed by a pro-Axis coup, the British occupy Iraq in May. In August, following the German invasion of Russia, British and Russian troops invade Iran against light resistance while Turkey walks a tightrope of neutrality.

FIRE IN THE EAST GDW826 \$60.00

22 June 1941: Drang Nach Osten! Germany's armed forces invade the Soviet Union, beginning the largest and fiercest ground campaign of World War II. Smashed and surrounded on the frontier the Soviets field new armies and fight back tenaciously. Driving to the gates of Moscow, the Germans are unable to destroy the Red Army before winter sets in. With winter and fresh forces from Siberia, the Soviets launch a vast counter-offensive against an over-extended and exhausted enemy.

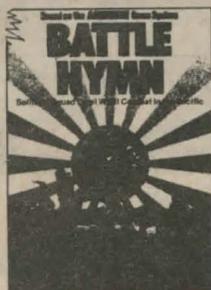
TORCH GDW828 \$24.00

This game module covers the Allied invasion of Northwest Africa in November 1942, and the subsequent land campaign for control of Africa through May 1943.

SCORCHED EARTH GDW829 \$60.00

This follow-up to *Fire in the East* covers the Russian campaign from April 1942 to December 1944 detailing the savage war fought to deny the invader any advantage.

World War II Battles



ONSLAUGHT™ D-Day to the Rhine TSR3021 \$19.95

Lightning Strategy Game! The greatest campaign in U.S. Army history is now playable in only 4 hours in this highly realistic, swift-moving game. Follow the Allied campaign from D-Day to the invasion of Germany with the first of the Lightning Strategy Game series.



R*A*F:™ The Battle of Britain WES10140 \$19.95

August 1940 SOLITAIRE GAME!
You command the Royal Air Force using a unique card system to control targets, timing and size of each German air raid. Faced with dwindling resources, collapsing equipment and exhausted men, each decision you make is critical!

WORLD WAR II™ Game TSR3013 \$30.00

This strategic-level game includes land, air, and sea operations from the invasion of Poland to the end of the war. Concentrating on military operations, this game includes innovative streamlined economic and production planning systems, convoys, amphibious assaults, blitzkrieg offensives and much more.

BARBAROSSA™ Game TSR3012 \$30.00

A World War II Eastern Front simulation at the strategic level. Includes land, sea, and air operations, political factors, and partisans.

BATTLE OVER BRITAIN™ Game TSR02900 \$25.00

This game represents the definitive treatment of the air battle over Britain in the summer and fall of 1940.

COBRA™ Game TSR3010 \$19.95

From D-Day to the break-out, the COBRA™ game allows you to play out the allied invasion of Normandy and the break-out from the peninsula in one complete, expanded game. This second edition of the game features new versions of the original game.

BATTLE HYMN™ Strategic Game VIC30015 \$30.00

The game takes you on a solitaire adventure into the thick of World War II in the Pacific theater of War.

BATTLE FOR THE ARDENNES™ Game TSR02150 \$20.00

Players command the German and Allied Forces in the only game on the market that portrays both of Hitler's offensives through the rugged Ardennes forest. Small, short scenarios are provided for those lacking the time or space to play the full campaign.

Westwall: REMAGEN Game SPI1186 \$4.00

The Westwall Quad game of the capture of the first bridge over the Rhine in 1944. A famous turkey that will never be reprinted. For complete collectors only.

TITO Game SPI3010 \$10.00

A strategic, area-movement game of the Yugoslav partisans against the Axis, 1941-1945. Special rules include Tito's leadership, the Italian surrender and Allied aid. One 22" x 34" mapsheet and 200 counters. Boxed.

BULGE Historical Battle SPI2851 \$5.00

The first edition of the game that appeared in the Westwall Quad, this battalion level game covers the desperate defense of the town of Bastogne during the Battle of the Bulge of 1945.

THE BATTLE FOR CASSINO Game SPI2261 \$9.00

A company level simulation of the Allied assault on the heavily fortified Cassino line in 1943 Italy. This is a larger game with a 22" x 34" map and 200 counters.

DRIVE ON STALINGRAD™ Game TSR01770 \$18.00

Players command the German and Soviet forces in the Ukraine in this recreation of the German 1942 summer offensive that led to the turning point of World War II... the Battle of Stalingrad.

PANZER COMMAND™ Strategic Game VIC30008 \$20.00

Dozens of unit types, rules for limited intelligence, scenario generation system, and rules for solitaire play contribute to make this game the most exciting tactical East Front armor simulation.
COMPONENTS: rules booklet, one 22 x 32 mapsheet, 280 playing pieces, two decimal die, and a counter tray.

MOSCOW 1941™ Game TSR3023 \$20.00

The game that recreates the Battle of Moscow, from October 1941 to January 1942, during the bleakest Russian winters. This battle was the last great German offensive of Operation Barbarossa which was designed to seize the Russian capital.



MIDWAY™ Game AVA601 \$16.00

MIDWAY recreates the battle that marked the turning point in the war in the Pacific. Players move their ships across their own board while searching for the other player's ships. Located ships are attacked by planes from a players' carriers or Midway island. Because of the hidden movement system, both for ships and planes, the game has constant intensity and excitement.

EAST WIND RAIN™ Game TAS2015 \$35.00

A strategic simulation of the Pacific War, 1941-1945. Players command both the military forces and war economies of the U.S., Japan, Great Britain, China and Australia. The battle wages across a map stretching from India to Pearl Harbor.

PACIFIC WAR:™ The Struggle vs. Japan VIC30013 \$45.00

In the struggle against Japan in 1941 to 1945, this game features 21 scenarios on the Pacific theater.
COMPONENTS: rules booklet, scenarios booklet, two 22 x 32 mapsheets, 2340 playing pieces, two 11 x 32 displays, one 8 x 32 display, eight 8 x 11 displays, two 8 x 32 screens, one record sheet pad, one decimal die, and a counter storage tray.

SPIES™ Game TSR3014 \$18.00

A multi-player game of international intrigue and espionage on the eve of World War II. The fate of the world is being decided behind closed doors. Every nation's capital seethes with rumor and suspicion. Every army plots its own master stroke. Every plan is drawn in secret, for everywhere there are spies!

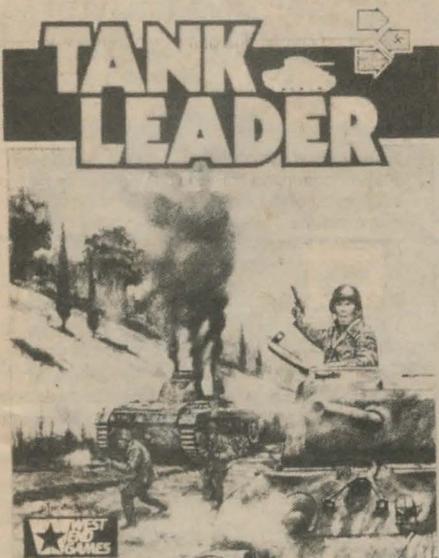


TANK LEADER: * Eastern Front
WES10090 \$19.95

Designed by John Hill of SQUAD LEADER® fame, this game elegantly simulates WWII tank warfare. The rules show how training, command, control and communication can overcome superior weapons. Fifteen scenarios cover historical battles on the Eastern Front.

