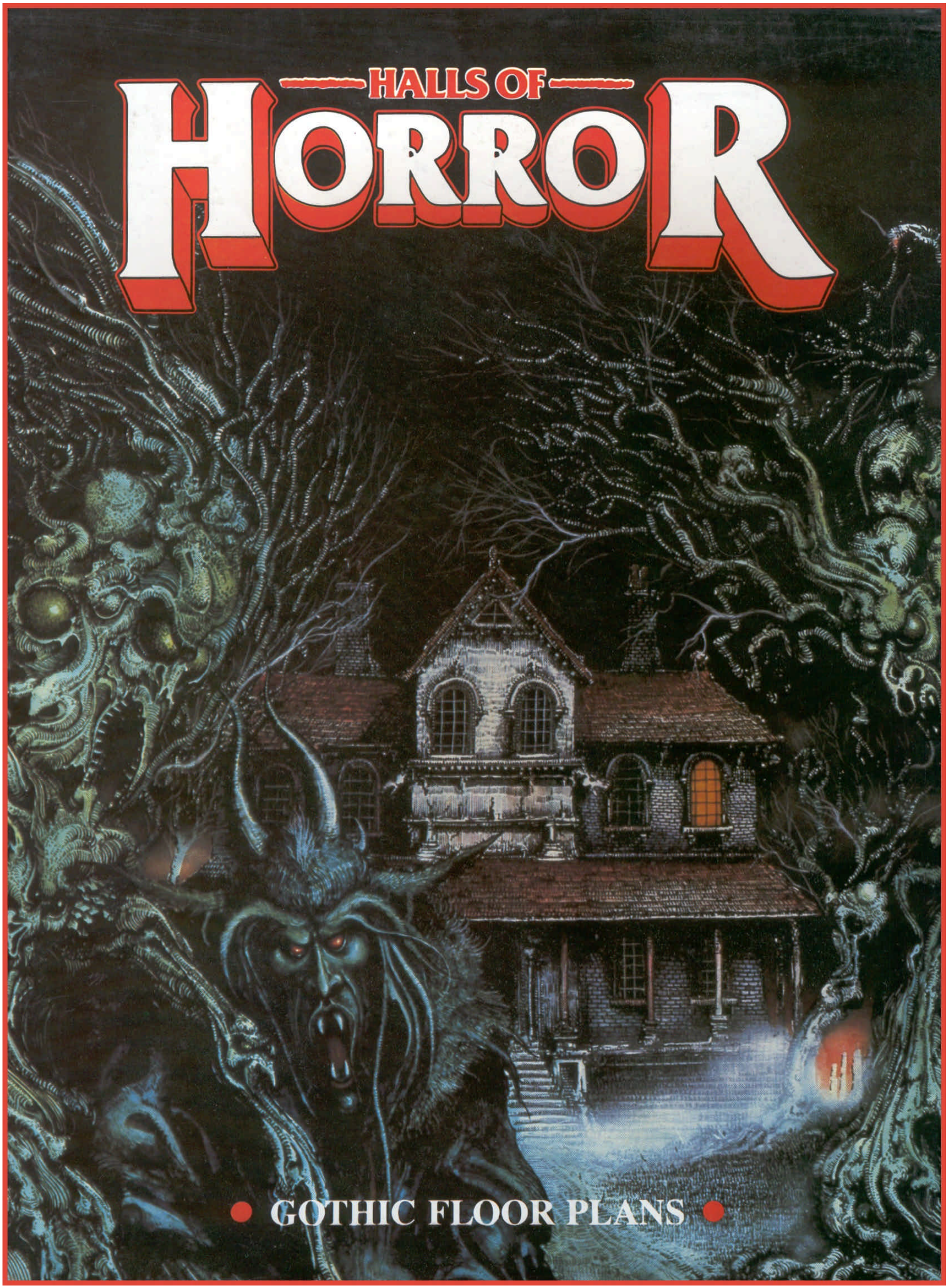
HALLS OF HORROR



GOTHIC FLOOR PLANS

HALLS OF HORROR

Gothic Floorplans

Scanner's Notes

This set of 25mm scale floorplans was published in 1986 by Games Workshop. At the time the UK FRP scene was at its height and GW was still a roleplaying company. The cover art is recycled from Steve Jackson's 1984 foray into cheesy Hammer horror, the Fighting Fantasy gamebook *House of Hell*.

Alliteration and cover art are not the only things that link the two. Both present us with the classic horror location of the old and sprawling English country house. While *House of Hell* presents the reader with a quite linear and frankly dreadful plot involving a cursed family and devil-worship (the butler did it, incidentally) *Halls of Horror* provides GMs with the pieces of a brooding old mansion ready to be stocked with devil-worshipping cultists, virgin sacrifices, demons, vampires, ghosts, mad scientists and the terrible Dark Young of Shub-Niggurath.

