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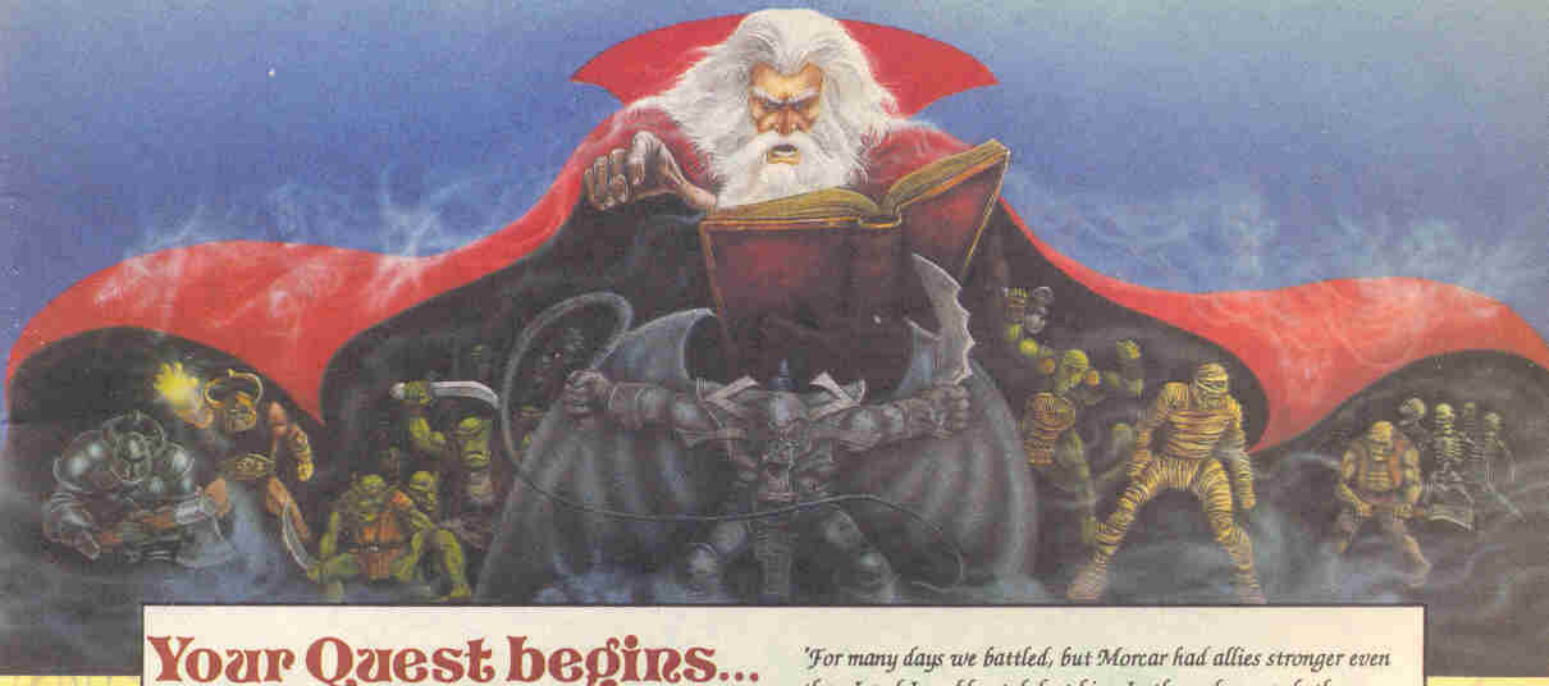
HEROQUEST MERCHANDISE MUST BE WON!





Your Quest begins...

The fire burns warmly, but casts little light into Mentor's study. The flickering shadows only hint at the vast number of books and scrolls that fill the many shelves. Slowly Mentor walks over to the fire and turns to you, his new heroes.

'Well, my friends, your training is complete. You are not yet Heroes, you have still to prove yourselves. But first, let me tell you of Morcar...

'Many centuries ago, Morcar was my apprentice. He worked hard and learned quickly. But impatience devoured him, and he wanted to learn more powerful magic. I told him of the dangers, and that he should be patient, for in time he would become a great wizard. But Morcar could not wait; each night he broke into my study and read my spell books. The secrets that were held within them were great indeed. Once he had learnt these secrets, Morcar fled. When I caught up with him, I found him greatly changed. He had pledged his allegiance to the Great Powers of Chaos. Fool! He saw magic only as a short-cut to power and paid no heed to the terrible price he would have to pay. I tried to reason with him but to no avail. He laughed in my face and then unleashed a terrible spell which I was hard-pressed to counter.

'For many days we battled, but Morcar had allies stronger even than I and I could not defeat him. In the end, as we both weakened, he fled and sought refuge in the Northern Chaos Wastes. There he licked his wounds and honed his skills, conjuring ancient powers with which to overthrow the Empire. But he knows not what he has done. They will serve him while it suits their own dark purposes, but in time those powers will destroy him, utterly.

'I must watch Morcar and measure the strength of his magic. This I may do with the help of the Loretome. The powers Morcar has called upon will destroy us all if I relax from this vigil. Morcar's legions have threatened us once before. Then it was Rogar who aided me and defeated them. Now they are on the march again; already they have assailed the Borderlands. The Empire must again look for Heroes and to this end have I trained you.

'United, we will stand against Morcar and the powers that seek to destroy us. It will take courage, loyalty and intelligence to brave this threat to us all. But I am sure you will rise to the challenge and become true Heroes. I shall speak with you again on your return - if you return...'