TANK LEADER: * Western Front
WES10160 \$21.95

This set takes the popular TANK LEADER system to the second front adding new rules for defensive emplacements, bunkers, mines, barbed wire and air and artillery strikes. Fifteen scenarios recreate the major battles of the Western Front.



ROMMEL IN NORTH AFRICA * Strategic Game
WES10180 \$17.95

The Western Desert. Here Italian troops and powerful German panzers dominate the desert as the Allied commanders face the greatest of all Germany's generals.

OMAHA BEACHHEAD * Strategic Game
VIC30023 \$18.00

The game is a grand tactical simulation of the American amphibious assault against the German-occupied coast of Normandy. COMPONENTS: 288 playing pieces, one 22 × 32 mapsheet, one rules booklet, one track display, one german chard card, one US chart card, one ten-sided die, and a counter tray.

AMBUSH! * Solitaire Wargame
VIC30001 \$24.00

This is the original game that put the guts into solitaire gaming! Build your squad, assign weapons and set out on a hair-raising mission through Nazi occupied France. But be careful — this game will react to your every move in the most unexpected and deadly ways!

Purple Heart
VIC30010 \$22.00

The first exciting AMBUSH!® module adds new maps and new playing pieces to the original game. COMPONENTS: one mission booklet, counters, three maps, 60 character cards, and 13 new mission cartridges.

YOU MUST OWN THE AMBUSH!® RULES TO PLAY.

Move Out!
VIC30007 \$12.00

This action-packed AMBUSH!® module includes four all new missions, each complete with a mission booklet, 60 character cards, and 11 mission cartridges. *YOU MUST ALREADY OWN AMBUSH!® RULES TO PLAY.*

Silver Star
VIC30021 \$19.00

You move through war-torn Italy in this new AMBUSH!® addition. COMPONENTS: 70 character/vehicle cards, 9 mission cards, one countersheet, one paragraph/mission booklet, one 16 × 2 mapsheet, and two 8 × 22 mapsheets.

World War II Battles

COUNTERSTROKE IN FRANCE* Game
TAS2010 \$10.00

In early August, 1944, Hitler gathered all available Panzer Divisions in a desperate attack to cut the Allied position in two and regain the offensive in France. This is a simulation of that historic battle.

HISTORY OF THE SECOND WORLD WAR* TAS4001 \$10.95

Part 1: HITLER TURNS AGAINST RUSSIA This is a new concept for military simulation gaming. This game covers all aspects of the global conflict—land, sea, air, logistics and production—reflecting the view of a single, highly qualified, historian. A unique game system provides a playable and realistic simulation within a reasonable playing time.

OVERRUNNING THE WEST TAS4002 \$10.95

This is the second installment of the *History of the 2nd World War* series covering the battles for Western Europe through 1941.

COUNTERSTROKE FROM EGYPT TAS4003 \$10.95

This is Part 3 of the *History of the 2nd World War* series detailing the campaign for northern Africa.

PLOT TO ASSASSINATE HITLER Game SPI1462 \$12.00

A highly abstract and experimental "political wargame" that is an acquired taste. This is the deluxe edition with a mounted 22" × 34" mapboard, 200 counters and a plastic tray. Only a few copies remain.

TWILIGHT WAR™ Game TSR3005 \$18.00

Factions of the French Resistance vie with each other to complete more missions while the German player tries to hunt them down and prevent a successful Allied invasion.



World War I Campaigns

WORLD WAR I Game

SPI0956 \$4.00

Possibly the finest recreation of the First World War on a small scale, this was one of the classic SPI™ folio games. The Eastern and Western fronts are covered at the strategic (army) level in this pint-sized marvel.

CAPORETTO Campaign

SPI2126 \$5.00

In 1917 the Germans and Austrians using new infiltration tactics smashed the Italian army and nearly ended the war on that front. This corps level recreation of the campaign has 200 counters and was part of the *Great War in the East* Quad.

VON HINDENBURG IN POLAND Game

SPI2136 \$5.00

Another rare game from the *Great War in the East* Quad. This one covers the 1914 mobile campaign in which Germany decisively stopped the first massive Russian invasion of the war.

Ziplock packaged game.

DAWN PATROL® GAME

TSR7008 \$12.00

World War I aerial dogfights in rickety biplanes of a bygone age. Shoot down enemy patrols and avoid deadly groundfire to complete your desperate mission. Full color maps and authentically detailed airplane markers. You can create countless scenarios.

GREAT WAR IN THE EAST VON HINDENBURG IN POLAND The Warsaw-Lodz Campaign, 1914 EXCLUSIVES

GREAT WAR IN THE EAST CAPORETTO, 1917 Catastrophe for Italy EXCLUSIVES



ACE OF ACES

Bookgames

ACE OF ACES* Aerial Combat Duels The winner of countless awards, this game is a dogfight between two WWI Flying Aces. Each player uses a book which is illustrated with dozens of pictures showing each game maneuver. The foes call out their maneuvers and then turn to the page indicated to see the actual results of their actions. Each book represents a different type of plane and contain over 200 maneuver illustrations. Each set includes two pilot books and a pilot's log pamphlet containing charts and tables for advanced play.

ACE OF ACES* - Rotary

NOV002 \$16.95

Features planes with the highly maneuverable rotary-engine aircraft — pitting a German DR-1 vs a Sopwith Camel.



ACE OF ACES* - Powerhouse

NOV006 \$16.95

This set features the faster, but less maneuverable in-line engine aircraft — a Fokker D-VII vs a French Spad 13.

ACE OF ACES* - Flying Machines

NOV012 \$16.95

This set features two early war aircraft — a Fokker E-III, one of the first monoplanes, vs a British Aircro DH-2 with a pusher-type engine in the rear and a swivel mounted gun.

ACE OF ACES* - Balloon Busters

NOV014 \$16.95

This variant on the original system pits an anti-aircraft crew defending an observation balloon against marauding aircraft.

BLUE & GRAY: ANTIETAM Game
SPI0856 \$4.00

The original game that appeared in the first edition of the *BLUE & GRAY* Quad game, covering the big Battle of Sharpsburg, where Lee, with fewer than 50,000 men, stopped McClellan's Union army of more than 90,000.

BLUE & GRAY® Game
TSR00820 \$15.00

The revised version of this classic includes a new, shorter rules booklet, backprinted counters, and special tournament rules for advanced players.

A GLEAM OF BAYONETS™ Game
TSR00343 \$31.00

The long-awaited Civil War battle game that takes players to the Battle of Antietam. The game uses the popular *Great Battles of the American Civil War* system.

REBEL SABERS™ Game
TSR3020 \$20.00

From the GREAT BATTLES OF THE AMERICAN CIVIL WAR™ Game System comes this set of three important cavalry actions of the Civil War. Fast-moving, furious, and exciting, these games are sure to be a hit!