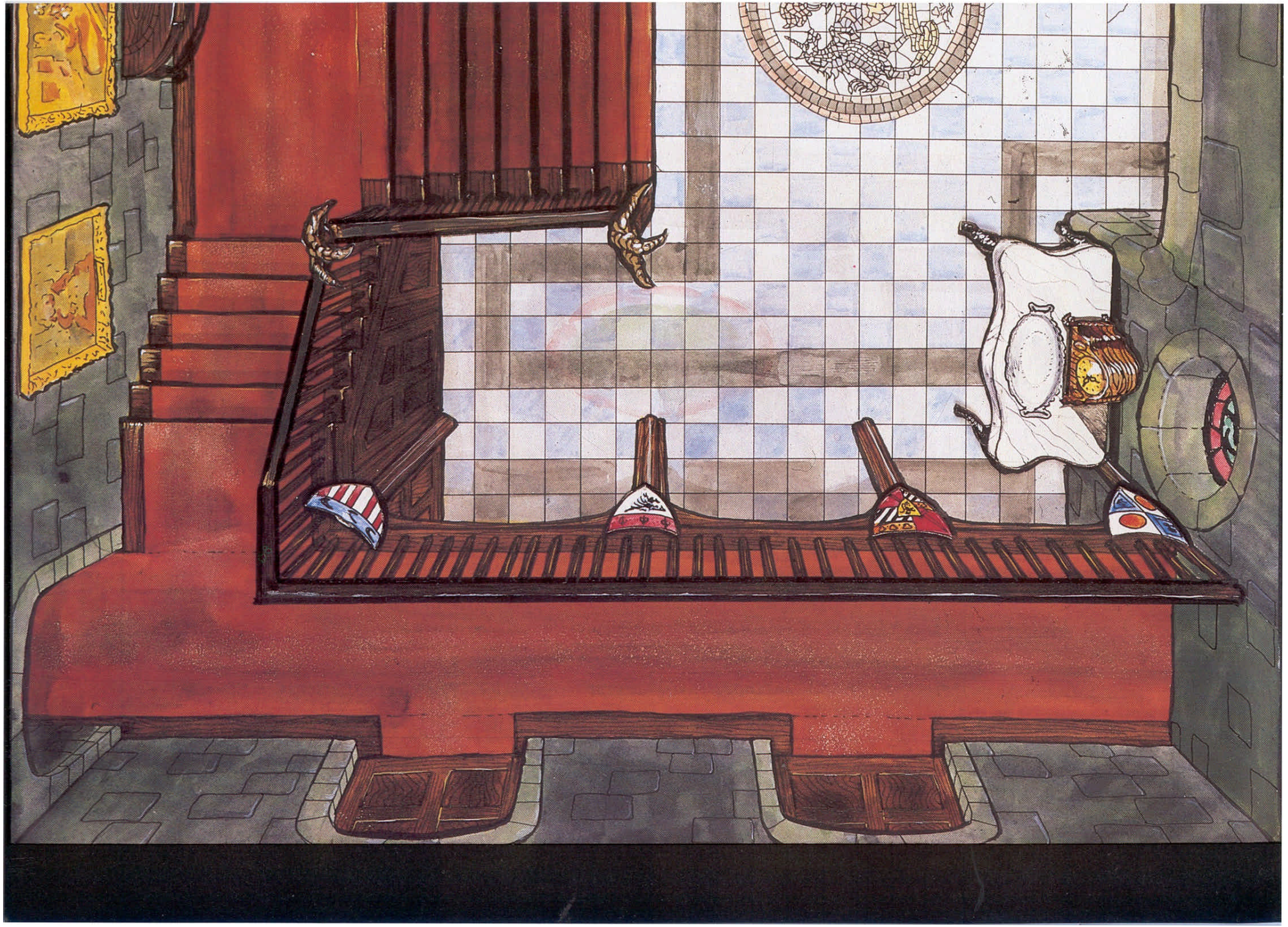
The box was aimed very much at the Call of Cthulhu Keeper, as GW at the time enjoyed a good relationship with that game, even publishing the second edition in the UK along with several original supplements, including a sourcebook for the British Isles.

The idea of a country House of Hell is a peculiarly 1980s one. With teachers and parents taking seriously Jack T. Chick's warnings that Dungeons & Dragons would draw their kids into devil worship and cases of non-existent satanic ritual abuse in the papers the idea of faceless hordes of satanic cultists living among us and gathering at the remote country house of their patron to conduct their hideous black mass seemed compelling, and even plausible. People go missing all the time, right? 1986 was also the year the story broke that convicted rapist and conman Derry Mainwaring Knight had convinced an East Sussex vicar that he was trapped in a satanic cult and needed money to escape, netting over £200,000 from local Christians over three years. Bodysnatchers for the 80s, the satanic cultist is an alien, incomprehensible enemy living undetected among normal folk.

Tempting as the cult theme must have been to novelists and moviemakers, it had an additional frisson for the RPG gamer. This was a time when a sizeable chunk of Middle England genuinely believed gamers were closet satanists themselves. Meanwhile, gamers themselves were often just as freaked out by the tales of supposed Satanic abuse as anyone else. To them, the cultist was still alien, monstrous and incomprehensible, but also familiar. At the time the phrase "By the way, I play Dungeons & Dragons" was in many circles practically synonymous with "By the way, I worship Satan." The 1980s gamer had *training* in being part of a shunned and widely feared cult.

Have fun. And don't have nightmares.