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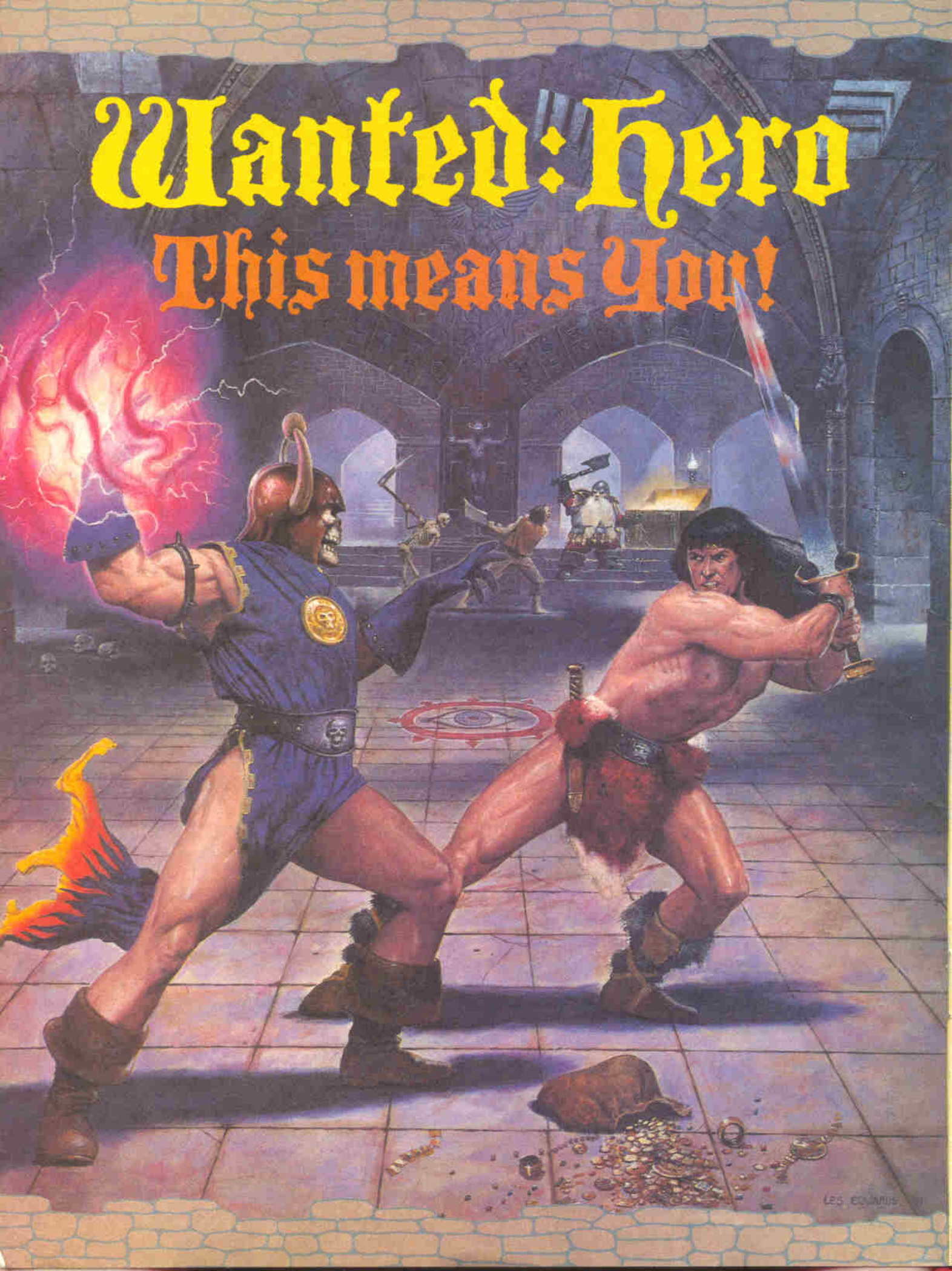
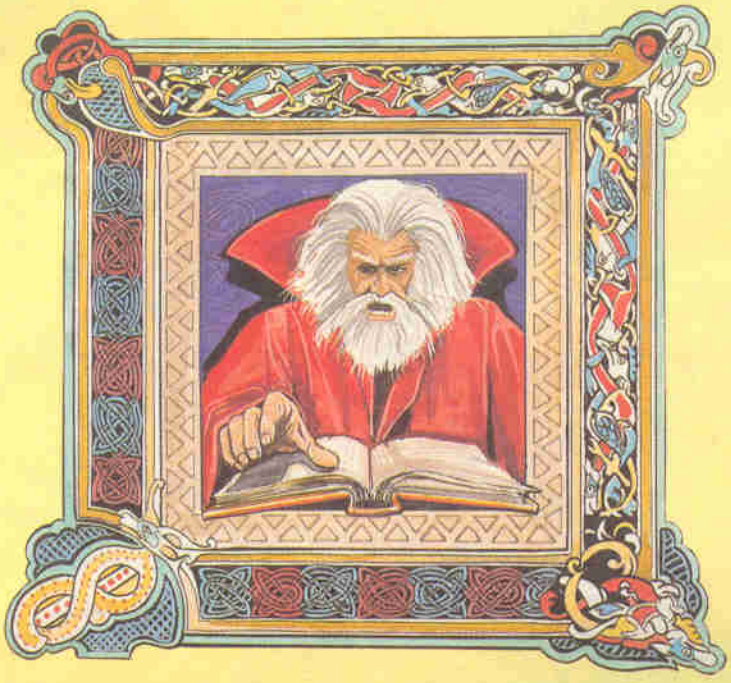

Wanted: Hero
This means You!



Are you brave and bold, dashing and daring?
Are you willing to risk all for adventure?
Will you find the secret doors that lead to treasure?
The champions of Evil and Chaos are rising everywhere:
are you the fearless hero who can face them?
The world is in danger: can you save it?

The dark hand of Chaos is lifted over the land. Villages lie desolate and deserted; the people hide in the ruins of their homes. Ordinary folk are helpless when the legions of Chaos ride forth. They murmur that the end of the world is at hand. Some of them in their hopelessness and desperation are driven to worship the very forces of Evil which oppress them. Smoke hangs in the air with a smell of burning crops. Death stalks the Empire.

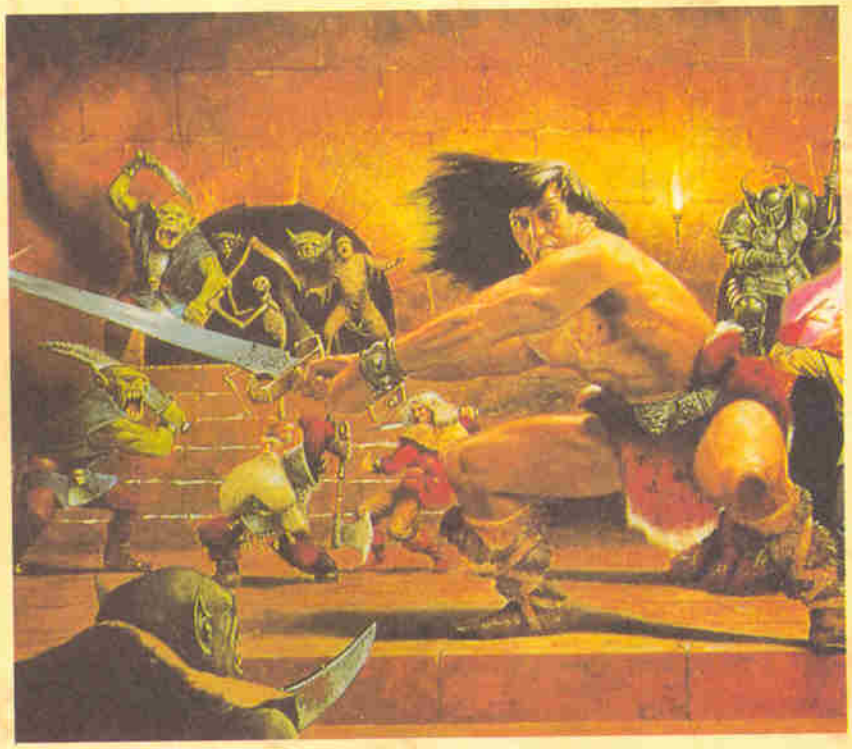
What we need is a group of heroes. Some brave men and women prepared to take up their swords or their spellbooks and step forward to answer this call. The world has been a peaceful place for a long time and all the old heroes have passed into legend. We need new heroes, people prepared to become heroes or die. No more of skulking in the shadows – true steel can smite the strongest foe! A hero could stand unflinching before a terrifying Orc or laughingly dismiss the temptations of a sly Fimir. Come and help us, heroes! Without you, the world will surely perish – but where are we to find such people? Are YOU willing to be among them?

Are there no elves left in the forests? Once, elven adventurers could be found in any town, but in recent times they have grown hard to find. Some say that elves are only a myth, an ideal and not a real race. They have hidden among the trees in Loren and we have forgotten them. It is true that the ability to use a sword with great skill combined with the possession of magical abilities would make an elf a formidable character. Old tales say that they are born knowing magic, but spend years learning the use of weapons until they are swift and deadly. The elves went into the world to combat evil or for sheer love of adventure, not for hope of gain. Their skill is matched by their elegance, the elves do everything in style, they can be graceful even when killing their enemies. Ladril, the most famous elven hero of all time, was inhumanly beautiful, with a light in his eyes that made even the most dread foe hesitate. No human can ever truly understand an elf, even though they might be the closest of comrades. The magic of the elves is strange and unfathomable. It is always surprising; nobody knows if an elf will draw a sword or cast a spell. An elf would certainly be a hero, if any would come forward in our time of need.

In ancient days the dwarves often produced heroes. The names of Durgin and Belorn, Holgar and Garin are dear to their descendants. Are no



dwarves worthy of their ancestors? These little people may be short in stature but they are very tough and strong nonetheless. Fearless in adversity and also very cunning with traps and devices of all kinds, they are greedy for gold, and swift to take offence. They live in vast underground cities under the World's Edge Mountains where they count their gold, but they venture forth to trade or to see the world. Dwarven men wear long beards and favour heavy armour. They often use weapons such as a battleaxe which needs strength rather than speed. Dwarven women are not often seen above ground but our tales say that when there is need they fight beside their men and then no enemy can defeat them. Have they all turned their swords into ploughshares? Will no dwarf leave the mountains in hope of treasure if not for glory? We need a dwarven hero.