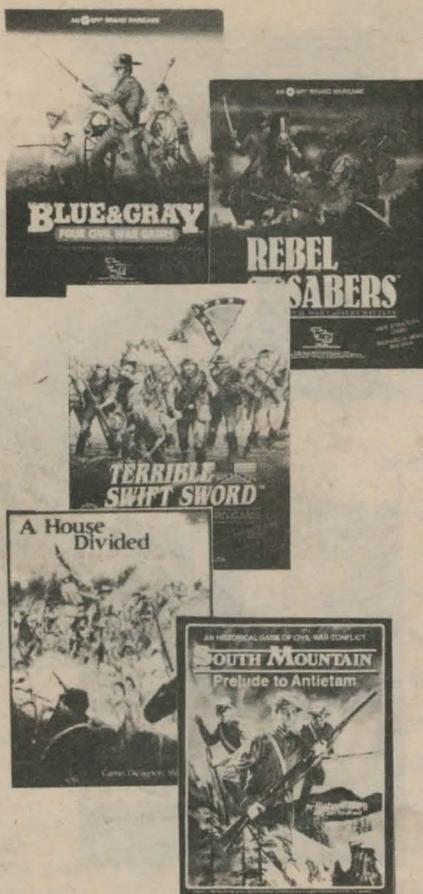
These games may be linked to the TERRIBLE SWIFT SWORD™ maps to recreate one definitive simulation of the battle at Gettysburg.

TERRIBLE SWIFT SWORD™ Game
TSR3017 \$35.00

Gettysburg at the regimental level! A completely updated revision by the original author, Richard Berg. New scenarios, maps and a revised order of battle.

A HOUSE DIVIDED*: The American Civil War
GDW101 \$12.00

This game covers the main theaters of the Civil War from the western boundaries of Missouri and Arkansas to the Atlantic coast. *A House Divided* is a classic. It's simple, elegant, fun . . . and a pretty good simulation of history. This is an Introductory Game and is low complexity, a good game for the new gaming enthusiast!



GETTYSBURG* Strategic Battles
AVA501 \$16.00

July 1, 1863: You command the grand, unlucky Army of the Potomac on its greatest battlefield: Gettysburg. Defeated time after time in Virginia, this time the Federal army must fight and win on Northern soil. The Civil War will be won or lost, and you are in command, during three days of battle, at Gettysburg.

Civil War Battles

The CIVIL WAR* Strategic Battles
VIC30003 \$20.00

Winner of the Charles Roberts Award, this is an action-packed simulation that relies heavily on the abilities of historical leaders. COMPONENTS: rules booklet, two 22 x 32 mapsheets, 520 playing pieces, two identical player aid cards, four six-sided dice, and a counter storage tray.

MOSBY'S RAIDERS* Game
VIC30014 \$18.00

The first solitaire game on the civil war, it takes you on the daring raids of John Mosby against the Union army of Northern Virginia. COMPONENTS: rules booklet, one 22 x 32 mapsheet, 193 playing pieces, 60 random event cards, 60 action cards, one plastic stand, one six-sided die, and a counter storage tray.

SOUTH MOUNTAIN* Strategic Battles
WES10003 \$12.95

SOUTH MOUNTAIN* is the first in a series of games based on an innovative tactical game system for Civil War battles. The Battle of South Mountain is tense, fast-paced, yet easily learned. For 2 players or solitaire play.

Lee's confident Army of North Virginia marched north through Maryland. A captured dispatch by the Union forces revealed Lee's plans and set the stage for a pivotal move against the south, if the Union could strike while the Rebel force was scattered. All that stood between the Union army and victory was a single crack Confederate division blocking the passes through South Mountain!

CHICKAMAUGA* Battle
WES10130 \$16.95

The game recreates the bloody, confused melee that followed Bragg's Army of Tennessee's attack at Chickamauga Creek. Continues the fast-paced SOUTH MOUNTAIN tactical system.

SHILOH* Battle
WES10008 \$16.95

This game utilizes the SOUTH MOUNTAIN game system which emphasizes easy to learn rules which simulate leadership, fire and melee combat, flank attacks and many other aspects of that made this one of the fiercest and most dramatic battles of the Civil War.

One of the truly decisive battles of the Civil War — and one of its bloodiest — is about to begin. Can you, as Grant, snatch victory from catastrophe? Can you, as Johnston, crush Grant before nightfall?

KILLER ANGELS*: Lee's Northern Offensive
WES30009 \$19.95

An operational simulation, this game allows players to make the strategic decisions which led to the famous Battle of Gettysburg. Seven scenarios cover the entire campaign with three differing levels of rule complexity.

As the Confederates march north to make a daring thrust at the heart of the Union, the vacillating Joe Hooker is replaced in command of the Army of the Potomac by the untested George Meade. Within a week, Meade would face the greatest challenge of his life as he would lead his men into battle near an obscure Pennsylvania town: Gettysburg.



Napoleonic Battles

LA GRANDE ARMÉE™ Game
TSR3009 \$30.00

This game recreates the major campaigns of Napoleon, gathered together in this new game system. Over 20 battles are featured for short games, or the more ambitious may try their hand at the entire campaign from 1805 to 1815.

WELLINGTON'S VICTORY™ Game
TSR01450 \$31.00

The finest Napoleonic battle game ever designed is back in print. No other game captures the Battle of Waterloo quite the way this one does.

NAPOLEON'S LAST BATTLES™ Game
TSR3016 \$20.00

Long unavailable, this game is a unique recreation of the Battle of Waterloo. The quadrigame format includes four independent games: QUATRE BRAS, LIGNY, WAVRE, and LA BELLE ALLIANCE.

Napoleon at War: JENA-AUERSTADT Game
SPI0996 \$4.00

Part of the *Napoleon at War* series. This brigade level game recreates the double battle in which Napoleon decisively defeated the Prussian army and gained immediate conquest of Prussia, 14 Oct., 1806.

Napoleon at War: MARENGO Game
SPI1006 \$4.00

Another part of the *Napoleon At War* series, brigade level game recreates Napoleon's first important victory won over the Austrians in Northern Italy on 14 June 1800.

EMPIRES IN ARMS* Game
AVA864 \$35.00

A game detailing the elements of diplomacy and warfare during the Napoleonic Era of 1805-1815. Players act as monarchs of the great European powers, negotiating treaties while maneuvering naval and land forces in the struggle for prestige and survival. Multiple scenarios for 2 to 7 players.

1809: NAPOLEON
VIC30006 \$18.00

This treatment of Napoleon's Danube Campaign stresses maneuver, command and supply throughout the long incursion into Austria. **COMPONENTS:** one 22" x 32" mapsheet, two organizational displays, 260 playing pieces, one six-sided die, and a counter storage tray.