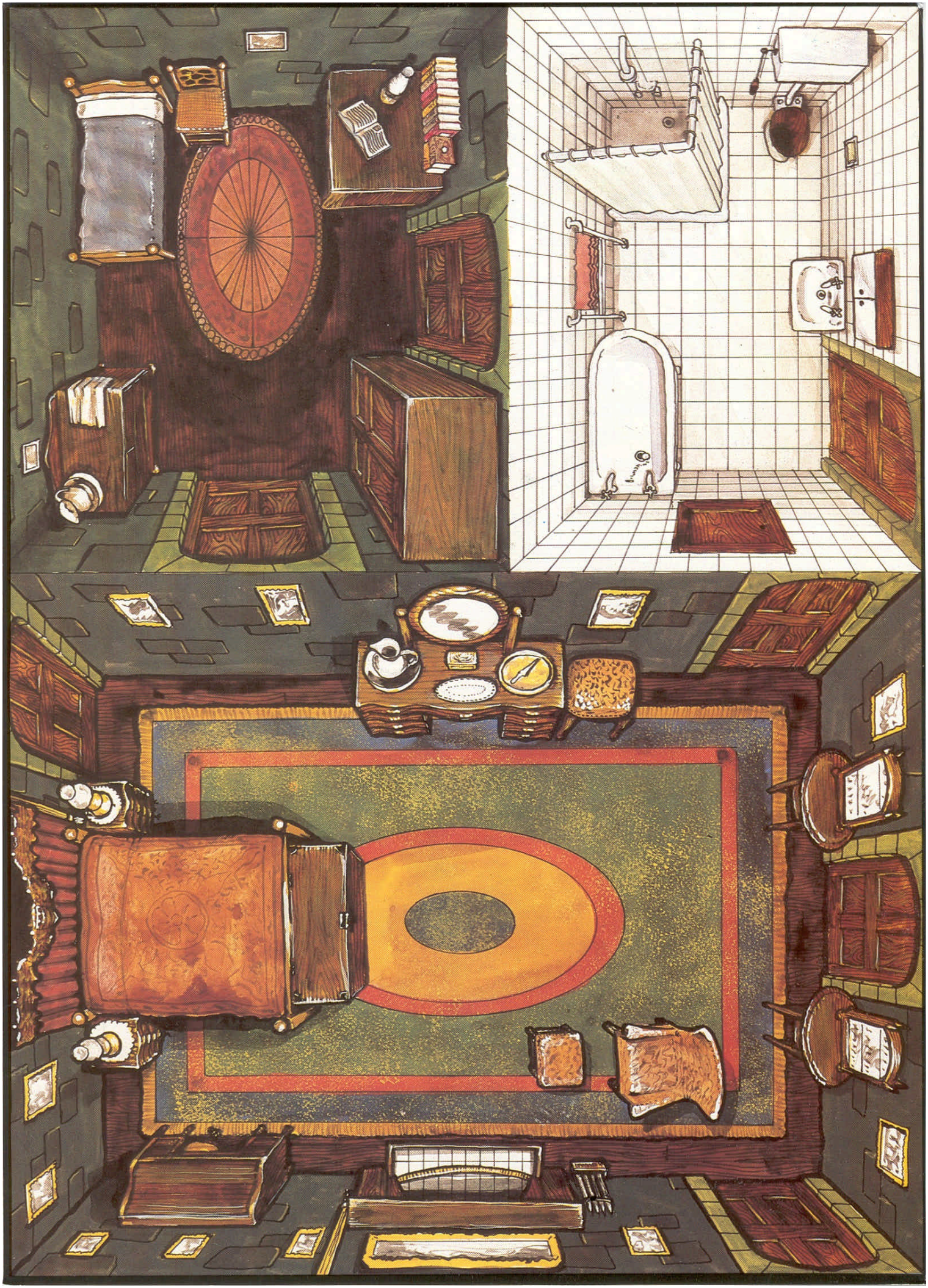






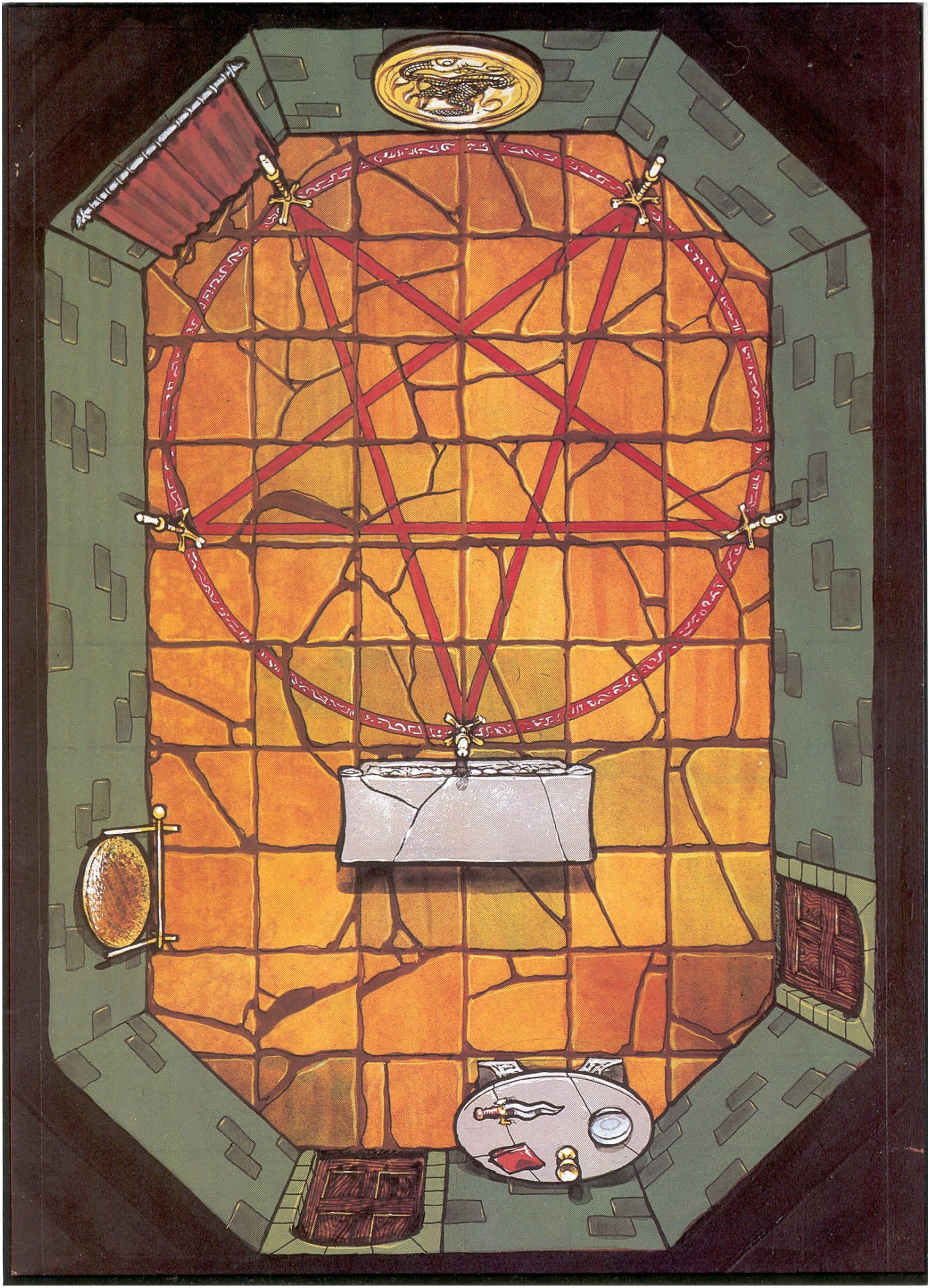