Even in these days the fame of the barbarians of the borderlands is known everywhere. There may be less of them now than there were once, before Chaos Plague thinned their ranks, but they are still bold and they fear nothing. They can be seen stalking the streets, thick gold rings about their arms and their hands near their swordhilts. Both men and women are very fair to look at, except for their scars which they consider a badge of pride. Some say they will make alliance with Chaos. Surely it is not so, for although they lack learning they are a free people who delight in laughter and bright weapons. The barbarian heroes of old had great strength and also great courage. They carried off much treasure but they fought for the love of fighting. That is their nature. Rogar himself was a barbarian – Rogar, who bound the Star of the West to his brow and led all the Free against the Dark. Any number of foes would fall before the sword of a barbarian hero! If any barbarian is willing to aid us step forward and let all our swords bite blood together!



Will it be possible to find a wizard hero? Are any apprentices or grey-haired

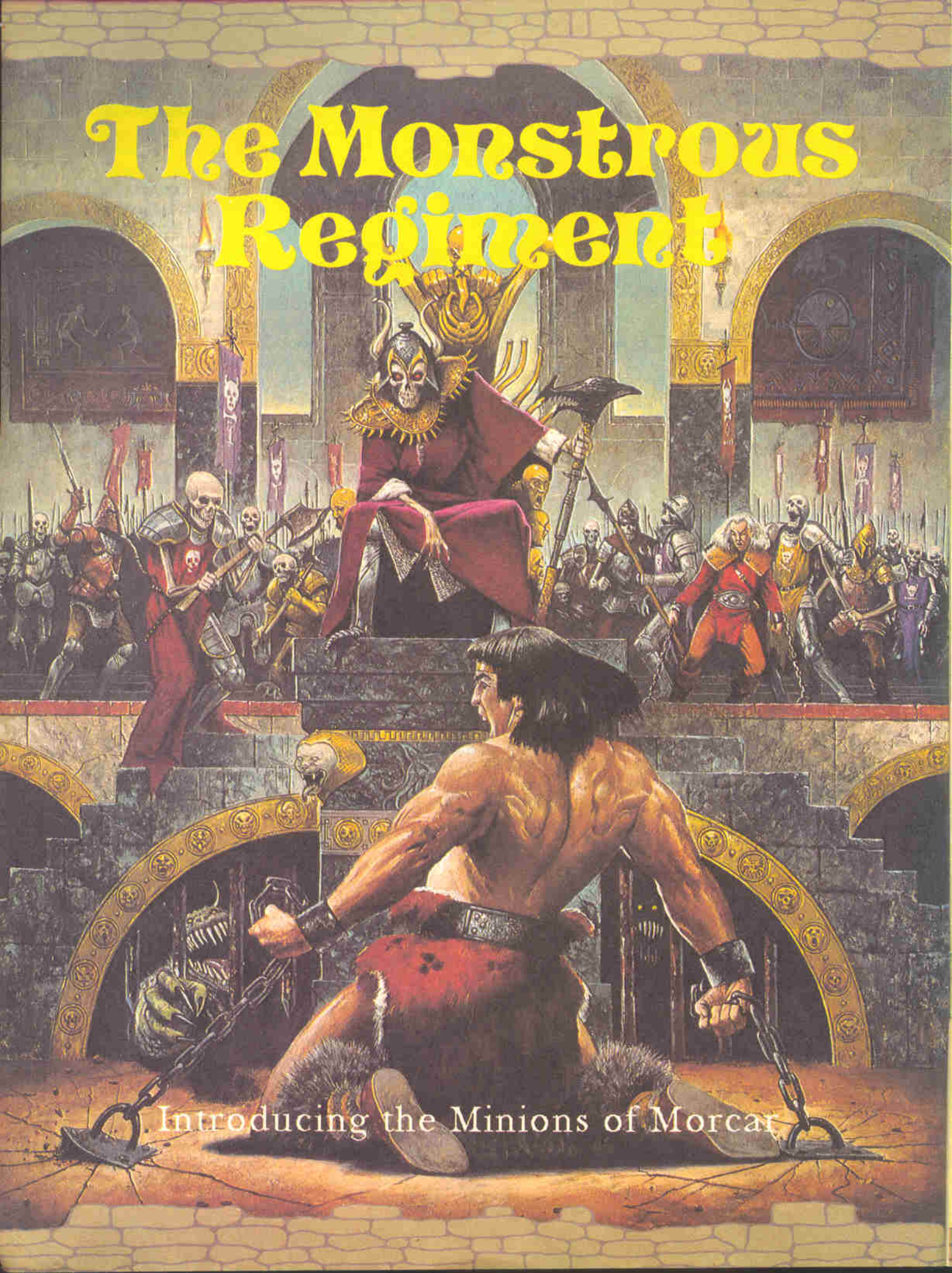


masters ready to dare the dungeons in the hope of arcane knowledge or to save the world from Chaos? It is whispered that many wizards listened to the lure of Chaos and defected to the Evil side in selfish hope of gaining more power for themselves. Volunteer, those who are left, and use your powerful spells on the side of good. It is well known to all that wizards can wear no armour and use no weapons but a staff. Therefore it is perilous for them to venture out into danger. A wizard hero must be brave then, as well as skilled in magic. Bring your spells of healing and any other lore you have. You will not be alone before your foes. Come, if you are ready. Step forward, stand beside these other heroes, and prepare together to defeat the forces of Chaos.

For although the heroes of days of old defeated evil in their time, evil only slept and now it has reawakened. The Empire is crumbling because there are no heroes! Morcar, Lord of Chaos, even now prepares to take over the world, destroying or twisting everything that is good and encouraging everything that is bad. He has made alliances with all manner of evil creatures who are ready to do his bidding. Already the Orcs, the Goblins, and the Fimir have made common cause with him. It is also rumoured that he has the ability to summon up the undead – Zombies, Mummies and Skeletons. Who knows what other and worse alliances he may have made unknown to us – or may make if he is given time? Hurry! We think he is almost ready to make his move against us – we must move first. Shrink from the task and who will protect you when the Chaos Knight rides to your door? Together we may have a faint hope. Alone, we will surely perish.

Are you ready? Are you willing? Elf, Dwarf, Barbarian, Wizard, stand shoulder to shoulder as you prepare to enter the deepest most dangerous dungeons in the cause of Good. Draw your weapons. Take that step that marks you out from all the rest who hang back. That step into danger that makes YOU a hero.

That's what Hero Quest is all about. In Hero Quest you are the hero. You decide where to go, what rooms to enter, whether to search for treasure, whether to risk stepping into a trap, whether to fight or run away. You can fight for honour and glory, to save the world, for piles of treasure to carry home. It's all up to you. You can even take turns to play the evil creatures. You don't have to do any preparation. It's a whole world ready for you to step into in your role as hero – whichever hero you choose. Are you ready?


The Monstrous Regiment
Introducing the Minions of Morcar

The room was almost dark, lit only by a single burning brand. Through the gloom, a throne could vaguely be seen, and on the throne was a figure swathed in shadow. Within the shadow itself were two deeper pits of darkness, like the black holes of space – the eyes of Morcar.

The doors at the end of the throne room opened and a tall skeletal figure entered. An aura of cold emanated from him, and in normal circumstances he would have been a figure of fear; but in the throne room of Morcar he was simply another servant, and his evil power paled beside that of his master.

The dark figure on the throne gestured for the newcomer to step forward. The Captain of the Dead Host, who had recently joined Morcar's ranks, walked the long length of the throne room and dropped to one knee before the Lord of Chaos.

"Skulmar." The voice was a low hiss, barely audible, from the shadowy figure. "How go our plans?"

"Chaos Plague decimates the Barbarians, My Lord. The Dwarves are holed up in their mountain strongholds by armies of Orcs. The Elven forests are despoiled and burned. And more wizards each day are corrupted and made to join the ranks of Chaos. Your plans go well, My Lord."

A hiss of pleasure came from the Dark Lord. "Good. Good. And how goes the harvest?"

Skulmar looked puzzled for a moment. "The harvest, My Lord? It goes well. It has been a good summer, I'm told."

"Has it? Then burn the crops in the field. I want the Empire to starve this winter. And when they begin to die, our sorcerers can raise them up to join the army which will sweep across the lands, destroying all."

The Captain of the Dead Host nodded. "I will see to it, My Lord."

"Thank you, Skulmar. But before you do that, I would like you to review my armies. Since the Witch King is ... indisposed, I'm putting you in charge of them. Take that Dwarf, Milnik, with you. He knows the tunnels better than anyone. You may go."