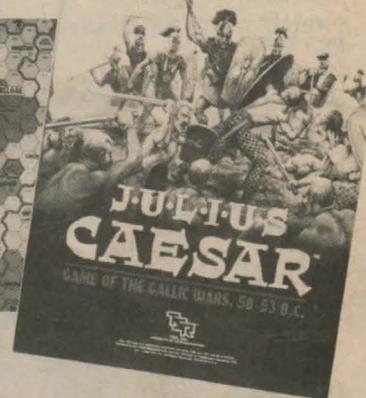
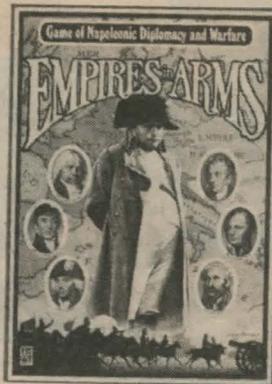
American Revolutionary War

WOODEN SHIPS & IRON MEN* Game
AVA709 \$14.00

John Paul Jones and Lord Nelson sail the seas again in this realistic, highly playable, ship vs. ship game covering the American Revolution and Napoleonic Era.

PAX BRITANNICA* Game
VIC30011 \$24.00

A multi-player strategic game that pits four to seven players against one another in a contest of nations during the colonial era. **COMPONENTS:** rules booklet, two 22" x 32" mapsheets, 666 playing pieces, administrative record sheet pad, eight national player sheets, two six-sided dice, and a counter storage tray.



Middle Age Battles

KING ARTHUR Age of Legends Game
SPI2476 \$5.00

The Battle of Stonehenge 583. Part of the *Great Medieval Battles Quad*, this is a tactical level game of Dark Ages combat with 170 counters, many double-sized.

ROBERT AT BANNOCKBURN Battle
SPI2486 \$4.00

Originally part of the *Great Medieval Battles Quad*, this game recreates the decisive victory of Scottish pikemen under Robert Bruce over the English army of Edward II in 1314. A tactical game with double-sized counters.

The ART OF SIEGE: LILLE Game
SPI2051 \$9.00

Unique recreation of Vauban-style siege warfare, and arguably the best in the *Art of Siege Quad*. Has a 22" x 34" hexless period style map and 170 counters, many double-sized.

KINGMAKER* Game
AVA818 \$16.00

Set in the midst of a chaotic English Civil War(1450-1485), KINGMAKER will astound you with its opportunity for diplomacy, fast moving play, simple mechanics, involved strategies, and sudden turns of fortune. Not a wargame in classic mold, KINGMAKER is a game the entire family can enjoy—especially those who relish the role of the underdog and combining forces against the leader, be he Lancastrian or Yorkist.

Roman Campaigns

JULIUS CAESAR™ Game
TSR3015 \$20.00

Roman legions versus Gallic tribes in an exciting game of conquest and consolidation. The Gallic player must race to unify the scattered tribes before Caesar can conquer them.

Imperium Romanum II
WES10030 \$29.95

Seven centuries of history in one box. Thirty-five battles detailing every major Roman war throughout the history of the Empire - from Marius to Caesar, from Belisarius to the fall of the West. This game will astonish you with its wealth of historical detail.

CIVILIZATION* Game
AVA837 \$22.00

A game of politics, economics and military maneuvering in order to build the greatest civilization during the age of heroes - 8000 BC to 250 BC.

CITADEL

COLLECTOR SERIES

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1112 DWARF CHAMPIONS



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1101 WOOD ELVES



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The CITADEL COLLECTOR SERIES is a range of fine quality fantasy miniatures for all collectors, roleplayers, and tabletop gamers!

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GWC1102	\$2.50
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GWC1103	\$2.50
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GWC1104	\$2.50
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GWC1105	\$2.50
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GWC1106	\$2.50
Knights (2 fig)	
GWC1107	\$2.50
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GWC1108	\$2.50
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GWC1109	\$2.50
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Chaos Thugs (2 fig)		\$2.50
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Dwarf Guardsmen (2 fig)		\$2.50
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GWC1501		
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Clerics (2 fig)		\$2.50
GWC1503		
Thieves (2 fig)		\$2.50
GWC1504		

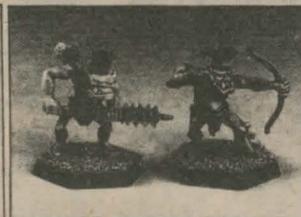
Rangers (2 fig)		\$2.50
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Savage Orcs (2 fig)		\$2.50
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Orc Champions (2 fig)		\$2.50
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Goblins (2 fig)		\$2.50
GWC1604		
Goblin Raiders (2 fig)		\$2.50
GWC1605		
Skeletons (2 fig)		\$2.50
GWC1701		
Skeleton Guardmen (2 fig)		\$2.50
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Undead (2 fig)		\$2.50
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Ogre Marauder (1 fig)		\$4.00
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Ogre Champion (1 fig)		\$4.00
GWC1802		
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GWC1803		
Balgorg (1 fig)		\$4.00
GWC1903		
Hydra (1 fig)		\$4.00
GWC1904		



1201 CHAOS WARRIORS



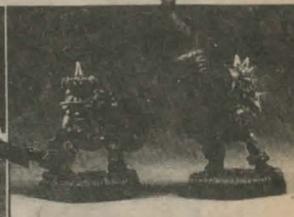
1202



1601 SAVAGE ORCS



1602 WARRIOR ORCS



1603 ORC CHAMPIONS



1604



1605 GOBLIN RAIDERS



1802 OGRE CHAMPION



1702



1702 ARMOURED (OR SKELTON) GUARDMEN

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Machines of Destruction: SKULL CRUSHER
GW810934 \$10.00

The Goblin Skull Crusher Catapult includes an intricately carved onager, plus a crew of three.

Machines of Destruction: LEAD BELCHER
GW81003 \$8.00

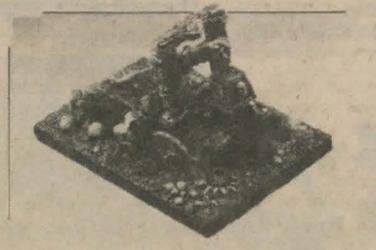
The Goblin Lead Belcher Organ Gun is ornately decorated and features a crew of five Goblins.

Machines of Destruction: MAN-MANGLER
GW81005 \$9.00

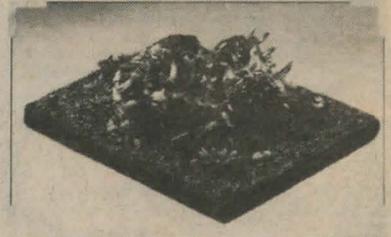
This Orc Mangonel is a bow powered catapult decorated with 4 war shields and the orc-chief's grim visage as a figurehead. Crewed by 6 ornery orcs.