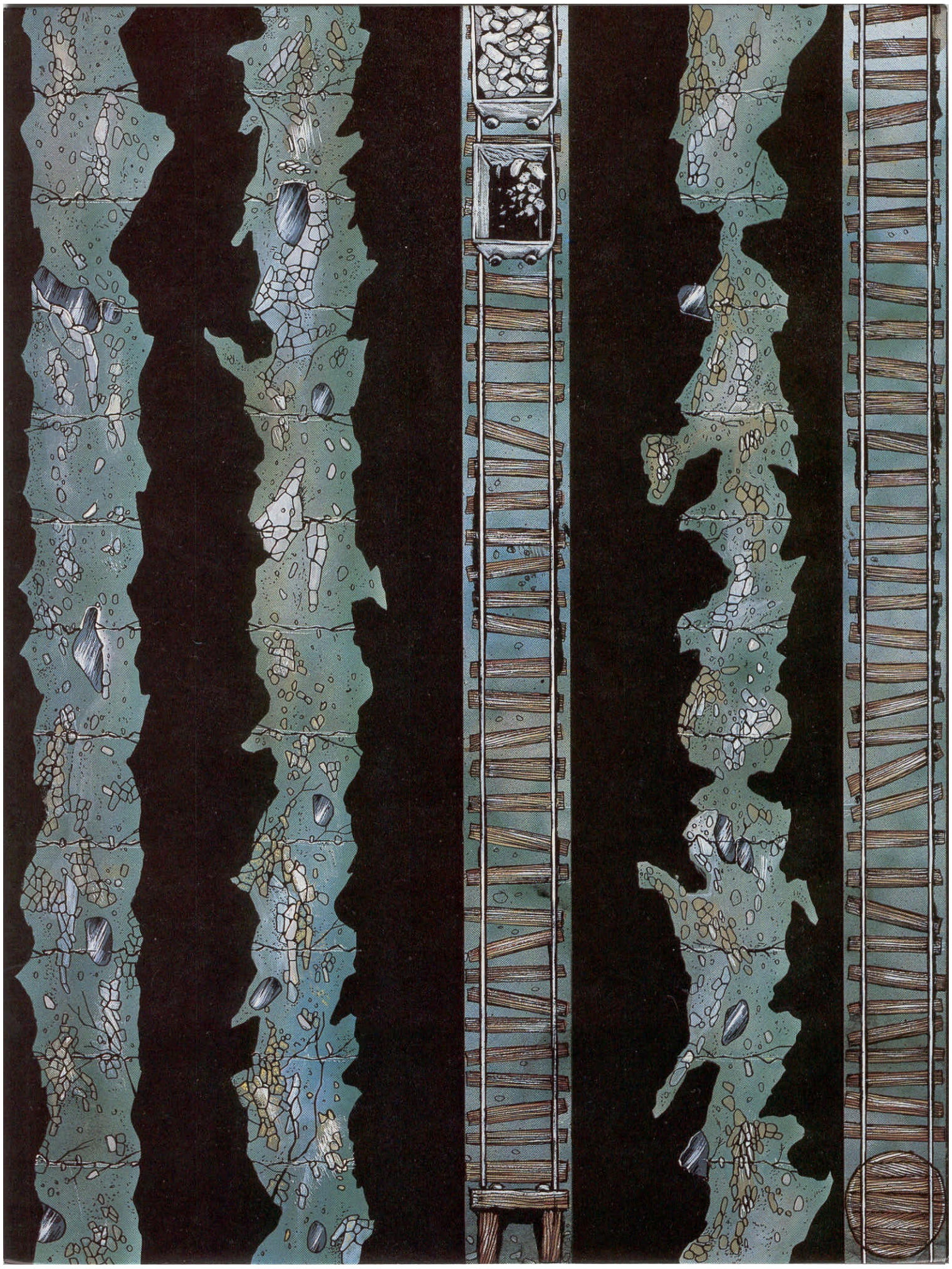










