

IRON CROWN ENTERPRISES

CONSUMER CATALOG
SPRING '87



THESE FINE PRODUCTS ARE AVAILABLE AT
BETTER RETAIL OUTLETS WORLDWIDE.

IRON CROWN ENTERPRISES, INC.
P.O. BOX 1605
CHARLOTTESVILLE, VA 22902



ROLEMASTER – I.C.E.'s advanced Fantasy Role Playing Game system. Rolemaster is a complete set of the most advanced realistic and sophisticated FRP rules available. The flexibility of the system allows it to be used wholly or in part. Each of the books can be used separately to improve the realism of most major FRP systems! Rolemaster . . . a cut above the rest!

ARMS LAW & CLAW LAW

Do battle with the best fantasy combat system around! Fast-paced yet realistic, it is designed to resolve an attack in no more than 2 percentile dice rolls. The rules cover fumbles, parrying, critical damage and much more. Claw Law provides additional attack tables which integrate the size, instinct, and fighting patterns of a wide variety of animals, monsters, and martial artists.

St.#1100 – \$12.00

CHARACTER LAW & CAMPAIGN LAW

Character Law is the core of Rolemaster. These masterful guidelines for character development cover 19 professions with over 5 dozen different skills. Invaluable to Gamemasters, Campaign Law aids in designing and running a campaign game. It covers geography, cultures, economics, handling play, and all of the other elements of campaign dynamics.

St.#1300 – \$12.00

SPELL LAW

The highly acclaimed magic system that improves any FRP game! Spell Law has over 2000 spell descriptions based on 3 realms of power and 15 professions. It provides alchemy rules, a unique structure for learning spells, a variety of spell attack and failure tables and much more! A must for your favorite mage!

St.#1200 – \$12.00

ROLEMASTER BOXED SET

Includes Character Law & Campaign Law, Arms Law & Claw Law, Spell Law and a free adventure supplement!

St.#1000 – \$34.00

CREATURES & TREASURES

This excellent product provides complete descriptions and game stats for over 500 animals, races, and fantastic beasts, including: Demons, Elementals, Dragons, Undead and Giants! Tables help generate unusual treasures and a wide variety of random encounters. Spice up your game with monsters and magic items!

#1400 – \$12.00

ROLEMASTER COMPANION (not pictured)

Expands this classic system with optional rules and guidelines. It provides you with 32 new spell lists and numerous high-level spells. It also gives you 8 new professions and a variety of new races, creatures, and secondary skills. The optional rules also include an abbreviated combat system and numerous game aids to help in running a smooth campaign.

St.#1500 – \$12.00

MIDDLE-EARTH ROLE PLAYING (MERP)

– The role playing system perfect for novices as well as experienced gamers! Based on *The Hobbit* and *The Lord of the Rings*, MERP provides the structure and framework for role playing in the greatest fantasy setting of all time . . . J.R.R. Tolkien's Middle-earth! MERP is supported by a wide variety of game aids, Campaign modules, Adventure supplements, and Ready-to-Run adventures.

MIDDLE-EARTH ROLE PLAYING RULESBOOK

The complete system in one booklet! The rules cover combat, races, magic, professions, and everything necessary for exciting, unique role playing adventure. Also included is a complete starting adventure in the Trollshaws region. MERP is the perfect lead in to the more complex Rolemaster.

St.#8000 – \$10.00

MIDDLE-EARTH ROLE PLAYING BOXED EDITION

This beautiful boxed edition contains: the MERP rulesbook, a 32 page introductory adventure booklet, a 16 page layout booklet, full-color stand-up characters, and dice.

St.#8100 – \$15.00

LORDS OF MIDDLE-EARTH VOL. I (not pictured)

Imagine having at your fingertips the personalities and game statistics of the greatest and most powerful beings of Professor Tolkien's creation! This first volume of a three part series details the Immortals, the Elves, Maiar, and Valar. Sauron of Mordor, Gandalf the Grey, and Galadriel are but a few of the characters included.

St.#8002 – \$12.00

CAMPAIGN AND ADVENTURE GUIDEBOOK

The cornerstone of the Middle-earth lines. The Guidebook gives you vital information concerning climate, languages, and geography of Middle-earth. It also covers the locations of major cities, citadels, and trade routes. Included in the Guidebook is a 24"x36" full-color Poster/Map of Middle-earth (see below).