The skeletal figure stalked off down the throne room and the doors swung shut behind him, leaving the Lord of Chaos brooding on his dark throne.

As Skulmar strode down the gloomy corridors he shouted out "Milnik? Milnik!" A short, ugly Chaos Dwarf came scurrying out of the shadows.

"What is your wish, O Great One?" he whined.

"You are to guide me around Morcar's dungeons, show me his creatures. And no insolence."

"Certainly not, Great Master."

A short time later, Skulmar and Milnik were outside the Orc barracks, in one of the gloomier parts of Morcar's dungeon. Milnik stood on a stool and reached up to open a spy-hole in the strongly-made iron door. "There you are, Lord of the Universe, if you look through there, you'll see your basic fighting unit, the Orc."

Skulmar peered through the opening. "They're green!"

"Yes, Suzerain of the Heights and Depths. That's quite normal."

Skulmar took another look. "I'd like to meet them, Milnik."

The Dwarf shook his head, frowning. "Oh, I wouldn't do that if I were you, Chief."

Skulmar turned his smouldering eyes on his servant, wincing at the sight of a large wart on the Dwarf's nose. "Why not? I pay them, don't I?"

"Well, you don't exactly *pay* them..."

"What, then?"

"You let them eat their enemies, Wise and Wonderful One."

Skulmar laughed. "That's what I like to hear. I'll talk to them anyway. Open the door."

The Dwarf, muttering into his beard (which was full of old rice pudding), unfastened four large locks and swung the creaking door open. Skulmar strode past Milnik into the Orc barracks.

A group of Orcs, who were playing snap for shrunken heads, looked up briefly when Skulmar entered. One of them nudged another. "'Ere, Mildred, it's the new boss."

The other Orc blew a raspberry, "... that's for the new boss ..." and carried on playing cards.

Skulmar strode over to them. "What are you playing, chaps?"

Mildred stood up. "Oo are you callin' a chap?"

Another Orc stood up. "You insultin' my wife? I'll brain you!" A lot of Orcs gathered round, chanting "Fight! Fight!" Mildred and her husband picked up their flails and began whirling them round their heads, advancing on Skulmar.

Skulmar looked at the Orcs ... who promptly exploded in a ball of flame, leaving nothing but a whiff of greasy smoke. "Terrible waste," he said, as he strode from the room. "Such keen fighters."

"Oh, certainly, Dark and Dismal One," Milnik agreed. "They're not all that bright, but if one gets in a





fight, they all come running. Nothing an Orc likes better than a fight." The Dwarf paused. "Except maybe a toasted Goblin . . ."

"Now if you look through there, Fearful Doombringer, you'll see a Goblin."

Skulmar squinted through the spyhole in the door. "I can't se anything in there."

Milnik sighed. "It's in the corner."

Skulmar looked again. "What, that little thing? I thought that was some sort of vermin. I could tread on one without noticing. What use are they as fighters?" He shut the spyhole and they continued along the corridor.

"Well, Omnipotent Necromancer, they're not very strong and they can't use as many different weapons as the Orcs but they're very quick, and they do have one advantage over all your other troops . . ."

"Which is?" Skulmar asked, as they turned a corner and came out onto a balacony above a huge cavern.

"This!" the Dwarf said, pointing down.

Skulmar looked. Filling the cave below there were wall to wall Goblins, thousands of them, millions perhaps, all chattering and bickering.

"I see," said Skulmar. "Fireball fodder."

In the next room sat three green trolls dicing for goblin skulls.

"See how big and ugly they are, your Highness?" said Milnik hopefully. Skulmar growled and moved on to the next door.

"What are these then?" he asked.

"Rat Ogres, Tycoon of Teachery," said Milnik, trembling. "Bigger and faster than a troll, not quite as tough perhaps but they do a lot of damage. Only problem is there aren't very many of them."

Skulmar stalked on and Milnik scurried after.

Skulmar wasn't at all sure about the Fimir. "Are all my monsters green?"

"Not all of them, O Fearful Manipulator. And green's quite a nice colour. All the best things are green. Slime . . . mould . . . sn . . ."

"Shut up, Milnik!"

"Sorry, Infernal Tyrant."

"But these Fimir, they've only got one eye." He peered through the spyhole; the Fimir peered back.

"Ah," said the Dwarf, "it's not the number of eyes, but what goes on behind them. They may look like muscle-bound idiots, but they're as crafty and cunning as the worst sort of dragon. Put a whole group of humans together in a dungeon with one of these and it'll pick 'em off, one by one, in horrible ways. Think yourself lucky there's a thick door between you and it."

Skulmar said nothing; but a satisfied look began to spread across his face. He was going to enjoy his new job.

They walked on, down gloomy corridors hung with dusty cobwebs and the decaying remnants of long-dead prisoners, whose chains clinked and rattled in the dank breeze which blew continously from ahead.

After they had been walking for a while, Skulmar said, "Is it my imagination, Milnik, or is it getting colder?"

"Oh, you're very perceptive, King of the Icy Wastes. This is where the Undead live. We find they keep better at lower temperatures."

Skulmar turned his fiery stare on the Dwarf. "Undead? I don't remember summoning them up."

The Dwarf looked a little embarrassed. "Well, you didn't exactly. But you have got a lot of talented young sorcerers working for you, and it seemed a pity to disturb you for such a mundane job . . . so I let the apprentices do it."

"You did *what*?"

"I'm sorry, Master of the Crooked Paths," the Dwarf stammered. "But it was very successful. Mainly."

"How successful?"

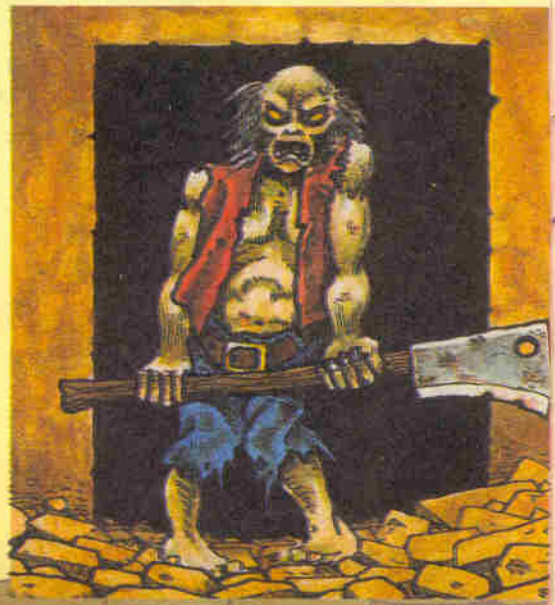
"Well, we've got ten thousand Zombies, fifteen thousand Skeletons, fourteen thousand nine hundred and ninety-nine Mummies and a . . ." The Dwarf's voice tailed off.

Skulmar picked the Dwarf up by the throat. "And a *what*?"

"Urgle . . ." the Dwarf said, until the Dark Lord slackened his grip. "A . . . a . . . a . . . Zombie Hippopotamus," he muttered into his beard. "The spell backfired."

Skulmar raised his eyes to the ceiling and dropped the Dwarf to the floor. "Idiot. And how many apprentices did we lose?"

"Only three, King of All Things. Two got eaten and one got . . . trampled by the Hippopotamus."



The Dark Lord sighed. "I go away for a few days and find the place a complete mess when I return."

The Dwarf grovelled slightly. "I was only trying to do my best, O Most Bony One."

Skulmar turned on Milnik. "I don't think you realise what dangerous creatures you are playing with here. The Undead are some of the most fearsome beings in Morcar's armies. Do you know what the great advantage is that the Undead have over other warriors?"

The Dwarf's eyes rolled. "Er ... the Skeletons are really good at cutting the grass ... argh!"

Skulmar shook the Dwarf until his three teeth rattled. "These are *my* creations, and *no-one* makes jokes about them!" He threw the trembling Milnik to the floor, and strode off through a huge cavern, where stacks of long thin crates were arranged around the walls. The Dwarf hurried to catch up.