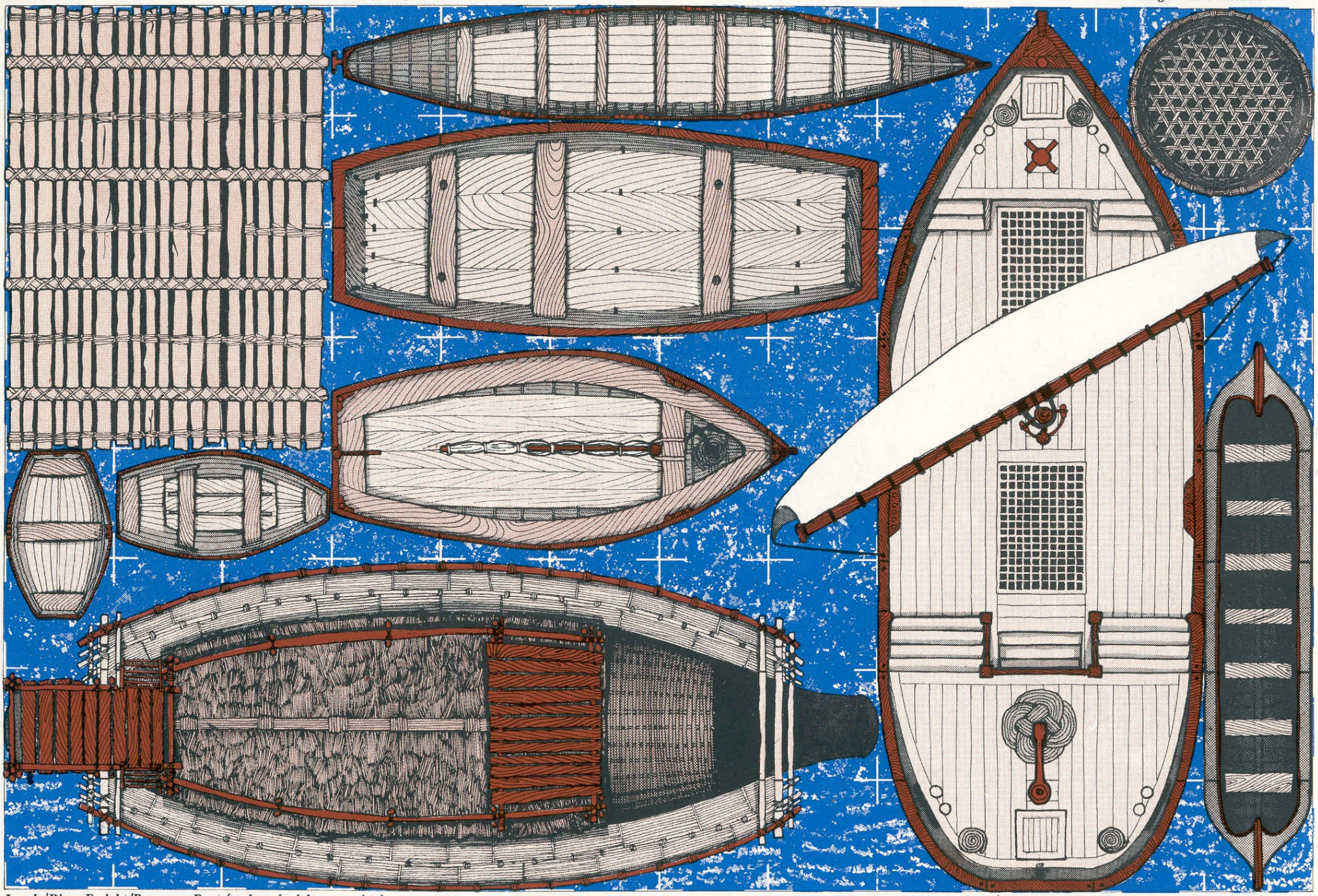








BOATS

