



Molten Magic takes a look at some of the new science fiction and fantasy figures which are becoming available. The code letters and numbers shown on the photographs are purely for identification purposes and not those used by the manufacturers. The manufacturers' codes are shown in brackets after the title of individual figures.

- A. Ral Partha**
1. High Elf Archer (CS14)
  2. Hobgoblin Archer (CS64)
  3. Cloaked Hobgoblin Archer (CS62)
  4. Wood Elf with Bow (CS1)
  5. Elf Command Group Officer (CS19c)
  6. High Elf with Sword (CS10)
  7. Fantasy Wolf (CS90)
  8. Wood Elf Cavalry with Spear (CS5)
  9. High Elf Cavalry with Great Sword (CS15)
  10. Dwarf Command Group Drummer (CS39a)
  11. Dwarf Command Group Chieftain (CS39d)
  12. Dwarf with Two-Handed Sword (CS34)
  13. Dwarf Command Group Horn Blower (CS39b)
  14. Dwarf with Crossbow (CS36)
  15. Dwarf Striking with Mattock (CS38)
  16. Dwarfvish Bard (ES70)
  17. Maiden Mounted on Unicorn (ES71)

- B. Citadel Miniatures**
1. Evil Cleric (FA22)
  2. Necromancer (FA25)
  3. Vampire (FF58)
  4. Giant Wyvern (FF61)
  5. Ogre (FF53)
  6. Wight (FF59)
  7. Pack Camel (DA11)

- C. Asgard Miniatures**
1. Evil Giant Rat (FM60)
  2. Giant Weasel (FM60a)



fourteen deck plans, technical manual, die-cut counters and accessories. The scenarios can be used for Traveller campaigns or played separately . . .

. . . *TSR* plan to release *World of Greyhawk* campaign material for AD&D, *Knights of Camelot* a multi-player game of legendary Britain in the times of King Arthur, and *Deities & Demigods* the AD&D version of *Gods, Demi-Gods & Heroes* in August. *Dungeon Module B2 - The Keep on the Borderlands* is a new basic D&D module just released . . .

. . . *Chaosium* hope soon to have out *Gateway Bestiary* which is more monsters from all times and places for *Runequest*, and the 4th edition of *White Bear & Red Moon*, now boxed. Planned for the future is a boxed *Basic Runequest* with dice . . .

. . . *Phoenix Games* have released *Aftermath!* a role-playing game set in a post-holocaust world . . .

. . . *SPI* have entered the world of FRP games with *DragonQuest* . . .

. . . *Martian Metals* have been granted the licence to produce the official line of *Traveller* figures in 15mm . . .

. . . *Games Workshop* hope to release their four boxed games *Warlock*, *Valley of the Four Winds*, *Dr Who* and *Apocalypse* at Games Day '80 on 27th Sept-

ember at the Royal Horticultural Hall . . .

. . . It has been rumoured that *Yaquinto Publications* are negotiating with *Lorimar Productions* to produce a licenced game of the TV series *Dallas*. Four titles for *Origins '80* are *Shooting Star*, a space game, *Armour*, being the third part of the *Panzer* trilogy, the *Ironclads Expansion Kit*, and a surprise release . . .

. . . *Metagaming* have decided to release all future *Microgames* in boxed format, and they also intend to release a line of games in *Traveller*-sized boxes later in the year . . .

. . . *FGU* have re-released *Space Marines*, the long out-of-print science fiction table-top rules. Also due is *Land of the Rising Sun*, a samurai role-playing game compatible with C&S . . .

. . . *Philmar* have now released their follow up to *Sorcerer's Cave* entitled *Mystic Wood*.

**Next Issue:**

SURVIVAL! - SF mini-game  
 ROBE AND BLASTER  
 - Aristocracy in Traveller  
 LOVE OF THE LAND  
 - Thomas Covenant in D&D  
 FIEND FACTORY  
 CHARACTER CONJURING  
 TREASURE CHEST

. . . *GDW* have recently released *Research Station Gamma* (Adventure 2) and *Shadows/Annic Nova* (Double Adventure 1) for *Traveller*. Scheduled for immediate release are *Bright Face/Mission on Mithril* (Double Adventure 2) and *Azhanti High Lightning*. The latter is the first full-size *Traveller* game, and the box will contain