St.#2200 – \$9.00

POSTER/MAP OF MIDDLE-EARTH

This beautiful 24"x36" full-color poster/map covers the regions of Middle-earth familiar to the reader but also includes the wild lands north, south, and east. These lands have never been mapped before now. Can be ordered 2 ways! (FLAT) St.#2100 – \$5.00 (FOLDED) St.#2100A – \$5.00

MERP COMBAT SCREEN

All of the tables needed for battles, maneuvering, and actions on one 11"x34" combat screen plus two handy 11"x17" reference sheets.

St.#8001 – \$6.00

The Role Playing products and Boardgames based on J.R.R. Tolkien's works are © Copyright TOLKIEN ENTERPRISES. THE HOBBIT and THE LORD OF THE RINGS and all characters and places therein are trademark properties of TOLKIEN ENTERPRISES, a division of ELAN MERCHANDISING INC., Berkeley, CA.



MIDDLE-EARTH CAMPAIGN MODULES

– These modules are designed for use with MERP and Rolemaster but are also adaptable to most major FRP systems. Each offers individual histories, politics and power, animal lore, herb lists, campaign and adventure guidelines as well as conversion notes. These modules also contain a 17"x22" full-color insert which maps out the region and details several major cities (or citadels). Together, the maps form one grand mosaic of Middle-earth.

ISENGARD and Northern Gondor

Adventure through the fertile meadowlands of Calenardhon. Explore the huge citadel of Isengard with its fabled tower of Orthanc. Isengard includes a complete description of Saruman the White. The citadel is mapped out with 10 pages of layouts, 4 of which (in full-color) detail Orthanc. Other layouts include Helm's Deep and the Glittering Caves. St.#2800 – \$12.00

SOUTHERN MIRKWOOD, Haunt of the Necromancer

Venture through this region dominated by the shadow of Sauron, disguised as the evil Necromancer. His Ringwraiths roam the forest, claiming many victims in their search for the Ring. The layouts include the inner sanctum of Dol Goldur, a Woodmen tree village and the hill of Sorcery. St.#2700 – \$12.00

LORIEN and the Halls of the Elven-smiths

Explore citadels, manors, and ruins in the grandest Elven kingdom, domain of Lady Galadriel. Lorien includes the story of the making of the Rings and a complete description of Ninya, the Water-ring. Also included is Elven history and extensive background material. St.#3200 – \$12.00

NORTHERN MIRKWOOD, the Wood-elves' Realm

Journey through the principal setting of *The Hobbit*, a shadowy wood where danger is constant! Encounter the Great Eagles, Giant Spiders, Bears, Trolls, Wolves, and Dragons of the Withered Heath. The layouts of this jam-packed module include the Lonely Mountain and the Halls of the Elven King. St.#2600 – \$12.00

THE RIDERS OF ROHAN

Ride with the most famous horsemen of Middle-earth! This action-packed module traces the development of the Horse-lords from the 3rd Age into the 4th Age. The layouts include Helm's Deep, Framsburg, the city of Edoras, Dunharrow, and Harrowdale. St.#3100 – \$12.00

RANGERS OF THE NORTH, the Kingdom of Arthedain

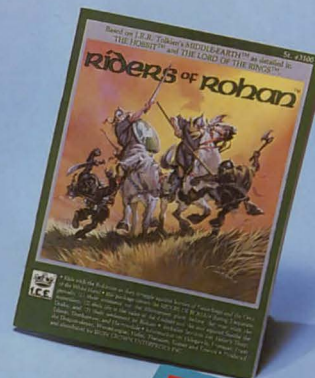
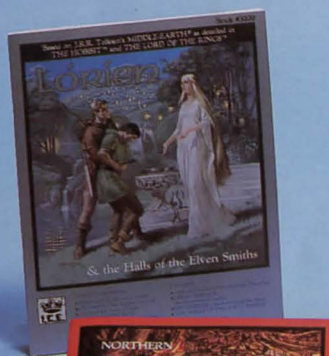
Adventure in the last surviving kingdom of the Dunedain! This package provides complete descriptions and statistics for Gandalf and Aragorn! Also included are the famed city of Fornost and the crumbling ruins of Annúminas. St.#3000 – \$12.00

ANGMAR, Land of the Witch-king.