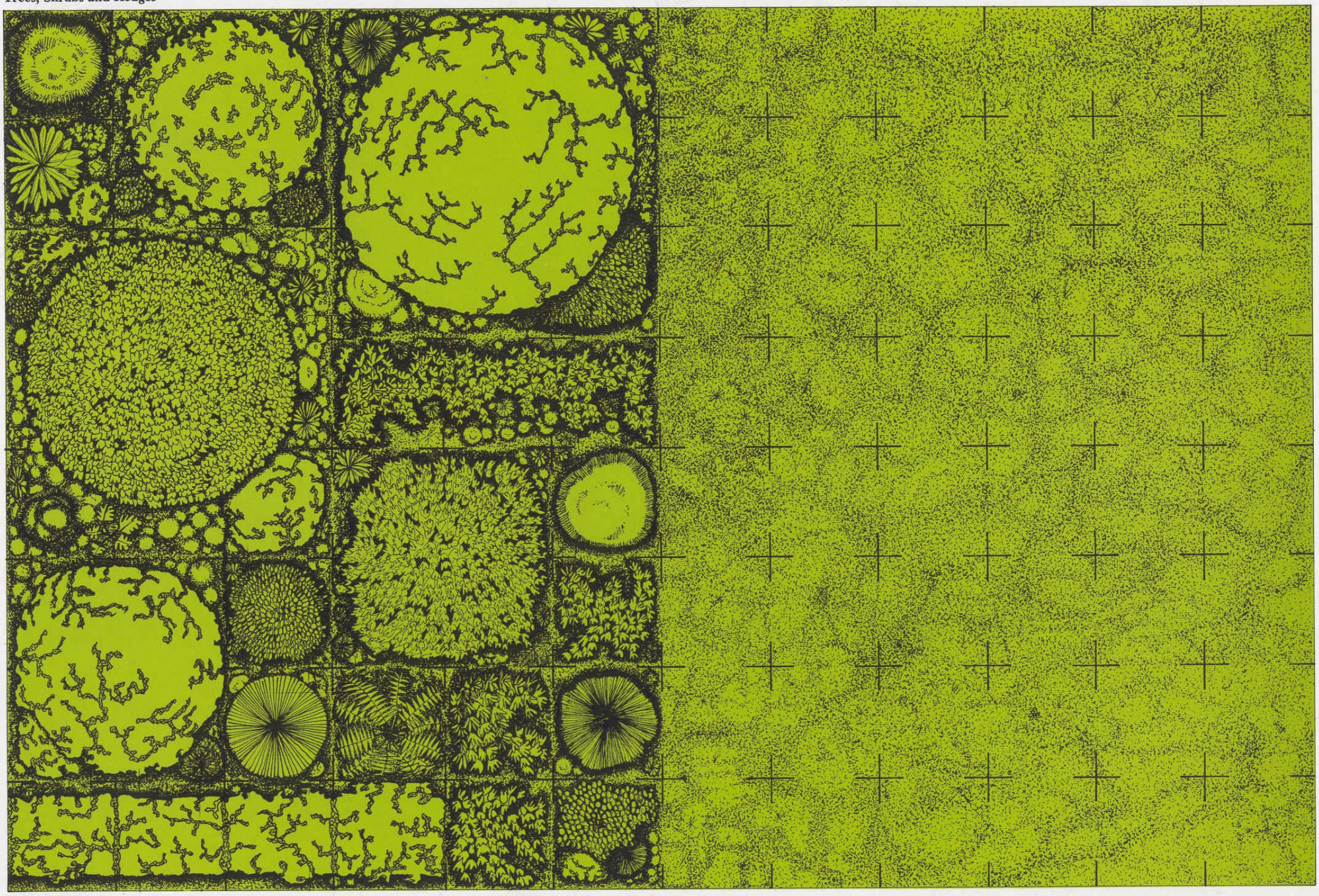


© 1983 Games Workshop Ltd.

