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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.

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– 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.

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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

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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

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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?

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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.

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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.

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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 Cirith Ungol and full-color maps of the region are featured.

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HAUNTED RUINS of the Dunlendings

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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!

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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.
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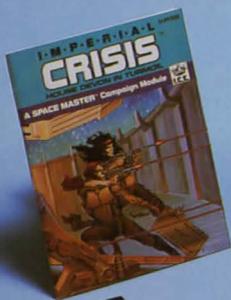
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(not pictured)**

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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!
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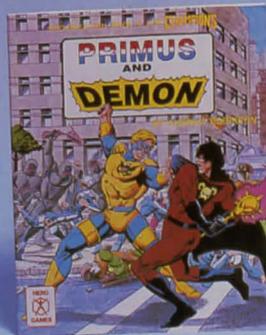


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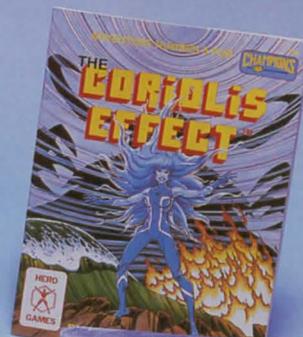


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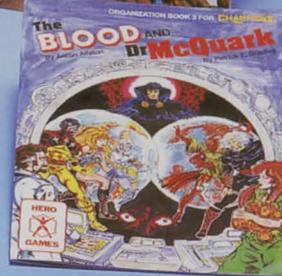
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Take center stage as the hero in a story you create! Danger International is packed with challenging adventures, valuable source material, and special game mechanics to simulate any modern adventure setting. All you need to add is your imagination!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

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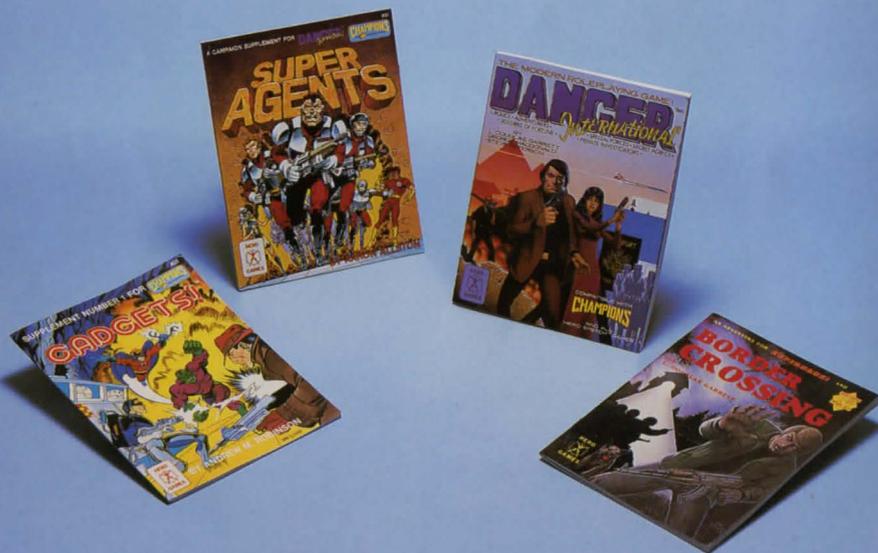
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Printed in Hong Kong

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

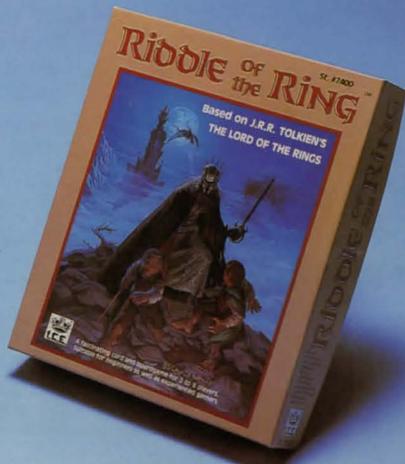
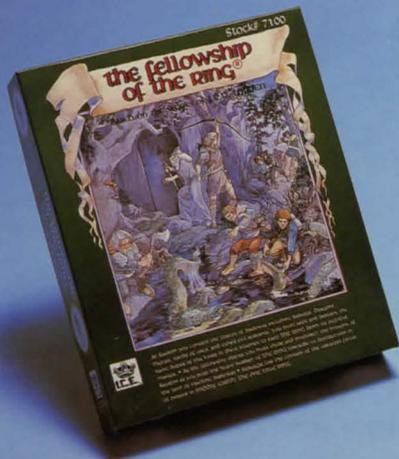
This 2-player boardgame focuses on the Fellowship's quest to destroy the One True Ring. The Fellowship player attempts to bear the Ring towards Mordor while the Dark Lord combats Middle-earth in search of the Ringbearer.

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



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