Experience this grim land ruled by the Lord of the Nazgûl. From the frozen tundra to the barren valley of Angmar, the land seems cursed by nature itself! This power packed module contains 8 B&W maps, plus layouts of 4 major complexes as well as the city of Carn Dum. St.#2300 – \$12.00

MORIA, the Dwarven City

Journey through the greatest and richest dungeons in all of Middle-earth! These passages once housed the Dwarves, but later became the lair of the Balrog, powerful spirit of fire. Moria describes in detail the caves and mines deep within the Misty Mountains. Being an underground module, Moria contains 2 pages of color maps and 16 pages worth of B&W maps and layouts! St.#2900 – \$12.00





DAGORLAD and the DEAD MARSHES

Adventure on the plains before the gates of Mordor, where Nazgûl and roaming bands of Orcs terrorize unwary wanderers. Dagorlad includes layouts for Tol Malbor (a bandit camp), and a mighty sorceress' stronghold. Dare you pass across these wetlands in the shadow of Mordor?

St.#8020 - \$7.00

Erech and the PATHS OF THE DEAD

Discover the secret of the Black Stone of Erech! Explore the underground paths where Aragorn gathered his army of Undead! This adventure supplement details the vales of the White Mountains where the ghosts of the Oath-breakers haunt the land. For those who dare there are layouts of the paths themselves. Also included are a full-color map of the Vale of Erech and plans for the fortress of Morthondost.

St.#8060 - \$7.00

THIEVES OF THARBAD

Hazard the streets of Tharbad, a city in decay. Here you'll find detailed the major trading center west of the Misty Mountains, a city teeming with cut-throats and thieves. This beautiful supplement includes a full-color map of the city, layouts for typical buildings, and a bird's eye view of Ostinen Turambar, a water fortress.

St.#8050 - \$7.00

HILLMEN OF THE TROLLSHAW

Venture among the wild peoples scattered along the western Misty Mountains. The Hillmen once ruled Rhudaur and were later allied with Angmar and its evil Witch-king. This action package features numerous adventures in the Trollshaws and includes layouts of the settlement and stronghold at Cameth Brin.

St.#8040 - \$7.00

BREE and the Barrow-Downs

Experience the oldest surviving settlement of Hobbits in Middle-earth. Search through the haunted tombs of the fallen Edain kings and the Princes of Cardolan. Bree includes NPC charts, herb lists, adventure guidelines, and 6 pages of full-color layouts!

St.#8010 - \$7.00



Cirth Ungol and SHELOB's LAIR

Lurking at the summit of the Ephel Duarth, the hideous Spider Shelob awaits her dinner, avoid her if you can! This adventure supplement describes the dangerous pass leading into the evil land of Mordor. Layouts of the Tower of Cirth Ungol and full-color maps of the region are featured.

St.#8030 - \$7.00

GOBLIN-GATE and Eagle's Eyrie

Plunge into the depths of Goblin-gate, underground kingdom of the Great Goblin! Soar with the Great-eagles, battle the giants of the Misty Mountains, or stroll the streets of Maethelburg, market place of the upper Anduin. Goblin-gate details the High Pass of the Misty Mountains and includes the layouts of Giants Isle, Maethelburg, Gollum's Lair, and Goblin-town.

St.#8070 - \$7.00

TROLLS of the Misty Mountains

A ready-to-run module. Face marauding Trolls that are terrorizing this area of the East-wood. Help explore a proposed route between 2 isolated border keeps. Adventure within a dangerous gorge, well concealed in the East-wood!

St.#8103 - \$6.00

PHANTOM of the Northern Marches

A ready-to-run adventure module. Each of the 3 action-packed adventures includes NPC's, site layouts, and plenty of danger. These adventures can be played through in one or two evenings. Face a vengeful phantom, a monstrous intruder and a rampaging Fire-drake!