"The thing about the Undead, Milnik, is that they cannot be killed. You might put them out of action for a while, but they'll always be back. Now take Zombies, for instance." The Captain of the Dead Host stopped and pried the lid off a crate, to reveal a decaying corpse. The Dwarf's nose wrinkled as a few flies buzzed out. "They're not particularly fast, but their legions are endless, and even the fittest enemy will eventually tire of running from them." The Zombie opened its eyes and glared at the Dwarf, who backed away a little.

"And Skeletons ..." Skulmar opened another coffin. Bone gleamed dully within, but Milnik stood a little further back this time. "Their lack of flesh makes them particularly nimble."

"But these Mummies ..." He opened a third coffin and the odour of sand, dust and decay wafted forth. The Dwarf could see a body wrapped in dirty bandages which were stained with the blood of a thousand combats. "... These are particularly nasty ..." He looked at the Mummy. "... Pull this Dwarf's head off ..." The creature lurched from its coffin and had the Dwarf in a death grip before he had time to dodge. He began to scream.

"Stop!" Skulmar said. He smiled at Milnik, who was gibbering on the floor. "... and, as you can see, *very* obedient. Now, what else have we got?"

Milnik picked himself up from the floor, his face white with fear. "If you'd just come this way, Despot of Destruction ..."

As they reached the end of the cavern, they came across a group of strange rat-like beings about five feet tall. They were placing a coffin on top of a pile of other coffins. Milnik and his overlord were quiet for a moment until the coffin was safely stacked and then Milnik stepped forward.

"Emir of Evil," he began, "may I present to you some Skaven, loyal vassals of the throne." The Skaven bowed, looking sidelong out of their small, piercing eyes. Although they were wearing heavy armour they had no trouble bending.

"Arise," said Skulmar graciously. They straightened up.

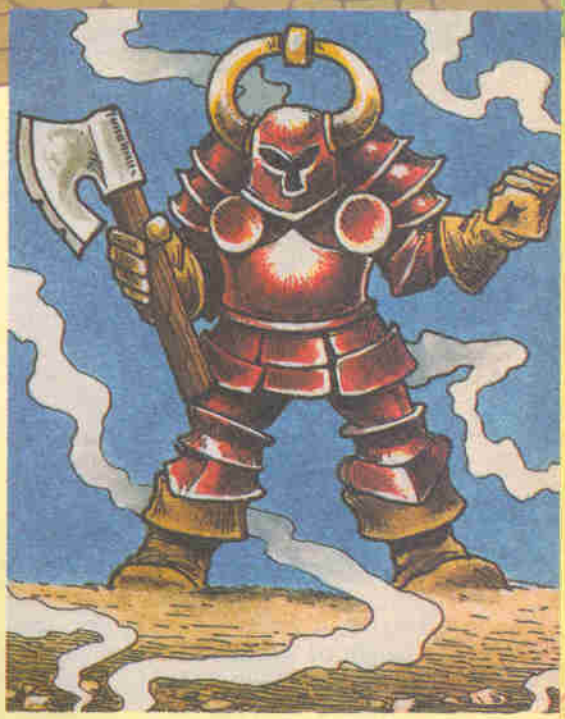
"Skaven fight with slings and spears," said Milnik. "They may look like overgrown rats but they're very intelligent, and extremely sneaky." The Skaven bowed again. Skulmar waved a hand in dismissal and they scurried off about their business.

"A little ugly, perhaps," said Skulmar. "But wonderfully evil. Related to those Rat Ogres I deem?"

"Oh yes indeed, Lord of Destruction, you're very perceptive."

"You try my patience," growled Skulmar. "We've had Destruction once today already. One more slip like that and I'll feed you to the Orcs!"





Milnik said nothing but lead the way onwards.

From ahead, they heard the clash of weapon on weapon. "Don't worry, Tetrarch of Terror, it's just the Chaos Warriors training."

As they came round the corner, they saw two heavily armoured fighters swinging axes at each other. A unpleasant smell wafted across the practice floor. The Chaos Warriors fought fiercely, their axes striking sparks from each others' armour.

"Well," said Skulmar, "they seem fierce. But are they evil?"

"Oh, *very* evil, Malevolent Maharajah, very evil indeed," Milnik said proudly. "They have sold their souls to Chaos, and in return have been given magical armour which is bonded to their skin. They carry swords carved with the most malevolent runes imaginable, and they know that if they do not perform some act of evil every day, Chaos will warp them into shapes of ultimate horror."

"And what sort of evil deeds do they perform?"

"Burning entire villages, after torturing all the inhabitants. Polluting rivers with Chaos Plague. Things like that."

"Hmm," Skulmar said, nodding approvingly. "Good."

As they carried on down the corridor, they suddenly came



across a huge statue, twice the height of Skulmar. The Captain of the Dead Host looked up at it. "What a splendid piece of sculpture. I don't remember seeing that before."

"Oh, that's not a statue, Wing Commander, it's a Gargoyle. Watch this." He moved toward the statue, was about to touch it, then stopped and turned back to Skulmar. "I'd stand back a bit if I were you."

As Skulmar retreated slightly, the Chaos Dwarf reached out and lightly touched the Gargoyle. It immediately came to life, cracking its whip, waving its sword and beating its huge wings. It aimed a blow at Milnik, who barely dodged in time. "Down boy! Down!" he shouted.

The Gargoyle calmed a little and stood still, growling in the back of its throat. Slowly it turned back to stone.

"Well," said Skulmar. "I'm glad it's on my side."

Skulmar chuckled to himself as they strolled along another endless dusty passage. Milnik looked up apprehensively.

"What is it, Potentate of Peril?" he asked.

"I'm just thinking that it will be quite easy to conquer the world with all this help," said Skulmar.

"Ah," said Milnik. "Then just wait until you see what I've got for you around this corner . . .!"

New Monsters

Several new monsters have recently been added to the *HeroQuest* game (adapted from monsters in the Games Workshop *Advanced HeroQuest* game) and are available as Citadel Miniatures - more are on their way next year in several new modules.

SKAVEN WARRIOR



Move 12 squares
Attack 2 dice
Defend 2 dice
Body 1
Mind 1

Weapons: Slings
These allow you to roll 1 combat dice in attack. Slings are ranged weapons and can't be fired at targets in the next square but at targets further away. Slings are specialist weapons which may not be used by player characters.

WHITE SEER



Move 6 squares
Attack 3 dice
Defend 3 dice
Body 4
Mind 1

The White Seer is an albino Skaven Wizard with wild and unpredictable sorcerous powers derived from eating refined warpstone. At the beginning of the Evil Wizard's turn, the White Seer may take one spell at random from an Elf or Wizard in clear line of sight. He may use that spell card immediately or save it for later use.

RAT OGRE



Move 8 squares
Attack 3 dice
Defend 3 dice
Body 1
Mind 1

TROLL



Move 6 squares
Attack 3 dice
Defend 4 dice
Body 1
Mind 1





Paint Your Wagon ~er, Orc!

A brief guide to painting your HeroQuest models

Welcome to the Citadel Miniatures Painting Guide, designed to show you exactly how to go about preparing, assembling and painting the miniatures from the HeroQuest board game and Citadel Miniatures in general, which are available from all good gaming shops. It tells you about basic equipment and tools you will need, and the best kind of paints and brushes to use. Most of all, it gives you step by step instructions to all the basic techniques used in painting metal and plastic miniatures.

Painting high quality miniatures is both creative and fun, so take things slowly and relax. If you follow the instructions in this feature you should soon be painting miniatures to the high standards shown in this ***HeroQuest Special*** and every month in *White Dwarf* magazine. We don't guarantee that your miniatures will win all your battles for you, but the pleasure you get in painting them, and the sight of them on the board, will certainly impress your oponents!



The Gargoyle - more ferocious than ever!

Tools, Paints and Brushes

Having decided that you want to have a go at painting your miniatures, what are you going to need? The basic tools are a sharp modelling knife or scalpel

and a small file. To assemble miniatures that don't come attached to a plastic base already, you'll need a fast setting two-part epoxy glue to mount them.