GOBLIN CHARIOT



SKULL CRUSHER



LEAD BELCHER



MAN-MANGLER

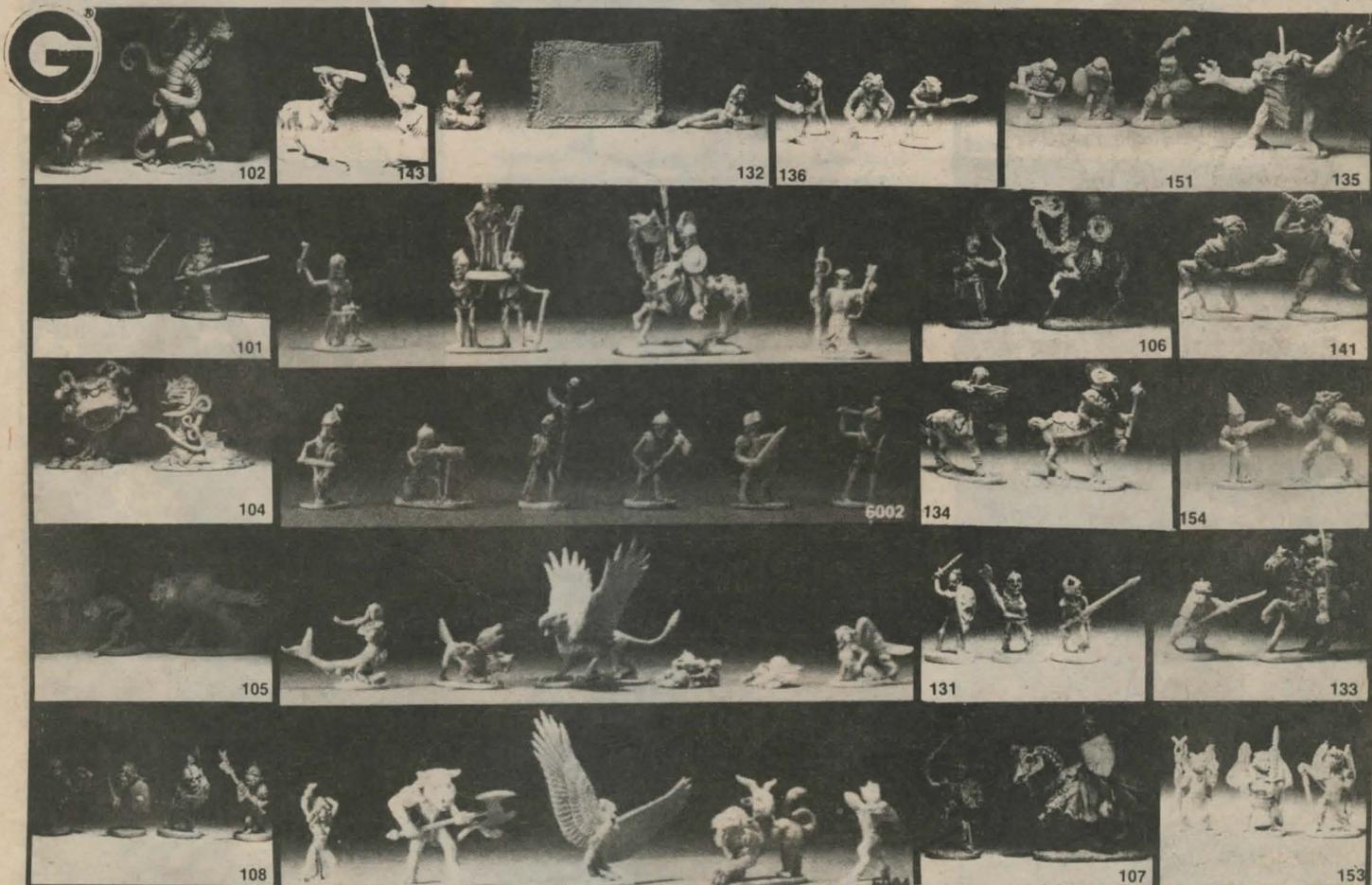
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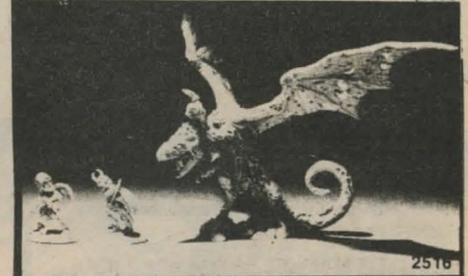


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MONSTER MANUSCRIPTS Set #12 (X-Z) GRN1512 \$7.95

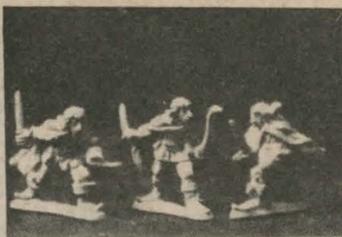
Features: the maniacal murdering Xullarg, the frightful fishman Xurg, the elder creature Yag-Nesh, and its slug servants the Yagoth, the snowape Yeti, the zebra-centaur the Zegumbwai, and the mindless Zombies!



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01-319



01-320

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Gnome Illusionist (3 fig)	
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RAL01-035	\$3.50
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RAL01-083	\$9.00
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Bison Rider (On Foot & Mounted)	
RAL02-930	\$4.00



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Dragons of Dread

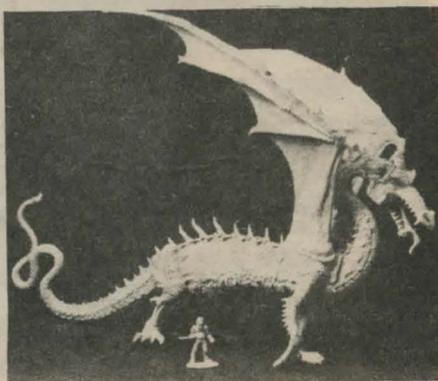
Ral Partha is renown for the quality and diversity of their collection of grand dragon figures. Here is a selection of the best of their best, guaranteed to enhance any collection of beautifully sculpted Dragons and to challenge the most hearty heroes!

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RAL01-129	\$7.00
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Here is the largest dragon figure ever made, the Dragonking of the Universe — Draco Dracorum. This limited edition figure was specially made for the tenth anniversary commemoration of Ral Partha's entry into the field of fantasy figures. Supplies are limited!