St.#8102 - \$6.00

HAUNTED RUINS of the Dunlendings

A ready-to-run supplement. Each adventure comes complete with NPC's, site layouts, and challenges galore. An ancient Watch-tower, a dark cliff village, and an eerie stone ring on a windswept peak, 3 haunted ruins!

St.#8101 - \$6.00

MIDDLE-EARTH ADVENTURE MODULES

- These game supplements are designed for MERP and Rolemaster but are easily adapted to most major FRP systems. The modules provide detailed information on specific adventure sites such as castles, towers, villages and lairs. Each has over 30 pages of text, layouts and maps, insuring quick set up and play.

READY-TO-RUN ADVENTURE SUPPLEMENTS

- Three ready-to-runs are pictured at the far right (Haunted Ruins, Phantom, and Trolls). Each of these features 3 adventures which set up in minutes and can be played in one or two evenings. They include pre-generated characters so that little or no preparation is needed!

SPACE MASTER – Now you can adventure in space with I.C.E.'s Science Fiction Role Playing Game system! It includes a wide range of technologies – from tomorrow to the far future – and is easily unified with Rolemaster for cohesive Science-Fantasy adventure! Space Master covers professions, races and cultures, settings, Starship construction, personal and vehicular combat, and much more! The challenge of the future awaits!

**IMPERIAL CRISIS,
House Devon in Turmoil!**

Face interstellar terrorism, deep space piracy and the unrelenting attack of a rival House! This campaign module details an Inner Province of the Terran Empire. Included are 4 adventures, chance encounter charts, general histories, and 2 full-color starmaps!
St.#9300 – \$12.00

TECH LAW

Here are detailed guidelines for the technology of tomorrow! Featured are weapons and equipment for a variety of technologies, vehicles and robots, as well as notes on custom designing starships and androids. The simple yet realistic starship combat system provides swashbuckling action in outer space!
St.#9200 – \$12.00

SPACE MASTER BOXED EDITION

Everything needed for high-tech sci-fi adventure including: Future Law, Tech Law, a full-color 22"x30" star chart for navigating, a 22"x30" map for spine-tingling starship combat, a full-color counter sheet of spacecraft, and a B&W booklet of starship layouts.
St.#9000 – \$30.00

FUTURE LAW

Space Master's character development and campaign system. Future Law features flexible professions, data on alien races, and rules for creating cultures of differing and mixed technologies. Create a sci-fi character based on realistic skills and traits!
St.#9100 – \$12.00

Action on AKAISHA OUTSTATION

The first Space Master adventure module! Experience the danger and intrigue of an Outstation crawling with thieves, smugglers, and Imperial spies! Included are 16 pre-generated player characters, details on non-player characters and 3 ready-to-run action-packed adventures.
St.#9101 – \$6.00

LOST TELEPATHS: The Secret of House Kashmere

Celestial colonists with uncommon abilities threaten to overthrow the Empire! Lost Telepaths comes complete with supplemental histories of the Empire and the Kashmere Commonwealth, game-master aids, and plenty of action-packed adventures. Explore an ancient tomb, mastermind a gun run, outwit warship hijackers!
St.#9400 – \$12.00

**SPACE MASTER COMPANION
(not pictured)**

All new supplemental material for Space Master. Here are new races and professions, new weapons and vehicles, more Psion lists, and much more!
St.#9500 – \$12.00



CHAMPIONS, the Super Role Playing Game.

Play your favorite comic book hero, or create your own! The character generation system lets you design your heroes the way you want them. The combat system is easy to learn and play. Also covered are skills, powers, disadvantages, weapons, and guidelines on campaigning. Champions, live the adventure!
St.#01 – \$12.00

CHAMPIONS II

The first supplement to Champions. The rules additions include: a base and vehicle building system, plenty of new skills and powers, an instant encounter system and much more! It also includes tips on running a good campaign. Champions II makes a great game even better!
St.#08 – \$10.00

CHAMPIONS III

You wanted another supplement! Champions III covers an instant villain generation system, solo play, a danger room generator and more! Also featured are new powers and new power advantages plus more notes on campaigning. Champions III is a must for serious gamers!
St.#15 – \$10.00