Paints

All good painters use acrylics which, although water based, become waterproof once dry. This means that you can mix and blend your colours easily and you can clean your brushes with water. All of the models shown on these next few pages were painted with **Citadel Colour** acrylic paints, which are available from most good gaming shops. By far the best way to start is to buy the **Citadel Colour Paint Set**, featuring the full range of basic colours.


The Elf

Brushes

You will also need to buy some brushes. Cheap, old brushes are fine for applying undercoat and for a few other techniques. For colour and for detail work, you'll need two or three quality brushes; Citadel Brushes are made from high quality sable hair.

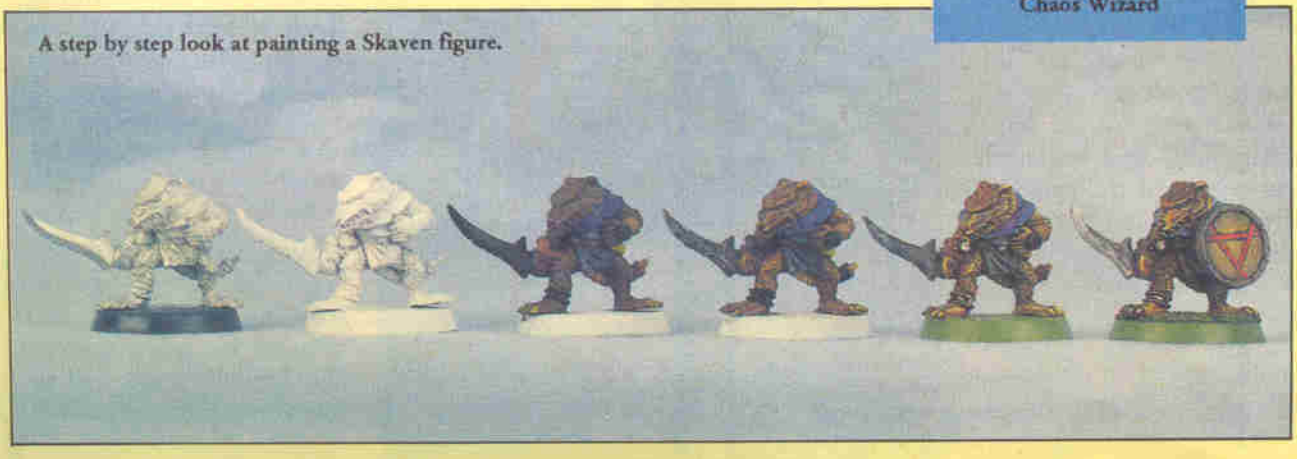
After applying a particular colour, always swish the brush around in water and wipe it with a tissue. Never let paint dry on the brush or leave your brush tip downwards in the jar. When you have finished using the brush, wash it thoroughly in clean warm water with a little dishwashing liquid added. Store your brushes point upwards in a jar.

Preparing your model

The key to producing a finely painted miniature is in good preparation. With metal miniatures, clean the model first. because metal miniatures are cast in a two-part rubber mould, the casting sometimes leaves *flash* on parts of the miniature. This is a thin layer of metal that may form a film around parts of the model. Where the two halves of the mould join, they sometimes leave a thin rib of metal around the model.


Skeleton


Chaos Wizard


A step by step look at painting a Skaven figure.

This is known as a *mould line*. Such lines and flash should both be cleaned off with a sharp knife or file.



Chaos Warrior

The components of plastic models like those in the HeroQuest game are normally attached to a plastic frame called a *sprue*. The various parts of the model should be removed from the sprue with a sharp scalpel or a small cutter. After they have been removed, clean the parts with a file or modelling knife to remove any mould lines or bits of sprue.

When you glue your models, make sure that you use proper polystyrene cement and whichever glue you use, only small amounts should be applied to the surface of both parts to be joined. Press the pieces firmly together and leave the model to dry.



Dwarf (Advanced Heroquest)

Bases

Although HeroQuest figures come complete with a base, most Citadel single-piece and some multi-piece models are supplied with a separate plastic shield and base. With metal models, make sure that the metal tab on the model's feet fits neatly into the slot. If it's too big, then either cut the base or file the tab.

Plastic models can be glued to their bases if they need them with polystyrene cement. Metal miniatures should be fixed using a two part epoxy resin glue.



Mummy

Painting: the Undercoating

The reason for undercoating is to cover the entire model with a smooth, even layer of paint, to which the top layers can adhere. Models are normally undercoated with white or grey paint, although some painters prefer to use black.

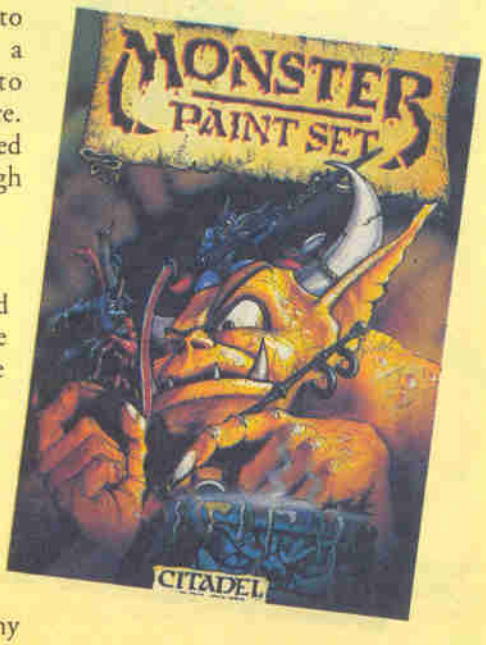
The Base Coat

Now that you have assembled and undercoated your model, you are ready to begin painting. Before you start, give a little thought to how you want your painted miniatures to look. Models painted for HeroQuest should generally stick to the description of their race. For example: Orcs and Goblins tend to be dressed in dark earthy colours and are mean and green. Wood Elves on the other hand, are more elegant and dress in tones of green, yellow and brown, as befits their traditional surroundings.

To start with, limit the number of colours you use to three or four for each model. If you use too many different colours or very bright colours then the result will look gaudy and overwhelming. A model painted iron neutral colours offset by one bright colour will be far more effective.

The aim of the base coat is to cover each of the main areas on your model with a neat, even coat of your chosen colour. These areas will generally be all of the visible skin on the model together with the main areas of fabric, metal and armour, hair and fur etc.

Apply the coats of paint to the largest areas first. Don't worry about the small areas of detail at this stage. Just concentrate on making a neat job of the major features. A good tip is to work on several models at the same time. This allows the paint to dry on one area before you move onto the next. Once you have completed all of your basic colours put the models aside to dry thoroughly.



Shade and Highlights

Next we look at shading and highlighting your miniature. The table above gives a guide to the way in which basic colour, shade and highlight work together to create depth and detail on your finished models.

Shading

Washes

Now that you've finished the basic areas, you are ready to develop the depth and detail of your model by shading. The most effective way of representing shadows on the contours of a miniature is with the use of a colour wash.

A colour wash consists of a diluted mix of a deeper shade of the base colour. For example, brown rather than light brown or grey rather than white. When you thin the paint you should aim for the consistency of milk. Once the colour has been thinned, apply it evenly over the base areas of the model with a clean moist brush. You will see immediately how it runs into the contours to create the illusion of shadow.

Whenever possible, use a deeper shade of the base colour for your washes.



Complementary colours of red and green work well on this Evil Sunz Space Ork.

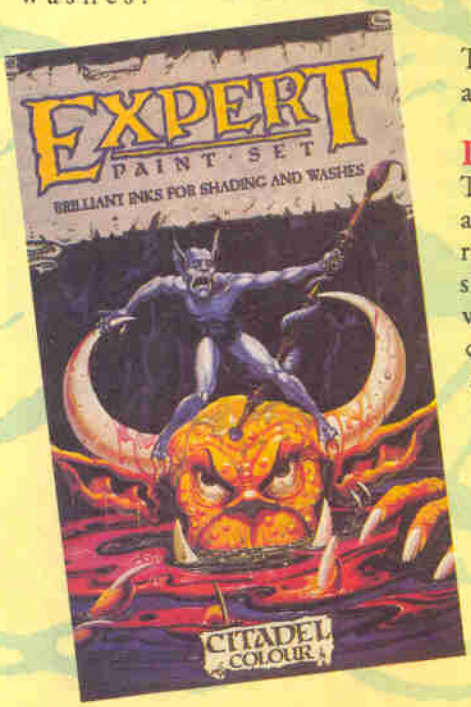


A positive riot of colour on this High Avatar brings the model to life.