10-210



01-502



Personalities

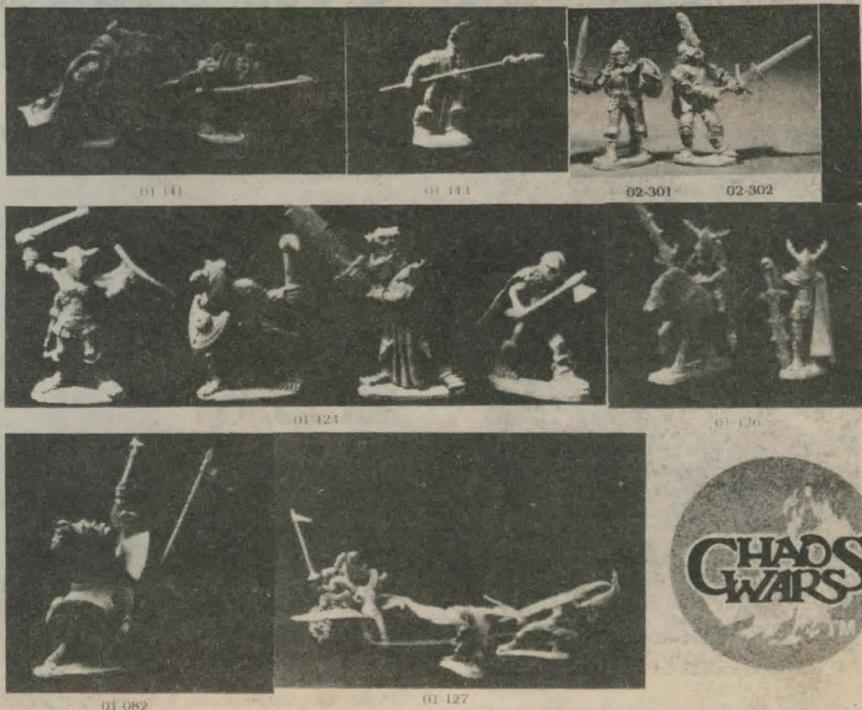
Elf Princess (1 fig) RAL01-021	\$1.25
Elf Lord (1 fig) RAL01-022	\$1.25
Ranger (On Foot & Mounted) RAL01-027	\$4.00
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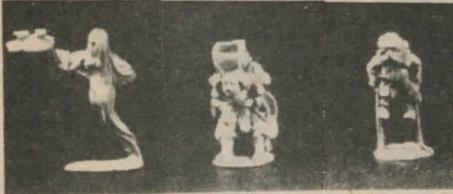
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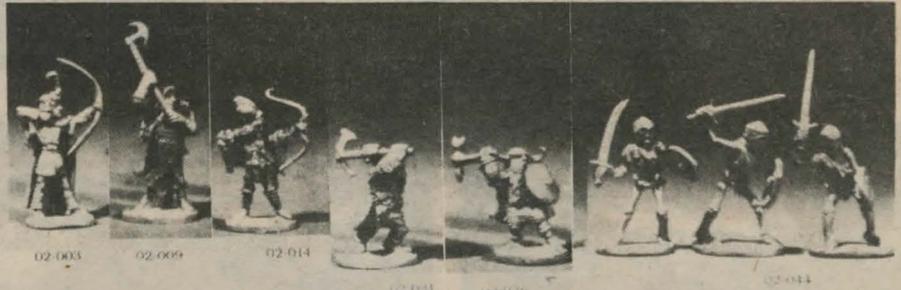


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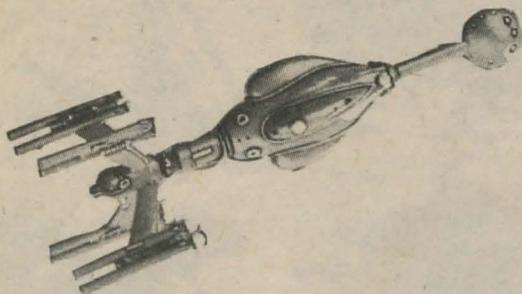
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Hex Grid Mapping Paper — 10mm/6mm

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Both sides are long grained with the hexes running in columns along the length of the paper.

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LAMINATED NUMBERED HEX/GRID

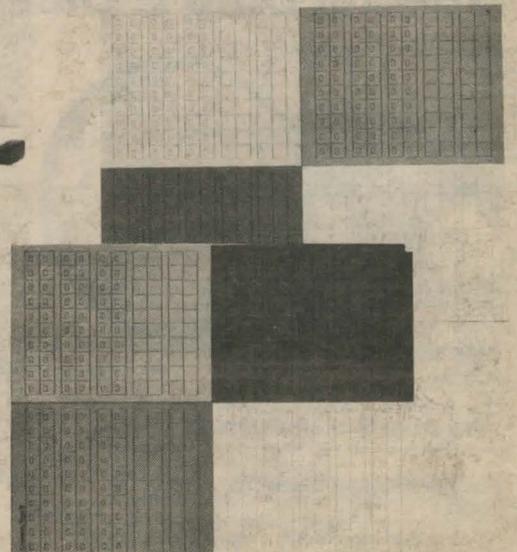
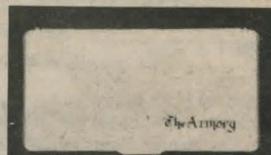
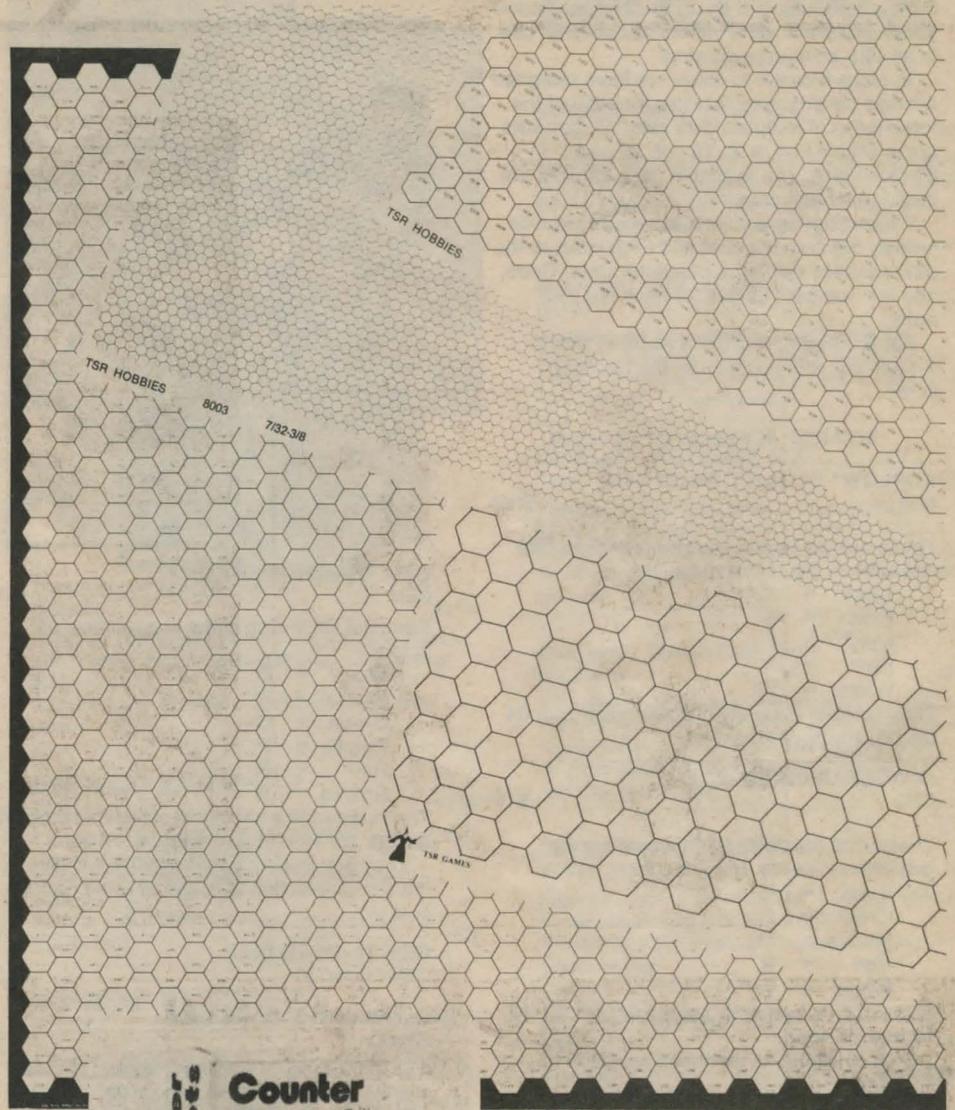
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To make it easier to order, we have assigned a single catalog Item Number for each of the three types of featured dice sets. All dice sets are available in 4, 6, 8, 10, 12, 20 and 30-sided dice. The available color choices are noted with each category.