ENEMIES

The original reference on supervillains. Contains 35 of the world's nastiest bad guys. Each villain is fully illustrated and comes with a complete profile, method of operation and game statistics. No Champions player should be without Enemies!
St.#02 – \$6.00

ENEMIES II

The second in the series of collected supervillains, spotlighting evil groups and secret organizations. Here are some of the roughest customers a hero will ever encounter! Includes Bulldozer, Giganto, Durak, Oculon, Pile Driver and many more! Each is illustrated and comes with powers, skills, and disadvantages.
St.#06 – \$6.00

ENEMIES III

More bad guys! Here are 27 villains to be used as villain group fillers, throwaway encounters, or as the basis for world threatening campaigns. Each is illustrated and comes with background information and complete game stats. Look out heroes, here comes another batch of Enemies!
St.#16 – \$6.00

The Hero Games products are © Copyright Hero Games. Produced and distributed exclusively by IRON CROWN ENTERPRISES, INC.

CHAMPIONS – Don't just read comic books, live them! With the easy to use character design system, your only limit is your imagination. Champions is based on the Hero System, the rules system of all Hero products. Because of this common thread, all Hero Games are compatible. Learn one Hero Game and you can easily play them all.

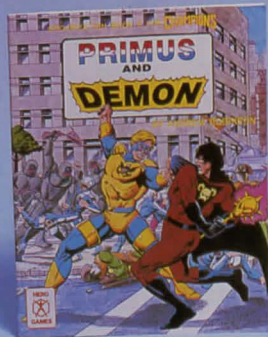


THE CIRCLE AND M.E.T.E.
(Organization Book #1)

Here are 2 organizations to add excitement and flavor to your campaign! The Circle is a society of sorcerers and mystics who keep the world safe from evil. The Metropolitan Extra-terrestrial Enclave is dedicated to the aid and comfort of our alien visitors. St.#12 - \$6.00

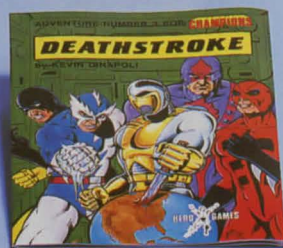
STRONGHOLD (Adventure #2)

Stronghold is the maximum security facility designed with the "problem" prisoner in mind. It's the prison of the future, escape proof... but 6 of its toughest inmates are breaking out tonight! Can you stop them? Includes a complete map of the prison, a super cell building system and 6 new villains. St.#04 - \$6.00



PRIMUS & DEMON
(Organization Book #2)

Primus is the Federal Government's organization of heroes. Primus steps in when the superhero types fail to show up in time. Demon is an evil group that combines the Black Arts with unrestrained technology. Also included is a five-part scenario involving both of these major organizations. St.#18 - \$6.00



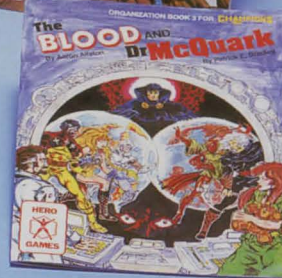
DEATHSTROKE (Adventure #3)

Can you save the world from nuclear blackmail? A group of supervillains have the ability to destroy every nuclear reactor on the planet. Are they crazy enough to push the button? Includes layouts, NPC's, and lots of action! St.#09 - \$6.00



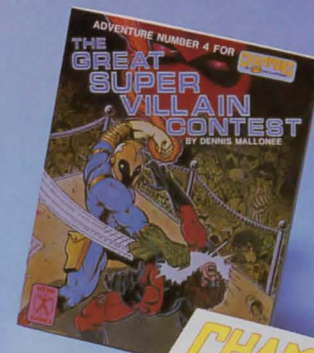
THE CORIOLIS EFFECT (Adventure #5)

This supplement provides your players with a series of linked adventures revolving around a brave new NPC. Who is this air-creature known as Coriolis? What object does the Black Enchantress seek? Ever wonder how to inject the feel of a multi-part epic into your campaign? Look no more! St.#26 - \$6.00



THE BLOOD AND DR. McQUARK
(Organization Book #3)

The Blood is a mysterious family of superpowered mutants. Who are they and what do they want? Dr. McQuark's is a facility where characters can purchase gadgets and get training. These organizations are complete and ready to drop into your campaign! St.#21 - \$6.00