Good shading and colour choice give this Space Wolf Librarian a very precise finish.

COLOUR	BASE COLOUR	DARK SHADE	HIGHLIGHT REQUIRED
Bright Red	Red Gore	Red ink	Red Gore/Sunburst yellow (or White) mix
Crimson	Blood Red	Red + Brown ink	Red Gore
Orange	Hobgoblin Orange	Blood Red or Swamp Brown	Hobgoblin Orange/Sunburst Yellow mix
Golden yellow	Sunburst Yellow	Yellow + Orange ink	Sunburst Yellow
Yellow	Sunburst Yellow	Yellow + slight touch Brown ink	Sunburst Yellow + White
White	Skull White	Skull White + Elf Grey or Bronzed Flesh	Skull White
Grey	Elf Grey	Ghoul Grey	Skull White
Black	Chaos Black	—	Chaos Black + Woodland Green or Enchanted Blue or Ghoul Grey + White
Purple	Imperial Purple	Purple ink	Imperial Purple + Skull White
Bright Green	Bilious Green	Green + Yellow ink	Bilious Green + Skull White + Yellow
Dark Green	Woodland Green	Green + Black ink	Goblin Green + Bilious Green + White
Drab Green	Goblin Green	Green + Brown ink	Goblin Green + Skull White + Yellow
Flesh	Bronzed Flesh	Chestnut ink	Bronzed Flesh + Skull White
Dark Blue	Moody Blue	Blue + Black ink	Enchanted Blue + White
Mid Blue	Electric Blue	Blue ink	Electic Blue + Skull White
Tan	Hobgoblin Orange	Brown + Orange ink	Hongoblin Orange + Sunburst Yellow + Skull White
Rich Brown	Swamp Brown	Brown ink	Swamp Brown + Hobgoblin Orange
Dull Brown	Bestial Brown	Brown + Black ink	Bestial Brown + Skull White
Gold	Shining Gold	Brown + Orange ink	Shining Gold
Silver	Mithril Silver	Black + Blue ink	Mithril Silver



This is much better than simply adding black to your original shade.

Inks

The **Citadel Expert Set** of inks allows you to work beyond the range of acrylics. The transparent shade of colour that can be added with an ink both enriches existing colours and adds a stage of shading to the original tone.

Thin the ink with water to create the depth of shading required and brush it onto the model. Be careful not to use too much ink or it may flood into other areas of the model that have already been painted.

Ink washes are particularly effective when applied to textured surfaces such as hair, fur, fabric etc. Using an ink wash over the base colour is a good way to paint whole units very quickly and still get good-looking models.

Highlighting

Highlighting is really the opposite of shading. Instead of trying to simulate dark and shadow, highlights mimic the effect of light on the raised areas of the model.

To drybrush a highlight, use your brush to mix a lighter shade of the original base colour. Then with an old cloth or tissue, wipe most of the pigment from the brush. Don't worry if the brush looks clean. The faintest traces will still transfer to the model.

Carefully draw the brush across the area you are highlighting, working across the lines of the sculpture. As you do this, some of the pigment will lift off the bristles and onto the raised areas of detail and well-defined edges of your model. This immediately creates a highlight.

Detail

You have now reached the last stage of painting your model - adding the final touches of detail. The same techniques are used for this as are used for larger areas, but you will have to be even more careful, making sure you don't splash surrounding areas with your washes in particular.

To detail the eyes, paint them in with white, carefully following the moulding. When this has dried, add a small dot of black for the pupil. Define the top of the eye with a line of black paint.

Lips are added in the desired colour, normally a mix of red/yellow/white for humanoid cretures. Tusks and teeth should then be carefully painted in.

Stripes, checks and other patterns should be painted with your finest brush and with the paint thinned so that it will flow smoothly and easily. When painting checkered patterns, don't try to paint in each one of the individual squares. Paint in a set of stripes and then a second set at right angles to these to create a grid. You can now fill in alternate squares with your chosen colours.



Bretonian Commander with base

Finishing Off

Bases

To decorate and paint the base, you will need PVA (wood working) glue and a very old brush or toothpick. Paint a layer of glue onto the base, avoiding the model's feet. Then sprinkle ordinary sand into the glue and allow it to dry overnight. This surface can then be painted green to represent grass, or grey/brown to represent bare earth. You should apply a wash and highlights to the base, as you would any other part of the model.

Shields and Banners

As a final touch you can add shields and banners to your models. Shileds are painted in exactly the same way as the rest of the model. Banners can be created by painting your own designs onto paper or thin metal foil. These can then be glued to a wire or toothpick staff. Shield and banner designs are a great way of personalising your models and units to create that individual look.

Varnish

If you want to preserve your careful paintwork, you must apply varnish. If you prefer a flat finish, try applying a thin coat of gloss, followed by a thin layer of matt. Armour, weapons and metal should be left to look shiny in any case. A small tin of gloss varnish and a brush can be used to selectively add gloss to any details you choose.



For your free painting guide containing a full range of helpful advice on painting Citadel Miniatures, please write to Games Workshop at the address below enclosing a stamped, self addressed envelope.

Free Painting Guide Offer
Games Workshop Mail Order Service
Chewton Street
Hilltop
Eastwood
Nottingham
NG16 3HY

Revenge of the Weather-Man

A new HeroQuest Scenario



"Many years ago, my friends, the Keep of the Windmaker was inhabited by a Wise Weather-Wizard, Gwynt. The evil sorcerer, Erongil Corpsemaster, came to his castle one day and tried to persuade him to join the cause of Chaos. When he refused, Erongil killed him and took the keep. You must free the Keep from Erongil and his creations, so that Gwynt's soul can rest in peace. So speaks, Mentor!"

