All figures pictured in this catalog are smaller than actual size.
<table>
<thead>
<tr>
<th>Game</th>
<th>Description</th>
<th>Price</th>
</tr>
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<tbody>
<tr>
<td><strong>APOCALYPSE</strong></td>
<td>A strategic board game of pure skill in which 2, 3, or 4 players compete for control of Europe. The game mechanics are innovative and considerable skill and ability are required to win. The vast armies and devasting nuclear missiles. The game is already acknowledged as a classic abstract wargame.</td>
<td>$15.00</td>
</tr>
<tr>
<td><strong>DOCTOR WHO</strong></td>
<td>In this exciting board game, two to six players, as different incarnations of TV's famous Doctor, race from planet to planet, collecting weapons, allies and strange items while trying to evade each other and battle such deadly enemies as Cybermen and Daleks. You need skill and luck to be first to collect the Key of Chronos and return in triumph to Gallifrey.</td>
<td>$16.00</td>
</tr>
<tr>
<td><strong>VALLEY OF THE FOUR WINDS</strong></td>
<td>This sword and sorcery introductory wargame for 2 players involves a heroic quest and a climactic battle between the forces of Good and Evil. The components in the full-colour box include a full-colour mounted map board, 140 illustrated die-cut counters, and the complete Valley of the Four Winds story, which was first published in the Dwarf magazine.</td>
<td>$16.00</td>
</tr>
<tr>
<td><strong>WARLOCK</strong></td>
<td>The game of dueling wizards. A card game for 2 to 6 players who cast spells and counter-spells at each other while dueling to the death in an arena of burning stones. The 48 full-colour cards contain all the cards need to play, including full-colour, mounted box, and 120 beautifully illustrated cards.</td>
<td>$15.00</td>
</tr>
<tr>
<td><strong>JUDGE DREDD</strong></td>
<td>Based on the exploits of the comic-book hero of the same name, Judge Dredd is a board game in which 2 to 6 players try to stamp out crime in 22nd century Mega-City One by racing to the scenes of crimes to battle with the perpetrators. The game is fast-moving and fun; the presentation captures the flavour of the original comic strip, the full-colour box and board are illustrated in comic style by the original Judge Dredd artists, as are the Crime, Pep and Action cards, and the criminological guide to Mega-City One.</td>
<td>$16.00</td>
</tr>
<tr>
<td><strong>BATTLECARS</strong></td>
<td>The board game of deadly driving, in which 2 to 6 players drive armoured, weapon-bristling cars around futuristic city streets, each attempting to destroy their opponents' vehicles while keeping their own on the road.</td>
<td>$18.00</td>
</tr>
<tr>
<td><strong>BATTLEBIKES</strong></td>
<td>The first supplement for the very popular Battlecars, additional rules bring two-wheeled vehicles into play.</td>
<td>$13.00</td>
</tr>
<tr>
<td><strong>TALISMAN</strong></td>
<td>This introductory fantasy game, 2 to 4 players embark on a magical quest for the Talisman which will enable them to assume the Crown of Command and rule the land. They must roam a dangerous world, fighting monsters and each other with sword and spell, finding treasures and magic items, and gaining allies on their route. Each player has a character with different skills and powers which they must use to advantage in winning the game. The full-colour box contains a full-colour mounted board, full-colour illustrated character pieces, and over 100 illustrated spell and adventure cards.</td>
<td>$18.00</td>
</tr>
<tr>
<td><strong>CALAMITY</strong></td>
<td>This game for 2 to 4 players, invented by Andrew Lloyd Webber, is set in the high-risk world of international insurance. Players gain wealth from the premiums of the policies that they hold, but also may have to pay out if any claims are made against them. Wheeling and dealing, skill and luck all play a part. The full-colour box contains the full-colour mounted playing board, a high-quality plastic playing piece, a set of policy cards, a pack of movement cards, and the game's money.</td>
<td>$18.00</td>
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</tbody>
</table>
GOLDEN HEROES

The Ultimate in Super-Hero role-playing has arrived. The action-packed boxed game includes the following:

1) GOLDEN HEROES PLAYERS BOOK—the 56 pages provide everything that the players need to know to create and play their Super-Heroes: character creation; Superpower descriptions; combat notes; details of attributes; weaponry; character sheet; and more.

2) GOLDEN HEROES SUPERVISORS BOOK—the 84 pages provide everything the Supervisor needs to run the game: combat rules; Superpower notes, how to run a campaign; creating Thugs and Supervillains; a ready to play introductory adventure; and more.