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For Example: To order a Koplw, Black, 4-sided die you would enter the following code:

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KOP \$1.25

These are our highest quality pre-inked dice available in five different colors:

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Red = R
White = W

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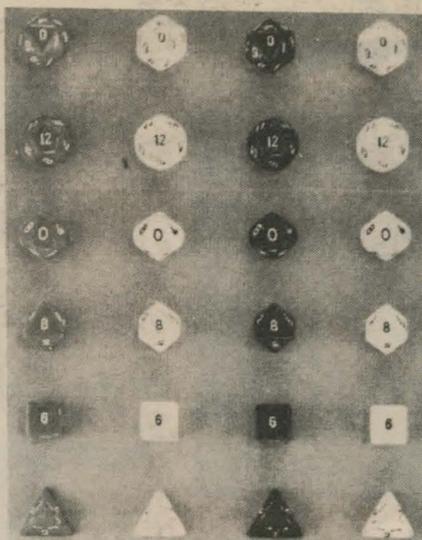
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Marble = M
Red = R
White = W

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Also available, in the same selection of colors are:

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Green = G
Purple = P
Red = R
Smoke = S

These dice are available in sizes including 04, 06, 08, 10, 12 and 20 costing \$.75 each.

They are also available as 30-sided dice in the same selection of colors at twice normal cost.

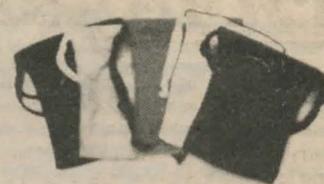
GEM 30-SIDED DICE

GEM-"Color"30 \$1.50

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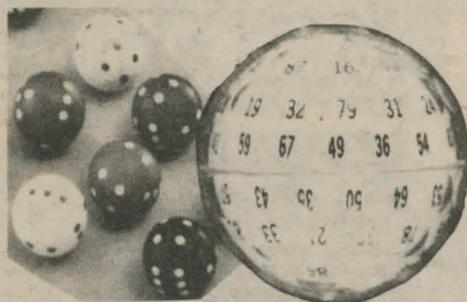


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Though all dice are clearly engraved with numbers on each side, only our top quality dice have inked numbers. If you want to ink your dice or to create your own special dice using a combination of colors, then these permanent finepoint color markers are for you!

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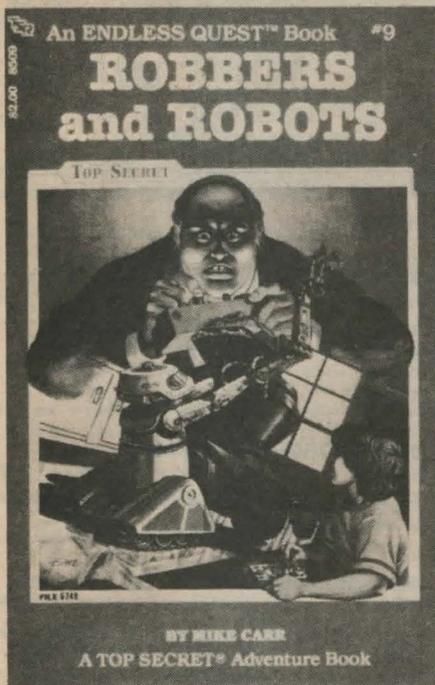
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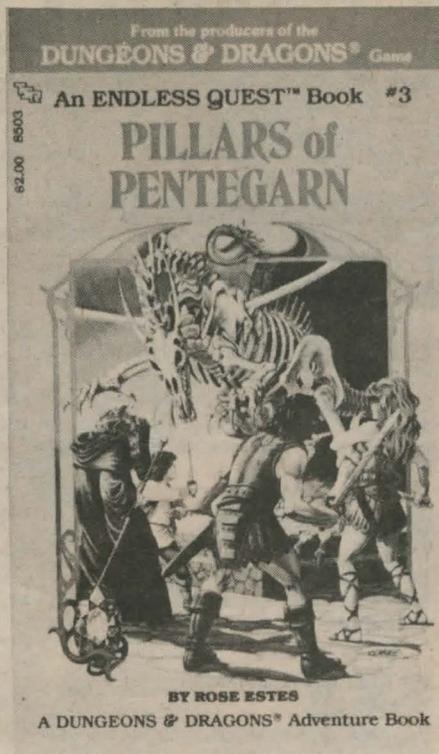
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More than a story, these two book sets are an adventure for 2 readers, a game of strategy using a unique, diceless combat system. The game is different every time you play!

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A new kind of game! A new kind of fun! This set contains two books for two players. One player is Eric Sunsword, the other, Neves, the Wizard. Using the books will you find each other or will you fall into your opponent's traps?

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One player becomes E-Ben, a gigantic combat robot. The other player becomes his enemy, Earth Star Pilot, Mikael. The two of you are engaged in a desperate race to find the powerful parts of the Ancient Robot. Who will win?

(3) Revenge of the Red Dragon
 TSR8463 \$5.95

One of you is Flametongue, an ancient Red Dragon. The other is Raven, the Black Knight. You each have a map of the countryside and know where the Black Knight's castle is located. But between here and there are many obstacles and much fun.

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One must portray Ar-Kane, a great wizard. The other must portray Renwood, a powerful druid. The two of you have been sent by your elders to try and gain the wonders and wealth in the deadly Lath's Grove.

(5) Dragonsword of Lankmar
 TSR8465 \$5.95

One plays a pair of thieves, FAFHRD™ and the GRAY MOUSER™. The other takes the part of members of the thieves guild. What follows is an exciting game of cat & mouse and adventure in fabled LANKHMAR™!