THE GREAT SUPER VILLAIN CONTEST (Adventure #4)

Here's an action packed campaign adventure, designed to stretch over many evenings of play. From his mountain stronghold, the Crimson Claw has summoned the most powerful villains. In the arena of death they will decide once and for all who among them is the deadliest. The prize... the Emerald Eye of Azog! St.#11 - \$6.00



CHAMPIONS GAMEMASTER SCREEN

This handy product also includes Adventure #1, The Island of Dr. Destroyer. The GM screen includes the charts and tables for speed, combat modifiers, combat maneuvers, telepathy, ranged weapons, and any more! The enclosed adventure features maps and layouts of the island, details of the defenses, and a despicable new supervillain! St.#19 - \$6.00

CHAMPIONS ORGANIZATION BOOKS AND ADVENTURES

- The organization books each provide 2 groups ready to plug right into your game. Everything you need is here, including base descriptions and writeups of all the important non-player characters. The adventures feature new enemies, NPC's, and lots of layouts. These supplements will provide hours of action for your heroes!

DANGER INTERNATIONAL – Launch into action with fast cars, vital secrets and high-tech hardware! Play an international spy, a soldier of fortune, a detective, or an investigative reporter. Danger International is as current as tomorrow's news!

DANGER INTERNATIONAL, The Modern Role Playing Game

Take center stage as the hero in a story you create! Danger International is packed with challenging adventures, valuable source material, and special game mechanics to simulate any modern adventure setting. All you need to add is your imagination! Part of the Hero System, D.I. is compatible with all other Hero System games. St.#17 – \$15.00

BORDER CROSSING

Take part in a daring mission across the Iron Curtain to gain vital information! This adventure details the operation of a Covert Action Team in modern East Germany. Here are site layouts, NPC's and everything needed for nerve-racking adventure! Hoping the guards are asleep you slowly begin to cut through the barbed wire, the first of many.... St.#10 – \$6.00

SUPER-AGENTS (A Campaign Supplement for Champions and D.I.)

Face it, sometimes the mission calls for high-tech Super-Agents! This supplement covers character creation, combat, and campaigning. The source-book material features agent histories, NPC's and headquarters writeups. So squeeze into your skintight Kevlar, it's time to play with the pros.... the Super-Agents! St.#22 – \$12.00

GADGETS (A Supplement for Champions and D.I.)

Need some exotic weapons for your agents? How about something special to take out that pesky superhero? Choose from scores of powerful and strange weapons and gadgets and find whatever you need to fit the situation! Each listing includes a background writeup and game statistics. St.#23 – \$8.00

ROBOT WARRIORS (not pictured)

Part of the Hero System, this product is the beginning of a new genre of gaming! Robot Warriors is a Role Playing and Battle Game featuring giant humanoid combat robots. Take the part of a Robot Pilot and direct your hundred ton robot through the scarred battlefields of a future earth! St.#27 – \$15.00

JUSTICE INC. & FANTASY HERO – Both of these lines are part of the Hero System; once you learn one, you can easily play the others! Justice Inc. presents role playing in the two-fisted world of the 20's and 30's pulp novels. Face adventure from the steamy Amazon jungle to the frozen tops of the Himalayas! Fantasy Hero is fantasy role playing ala the Hero System. Enter the fantastic world of sword swinging heroes, dragon killing adventures and magic enchantments!

JUSTICE INC.

Experience the spine-tingling action of the pulps! Battle the sinister forces of evil and stop wild rebellions in exotic, far flung corners of the globe. Design your hero the way you want with these easy to understand rules. Live the adventure with Justice Inc. St.#13 – \$10.00

TRAIL OF THE GOLDEN SPIKE (Adventure #1 for Justice Inc.)

Deep within the mountains of Colorado you can find wealth beyond your wildest dreams! Across your path to riches stands the insidious Condor. What is his evil plan? This supplement comes with NPC's, layouts, and two-fisted action! St.#14 – \$6.00

LANDS OF MYSTERY (Campaign Supplement for Justice Inc.)