3) POLYHEDRAL DICE SET.

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LEGACY OF EAGLES

An exciting scenario for Golden Heroes specially designed for the beginner. Establishes the players as a Super-hero team and provides them with their own secret HQ.

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In for the Kill

GOLDEN HEROES SUPPLEMENT .......MEGAVILLAINS

JUDGE DREDD—
THE ROLE-PLAYING GAME ...........Role-playing in Mega-City One
JUDGE DREDD SCENARIO ..........Rough Justice
WARHAMMER ROLE PLAYING ..........A new role-playing game to complement our miniatures rules Warhammer Battle.

WARHAMMER

WARHAMMER BATTLE

Warhammer Fantasy Battle Rules enable you to re-create fantastic battle on the table top. Players take command of powerful armies, cunning wizards and mighty heroes in a world where magic works and the nightmare creatures of legend are real.

The box contains three rule books—Combat, Battle Magic and Battle Bestiary; character cards, a playsheet and an introductory scenario—The Magnificent Sven.

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Four boxed sets, each containing twelve card sheets which the GM can cut into a variety of shapes and use to represent the corridors, rooms, and features of his dungeon. This helps the players to visualise the situations in which their characters find themselves, and regularises movement and combat. The cards are marked with a square grid to 25mm miniature figure scale. The Dungeon Floor Plans and figures together create a life-like 3-dimensional representation of the GM’s maps and charts. The four sets are:

**Dungeon Floor Plans 1**
This basic set contains flagstone flooring for rooms, stone/dirt flooring for corridors, stone/wooden stairs which can form straight, curved and spiral stairways, wooden surfaces for floors, furniture, bridges, balconies, and trapdoors, and doors/treasure chests.

*STOCK* 2001
$8.00

**Dungeon Floor Plans 2**
This complements Set 1 and adds trees, undergrowth and grass for forming courtyards, gardens and wilderness encounter areas; still and flowing water and whirlpools; room and corridor features including pit and plinth edging for forming various shapes of pits and plinths: platforms, rubble, trapdoors, altars, urns, sundials, statues and more; plus additional sheets of flagstone flooring for rooms.

*STOCK* 2002
$8.00

**Dungeon Floor Plans 3**
This complements Sets 1 and 2 and adds rooftops for delineating city/town/village streets; enclosure areas, and buildings as well as catering for roof-top escape ladders; battlements; quaysides; a variety of river and coastal boats; jetis; stockades; rickety bridges; wooden stairways; windows; chimneys; arrow slits; and portcullises.

*STOCK* 2006
$8.00

**Dungeon Floor Plans 4**
This complements Sets 1, 2, and 3 and adds cavern flooring, tunnel and cavern walls; natural cavern features; mine rails, junctions, access holes, wagons, wheelbarrows, hand-winches; and pits.

*STOCK* 2007
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**Dungeon Planners**
Each Dungeon Planner set contains a complete adventure setting for use with fantasy role-playing games such as Dungeon and Dragons®, Runequest®, Warhammer®, etc. A large coloured plan of the setting is provided for use with 25mm miniature figures. Each set also maps an area together with the local history. The series builds up into a complete fantasy region with an adventure setting in each area. There will be dungeons, tombs, wizards’ lairs, villages, towns and more.

**Wilderness Hex Sheets**
A grid of 6mm hexagons for mapping large areas outside the dungeon, wildernesses or other continents in a campaign game.

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$5.00

**Dungeon Mapping Sheets**
A pad of 50 square-grid sheets on which to design dungeon complexes. The unique double-line system allows for wall thicknesses and ensures that the maps created are compatible with Dungeon Floor Plans. The unique double-line system allows for wall thicknesses and ensures that the maps created are compatible with Dungeon Floor Plans. The colour-coded cover is a remarkable demonstration of a mapping sheet in use.

*STOCK* 2004
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Royal tombs, vampires, bandits, the treasure of the legendary Om— all await you in Set 1.

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Fantasy Tribes proved themselves to be a very successful fantasy range. Converting this idea to the rest of the range meant that, for example, all the wizards were taken from the existing range and formed one new code, CO2: WIZARDS. Similarly, fighters, giants, dwarfs, etc., merged into single stock codes.

The VCS system allows CITADEL MINIATURES to introduce a never ending supply of new and exciting figures (about 60 a month) keeping the range alive and interesting.

The Citadel Compendium has illustrations of the range and a plethora of articles.

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