(6) Amber Sword of World's End
 TSR8466 \$5.95

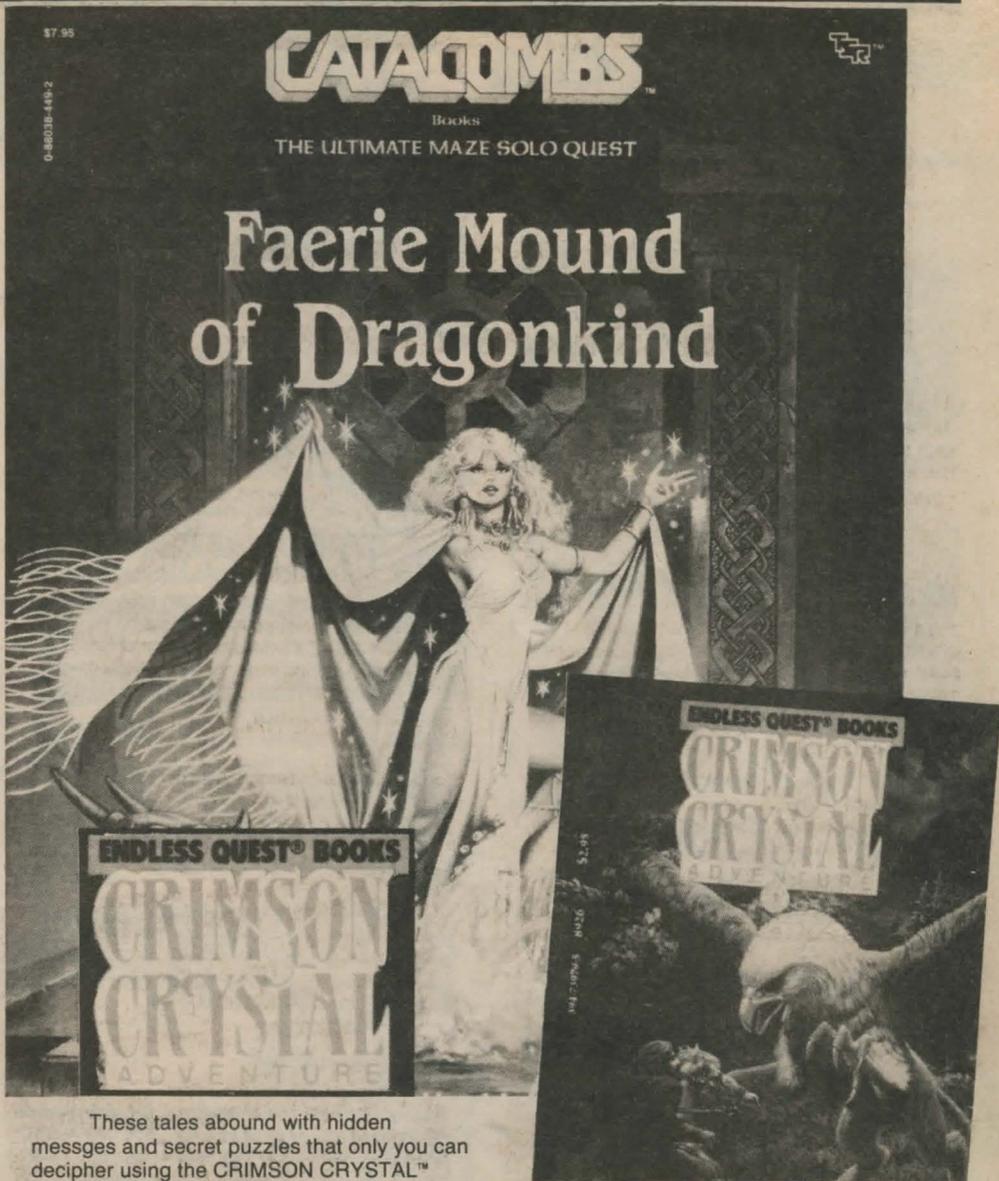
One is Garth, a monk, the other, Uthrac, his rival. The two of you begin a quest to the perilous place known as World's End to gain possession of the Amber Sword.

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One is Sir Patrick, an ambitious Knight of Solamnia, the other is Lord Ariakan, son of the Dragon Highlord. You must race each other through the ruins of Tarsis to find the lost Temple of the Dragons!

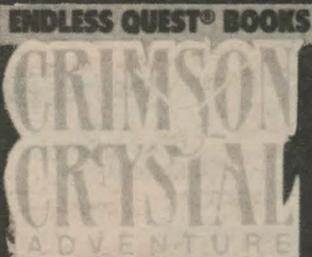


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In this exciting adventure you are Gwynne, who is training to be initiated into the ancient arts of a Druid priestess. But the monstrous forces of evil Lytir threaten your kingdom. The bard, Neil, is somehow involved in all of this, but on whose side?

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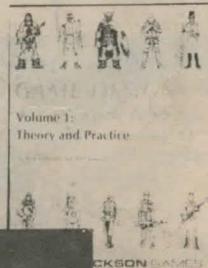
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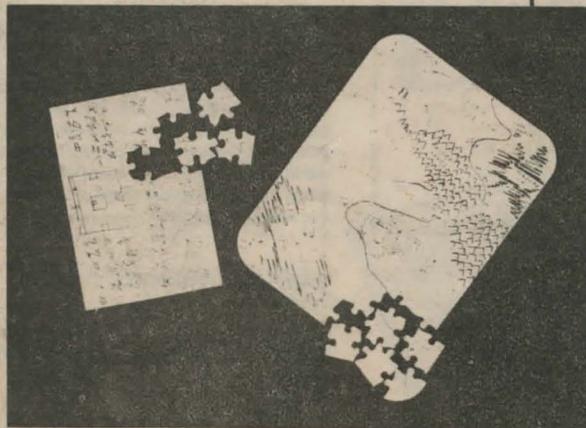
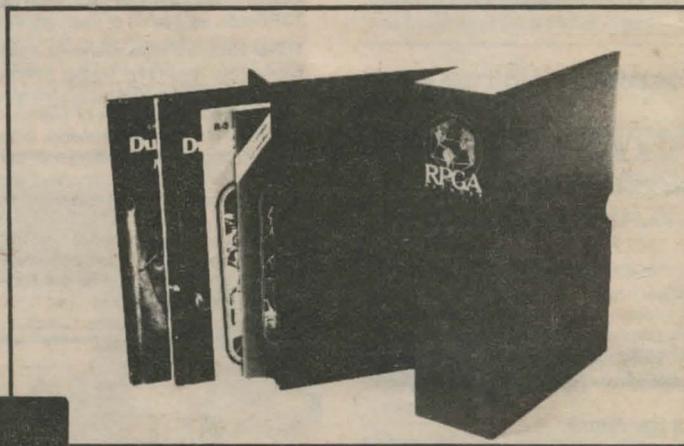
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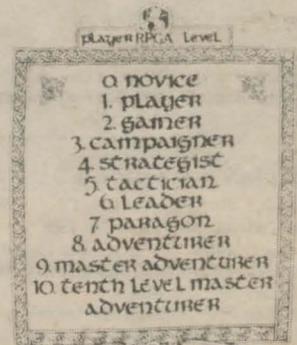
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