Discover the world of Zorandar, a savage, timeless land where brave natives face ferocious dinosaurs! This module puts you into the saber-toothed action of a Lost Worlds Romance. Learn how to game-master and play all of the cliff hangers and plot twists of your favorite jungle adventures. St.#20 – \$10.00

FANTASY HERO, the Role Playing Game of Epic Adventure

Strap on your sword and prepare for action in the realms of fantasy. Here is a game where warriors are bold and monster is spelled with a capital "M". Fantasy Hero is part of the Hero System. Create exactly the character you want to play. Fantasy Hero puts magic into your gaming! St.#24 – \$15.00

THE HERO SYSTEM BESTIARY

The first "Hero System" supplement designed for use with any Hero Game. Animal encounters are important to all branches of action literature, so they're perfect for any Hero Game. Prehistoric monsters for that lost valley, dragons and unicorns for Fantasy Hero and a wyvern for the other side of that interdimensional portal! These, and many more! St.#25 – \$8.00



ADVENTURER'S CLUB MAGAZINE -

The magazine for Hero Gamers! The articles and columns are dedicated to expanding and improving the already fine line of Hero Games. The AC answers your questions and keeps you informed on upcoming releases. And there's a complete ready-to-play adventure in every issue! But now there's even more! Beginning with issue #8, the Expanded AC includes a new I.C.E. section as well as the Hero articles and scenarios. The new AC is a must for I.C.E. devotees as well as Hero fans!

ADVENTURER'S CLUB #2

Includes the regular columns 'NUFF SAID, SUPERHYPE, BETWEEN THE LINES, CROOKS & CRUSADERS presents Boa Constrictor for Champions. The Champions scenario WHAT ROUGH BEAST! centers on a destroyed radiation research center with a very special occupant!

St.#AC02 - \$2.50

ADVENTURER'S CLUB #3

All of the regular columns plus THE ART OF THE DNPC, an article on how to remind your Champions players about the "real" world. TERROR IN THE TREASURES, the Champions scenario, features a strange and foreboding ancient ruin in a bog in Wales. Are your Heroes up to the test?

St.#AC03 - \$2.50

ADVENTURER'S CLUB #4

Includes NUFF SAID, SUPERHYPE, CROOKS AND CRUSADERS, COVERT ACTION, and CHAMPIONS PLUS. NOVA, a scenario for Champions, concerns an enormous "meteorite" that has fallen on Iceland. Hardly worth an investigation by superheroes... or is it?

St.#AC04 - \$2.50

ADVENTURER'S CLUB #5

The regulars plus THE HAWKES PHANTOM, an adventure for Justice Inc.

St.#AC05 - \$2.50

ADVENTURER'S CLUB #6

Features GRASP INC., an adventure for Champions and Danger International.

St.#AC06 - \$2.50

ADVENTURERS CLUB #7

Includes RAID ON BLACKGULCH, Champions action in a chemical research lab!

St.#AC07 - \$2.50

ADVENTURER'S CLUB #8

The first combined issue expanded to 72 pages! Features THE ROCKHALL CURSE, a castle-crawling adventure for Fantasy Hero plus IFFGULD'S KEEP, an adventure for Middle-earth Role Playing! The subscription price is still \$10.00 for 4 jam-packed issues... subscribe now!

St.#AC08 - \$3.00

JOIN THE ADVENTURER'S CLUB!

A 1 year's subscription brings you 4 issues jam-packed with articles on the great products published by Iron Crown and Hero Games. Each issue also features a complete adventure scenario! Subscribe today using the order form on the right. (The \$10.00 subscription price covers postage & handling).



ORDER FORM

These products are sold at better retail outlets worldwide. Overseas customers, please contact one of the following distributors for the outlet nearest you. Blackwood Gayle in AUCKLAND, NEW ZEALAND (591-503). Jedko Games in MOORABBIN, AUSTRALIA (613-598-4756). Games of Liverpool in LIVERPOOL, UK (236-2605). Matthew Harvey & Co. Ltd. in WALSALL, WEST MIDLANDS UK (922-28181). Games Workshop Ltd. in HILLTOP, NOTTINGHAM UK (769-731). Virgin Game Centre in NORTH ACTON, LONDON UK (453-1101). Citadel in HAMBURG, WEST GERMANY (222-461). Hexagonal in PARIS, FRANCE (4758-8560). Pacific Enterprise Italia in MILANO ITALY (2-393-486). Post Hobby Co. Ltd. in TOKYO, JAPAN. Target Games AB in STOCKHOLM, SWEDEN (60-0080).