TREES and GRASS

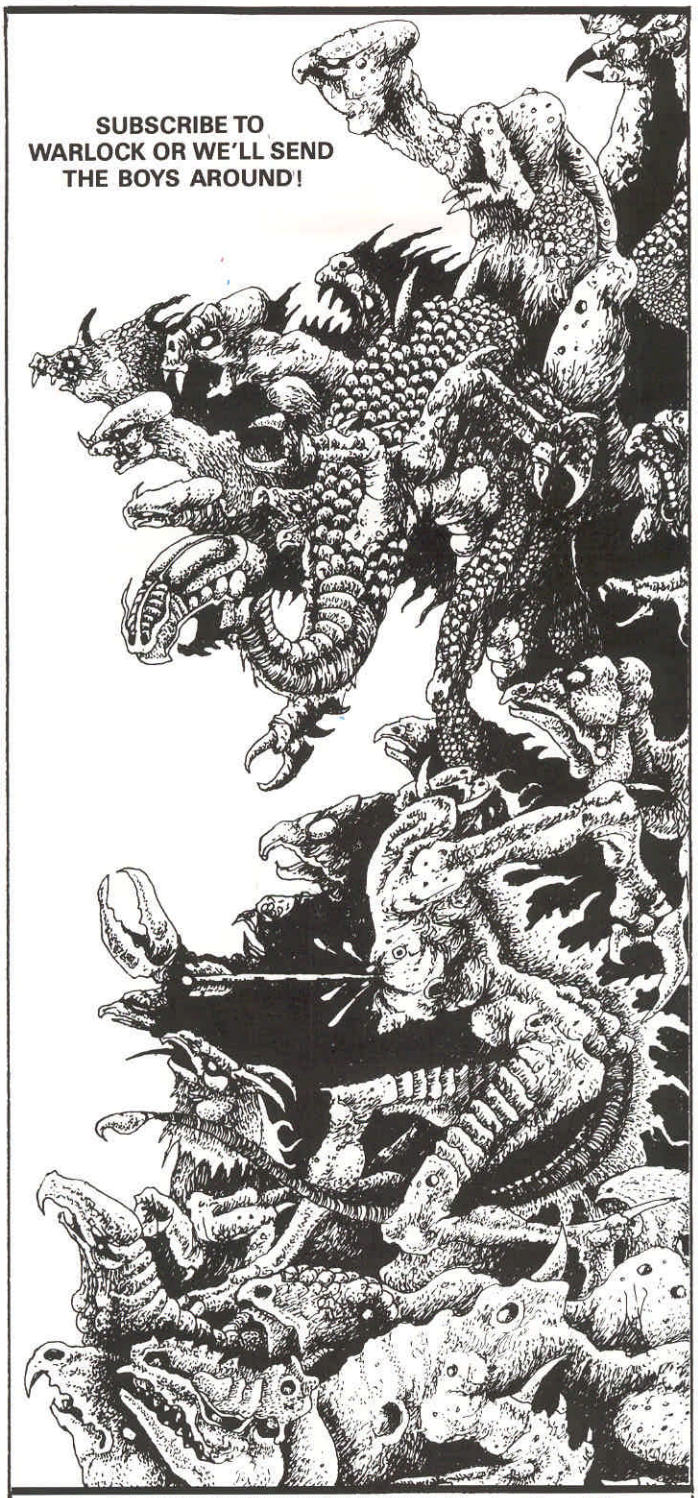
Trees, Shrubs and Hedges

Grass



© 1982 Games Workshop Ltd.


WARLOCK
12
THE FIGHTING FANTASY MAGAZINE
OCT/NOV
95p
Field of Battle - FREE Fantasy Battlegame
plus Absolute Beginners - Let us introduce you to Gaming
plus Deadline to Destruction - A Ready-to-Play Solo Adventure



Send to! GAMES WORKSHOP MAIL ORDER, Chewton Street, Hill Top, Eastwood, Nottingham, NG16 3HY.
PLEASE MAKE ALL CHEQUES PAYABLE TO GAMES WORKSHOP.

UK, BFPO, EIRE	£5.50 for 6 issues Start subscription from issue number	
EUROPE	£11.00 for 6 issues Start subscription from issue number	
OTHER OVERSEAS	(surface mail) £11.00 for 6 issues Start subscription from issue number	
OTHER OVERSEAS	(airmail) £16.50 for 6 issues Start subscription from issue number	

ARE YOU RESUBSCRIBING! YES | NO

NAME: .....

ADDRESS: .....

.....

.....

US Customers please contact: GAMES WORKSHOP US.,
8920 ROUTE 108, COLUMBIA, MD 21045, U.S.A.

Postage will be paid by Licensee

Do not affix Postage Stamps if posted in Gt Britain, Channel Islands, N Ireland or the Isle of Man

BUSINESS REPLY SERVICE
License no: NW3673

GAMES WORKSHOP

MAIL ORDER
Chewton Street
Hilltop
Eastwood
Nottingham
NG16 3HY
U.K.

2

ARE YOU ON OUR MAILING LIST?

Send us your name and address and we will send you all the very latest information about new games as soon as they become available. We are constantly striving to improve our games, so fill out this simple card and help us develop the games you want to see.

1 ***GAME PURCHASED***

2 ***WHERE DID YOU BUY THIS GAME (Tick box)***
MAIL ORDER SERVICE ☐ *HOBBY GAMES CONVENTION* ☐
SPECIALISED HOBBY SHOP ☐ *OTHER* ☐
HIGH STREET SHOP ☐