Check your local hobby and book stores for our product lines. If unavailable U.S. and Canadian customers can order direct. Please read the following instructions carefully. Orders up to (U.S.) \$49.99 add \$1.25 postage & handling, orders of (U.S.) \$50.00 or more add \$2.50. Canadians add (U.S.) \$2.50 on all orders. Send check or money order, no cash or COD. VA customers add 4% sales tax. VISA and MASTERCARD orders call (800)325-0479. VA residents, Canadians & overseas customers call (804)295-3917. Please make phone orders during normal business hours 9 AM-5 PM, Eastern Standard Time, Mon.-Fri. Allow 2-4 weeks for delivery. Prices and availability subject to change.

Number of Copies	Title & St.# (Please Print)	Price of each	Total price
		\$	\$

Yes, I want to subscribe to the ADVENTURER'S CLUB beginning with the next issue! (Enclose \$10.00 for a 1 year's subscription - 4 issues - no need to add postage & handling).

Sub-total	\$
VA sales tax	\$
Postage & Handling	\$
Final Total	\$

VISA/MC (circle one) # _____

Exp. _____

NAME _____

STREET _____

CITY _____ STATE _____ ZIP _____

PHONE# _____



Make checks payable to and mail orders to:
IRON CROWN ENTERPRISES, INC.
 P.O. BOX 1605
 CHARLOTTESVILLE, VA 22902

Xerox this order form or cut along this line.

Printed in Hong Kong

MIDDLE-EARTH BOARDGAMES -

These thrilling games are based on J.R.R. Tolkien's THE HOBBIT and THE LORD OF THE RINGS. Each features Basic, Standard and Optional rules for various levels of play. The components include full-color mounted mapboards, counters, rules, charts & tables, and dice.

THE FELLOWSHIP OF THE RING

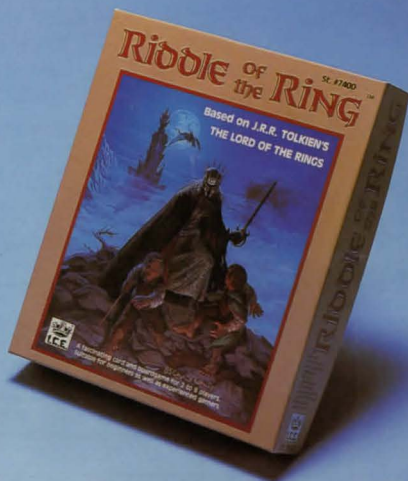
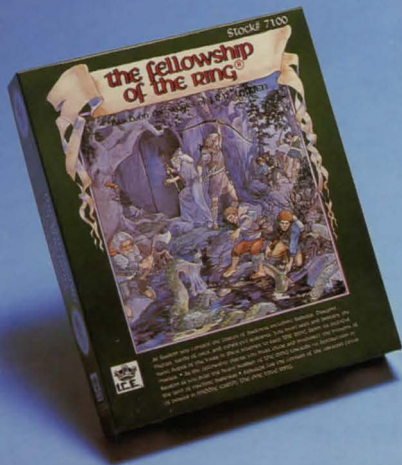
This 2-player boardgame focuses on the Fellowship's quest to destroy the One True Ring. The Fellowship player attempts to bear the Ring towards Mordor while the Dark Lord combats Middle-earth in search of the Ringbearer.

St.#7100 - \$30.00

RIDDLE OF THE RING

This exciting card and boardgame is perfect for beginners as well as experienced gamers! Each of the 2 to 8 players becomes a Hobbit or Black Rider as he sets out to find The Ring and take it to either Mount Doom or Barad-dur. Features 80 illustrated cards

St.#7400 - \$25.00



IRON CROWN ENTERPRISES, INC.
P.O. BOX 1605
CHARLOTTESVILLE, VA 22902



BULK RATE
U.S. POSTAGE
PAID
CHARLOTTESVILLE, VA.
PERMIT #471