3 ***WHAT DO YOU LIKE MOST ABOUT THIS GAME?***

4 ***WHAT DO YOU LEAST LIKE ABOUT THIS GAME?***

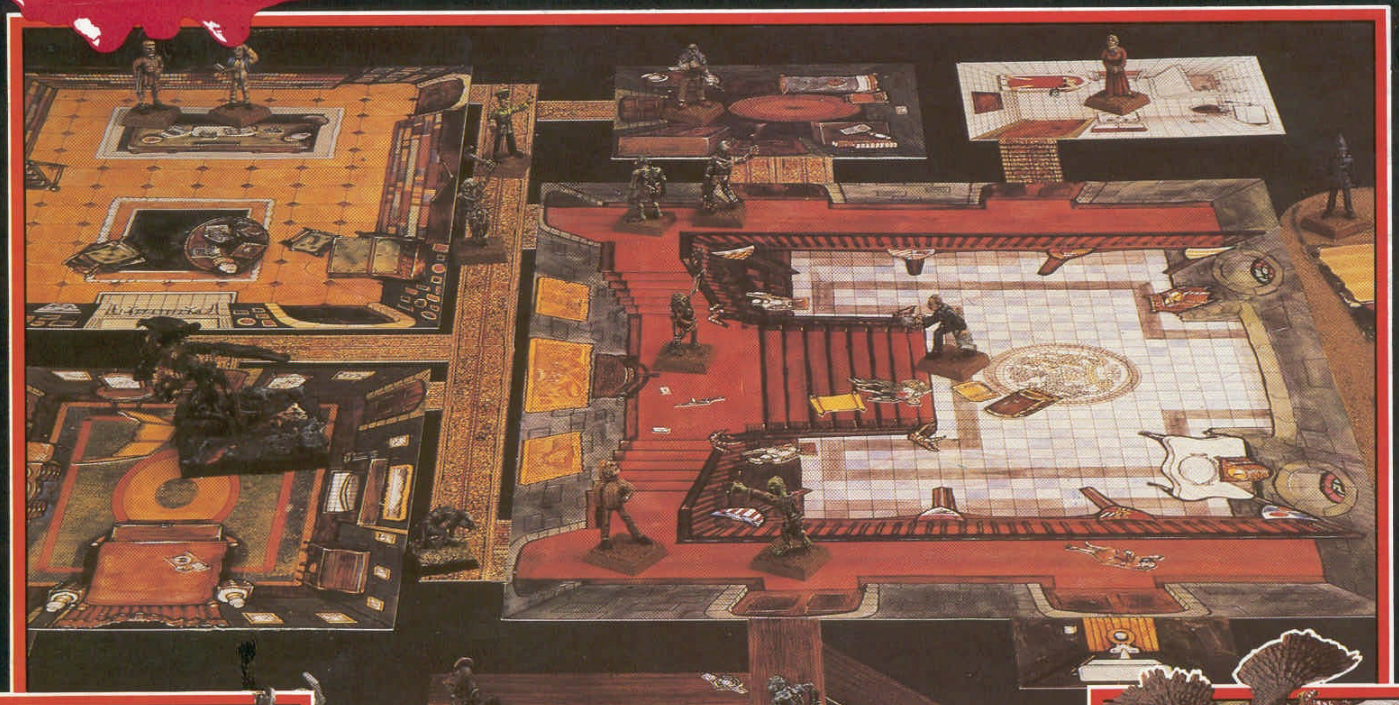
5 ***LIST YOUR FOUR FAVOURITE GAMES (by any manufacturer)***
A.
B.
C.
D.

6 ***DO YOU COLLECT MINIATURES?***

NAME:
ADDRESS:
OCCUPATION:
AGE:

GAMES WORKSHOP

STRIVING FOR PERFECTION





HALLS OF HORROR

• GOTHIC FLOOR PLANS •



STEP INSIDE ...

On the surface, it seemed like a perfectly ordinary mansion. I drove up the sweeping gravel driveway, looking forward to a relaxing weekend of bridge and grouse shooting, as the Professor's invitation had promised. Little did I know what awaited me in the ***Halls of Horror ....***

Halls of Horror is a complete set of gothic room plans suitable for use in horror and fantasy roleplaying games, allowing you to visualise your scenes of unnameable horror instantly and in mind-blasting detail. The 12 sheets of full-colour A4 card include thirteen complete rooms, plus two sheets of furniture and grisly accessories which can be used to set the scene in almost any period up to the present day. Simply separate the room plans, cut out the accessories, and the set is ready to use. Colouring the edges of the accessory counters will make them merge well with the background.

The Cellar/Attic sheet should be cut into six separate squares, along the lines marked; you can then create a variety of shapes and sizes of room, as your scenario demands. The wooden and carpeted floor sections can be used to represent passages, and should be cut into whatever lengths you require.

Also included among the accessories are two cars which can be used as scenery for the outside of the building, or as counters to resolve car chase sequences.



Halls of Horror have no superimposed grid, but are drawn to the same scale as the *Dungeon Floor Plans* series of play-aids and Citadel's *Gothic Horror* miniatures. They can be combined with *Dungeon Floor Plans 1* or *Caverns* to create extensive and mysterious complexes.

The set contains:

- Hall (two parts)
- Dining Room
- Kitchen
- Conservatory
- Laboratory
- Guest Bedroom
- Drawing Room
- Library
- Scullery
- Attic or Cellar
- Master Bedroom
- Bathroom
- Accessories — including wooden and carpeted floor sections, 2 cars, tables, chairs, a mummy case, a coffin, several corpses and much more!

(Miniatures not included in the box)

GAMES WORKSHOP
Chewton St, Hilltop,
Eastwood
Nottingham, U.K.

MADE IN ENGLAND

5 011921 020195

© 1986
Games Workshop Ltd

02019