- Fimir
- Goblin
- Mummy
- Skeleton
- Zombie

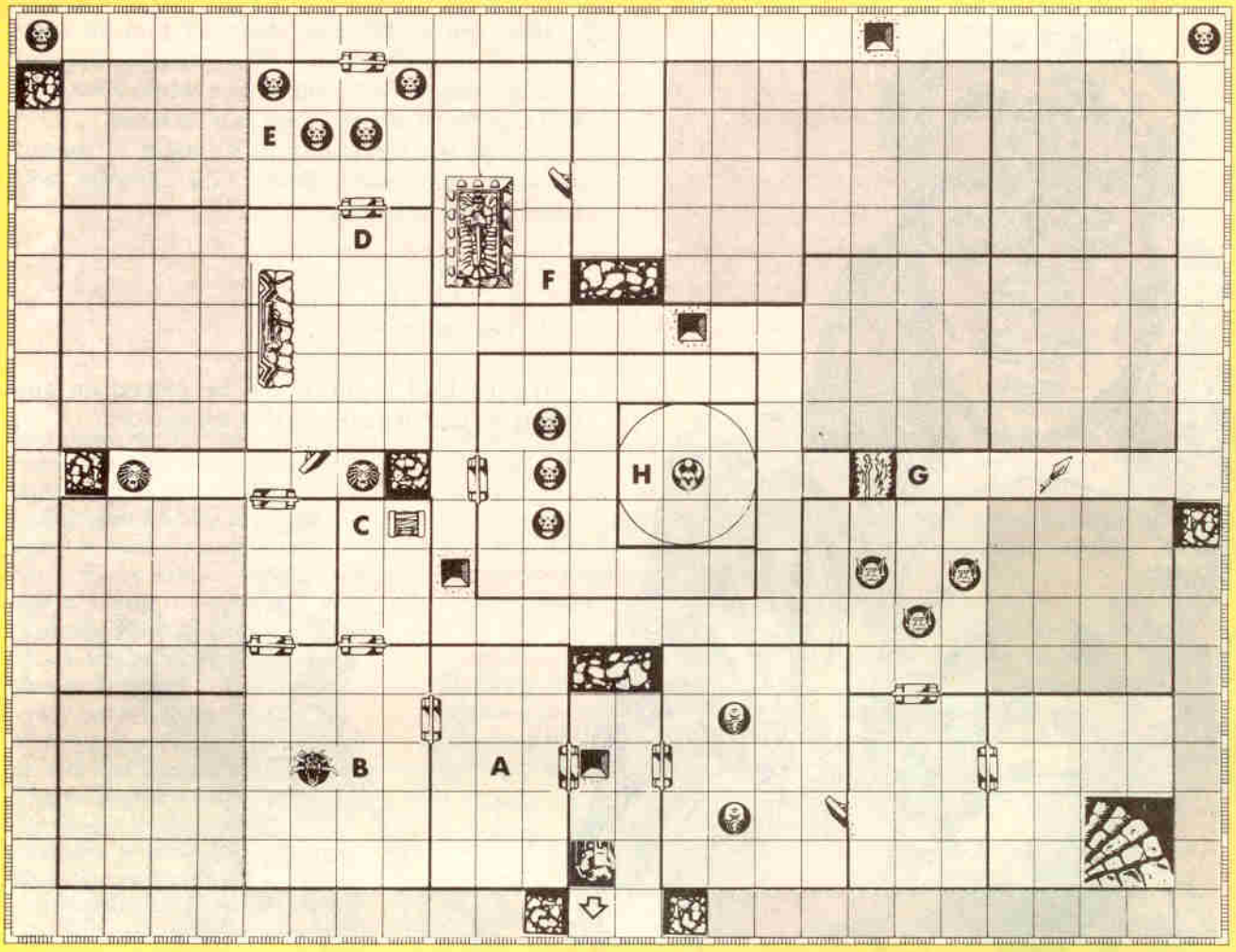
NOTES

Start: the stairs. The Heroes must also escape by this route.

A Put the **Blizzard Room** tile here. This room contains an enchanted blizzard. At the beginning of their turn, anyone in the room will take 1 Body Point from frostbite. The snow is blowing too thickly for anyone to search for anything.

B This room has an Ice-Gargoyle in it. It has the following characteristics:

Moves 6 squares	Body 6
Attacks 6 dice	Mid 4
Defends 5 dice	



Make out a character sheet for it, to keep track of its body points. Fire Spells do double normal damage to this creature.

C This chest contains 100 gold coins.

D Replace the closed door with the new **Fire Door**. Anyone passing through it loses 1 Body Point.

E All the skeletons in this room are *Death Reapers*. See *Wandering Monsters* note, below.

F **This is the Tomb of Gwynt**. If anyone enters the room *before* Erongil has been killed, the ghost of an old man will appear and say "Beware, no magic can cross the Circle of Power". If anyone enters the room *after* Erongil has been killed, the ghost will say "You have done well. Look beneath the tomb, and you will find your reward." A Search for Treasure (after Gwynt has said this, but not otherwise) will reveal 500 Gold Coins.

G Place the **Fiery Chasm** tile here. Anyone attempting to cross must roll one Combat Die. If he gets a Skull, the player falls into the Chasm, but manages to hang on by his fingertips. The player loses one Body Point. It is impossible to climb out unaided. For each round the Player remains in the Chasm, he loses 1 Body Point. The Player must be rescued by another player standing in a square next to the Chasm. If he states that he is rescuing the one in the Chasm, he must move back one square to allow room for the rescued player's figure.

H Erongil the Sorcerer is here, standing in the middle of the **Circle of Power** tile. As long as he stays in the Circle no magic can harm him. If a player attempts to cast a spell on him (or anyone else in the Circle) the Spell Card will be lost and nothing will happen. Also, no magic weapons or items can enter the Circle. (e.g. the Spirit Blade). Any player attempting to enter the Circle with a magic item will find it falls to the floor behind him.

Erongil has the following:

Moves 4 squares	Body 3
Attacks 2 dice	Mind 4
Defends 6 dice	



Make out a character sheet for him, to keep track of his body points. He is wearing magical armour, which will protect him while alive, but will crumble to dust as soon as he is killed.

Also he has the ability to summon 1 Undead creature per round. Roll 1 die. Erongil will summon the following:

1-2 Zombie
3-4 Skeleton
5-6 Mummy

The Undead creature can be placed on any empty square in the room that Erongil is in.



Wandering Monster: Death Reaper.

Move 8
Attack 3
Defence 5

Use the Skeleton figure for this or the special tiles from the Hazards Pack on Page 2. When a Death Reaper appears, the air goes cold around it. Any character hit by a Death Reaper risks being frozen. Roll 1 Combat Die. If you roll a round black shield, you are frozen. At the start of your round, roll 1 Combat Die again. If you roll a white shield you have thawed out and are free to move once more.

New Hazards

In addition to the new scenario and its new hazards, which you can add or adapt for your own campaigns, this HeroQuest Special provides a number of additional hazards for the unwary adventurer. When you decide to use any of the new hazard tiles, carefully cut out the tiles from the pages, using sharp scissors or a sharp knife - but take care that you're not cutting them out on anything important, like Morcar's right leg, the best dining room table...

The Mystery Chests

Put these in any room and when the players try to open them, roll a combat die. If you roll a *round black shield*, the chest is booby-trapped and explodes by magic. Roll the die again. If you roll a *white shield*, replace the chest with one of the small explosions which does one body point of damage to every person in the room.
If you roll another round black shield, the explosion has been bigger. Replace the chest with the larger explosion. In addition to losing a body point from the explosion, the players must each roll a combat die to save themselves from damage caused by falling masonry, etc. If they roll a white shield, they are not harmed further but on rolling a black round shield, they lose another body point. If no black shield is rolled when the players first try to open the chest, allow them to draw a card from the face-down stack of treasure cards.

The Wall of Death

Use this in larger rooms. As a character enters the room the door shuts behind them and is impossible to open, except with the *Genie* spell. The wall begins to advance towards the hapless adventurer at the rate of one square per turn. In addition, no more than two wandering monsters may enter the room through a secret door to do battle! The player must kill the monsters and escape through the secret door to escape their impending doom.
Once the wall has moved across the room, it will return to its original position at the rate of one square per turn and the previously locked door will open once more - ready to trap another unwary explorer!

The Trapdoor

Opening this trapdoor will release a monster that was imprisoned there. Roll an ordinary die to see what it is:

1 Goblin
2 Skaven
3 Orc
4 Fimir
5 Mummy
6 Wandering Monster

The Zombie Lair

If the players decide to search the innocent looking tomb, they will open a Zombie Lair! Roll an ordinary die:
1-2 1 Zombie
3-4 2 Zombies
5-6 4 Zombies

Replace the *Shut Zombie Lair* tile with the *Open Zombie Lair* tile and place the appropriate number of Zombies in the room.

The Mystic Cloud

Place this in any room. When the players enter the room, the Mystic Cloud will attack them, draining the players of one body point for every round they are in the room. If a player falls unconscious, the cloud will steal all their magic weapons and spells and disappear. The weapons will be returned only if the cloud is destroyed or if the players complete their task. The Mystic Cloud can be destroyed using the *Ball of Flame* or *Tempest* spells.

The Portcullis

The Portcullis can be used to block the way on larger passages and requires one round to be lifted. Although The Portcullis clicks back into an open position, it can close again at Morcar's discretion...

Remember that although it's fun to use extra traps and keep the adventurers' on their toes, if you use all of them at once they will become boring. Use the more dangerous traps sparingly and when the players least expect it!




UNITED WE STAND?
THE STUDY OF THE GRAND WIZARD, MENTOR, MASTER OF ARCANE MAGIC...
SO REMEMBER, MY FRIENDS, EVEN WHAT SEEMS A SIMPLE MISSION, TO RECOVER THE SWORD OF ZALMIR, CAN BE FILLED WITH PERIL...
SCRIPT IAN ABINETT AND ALAN COWSILL PENCILS GARY FRANK INKS CAM SMITH LETTERS HELEN STONE
COLOURS PERI GOLDBOLD AND HELEN NALLY EDITOR JOHN FREEMAN


THE ORCS THAT STOLE THE SWORD WILL NOT GIVE IT UP EASILY. THE TRAITOROUS MORCAR WILL SET MANY OF HIS FOUL SERVANTS AGAINST YOU. BUT IT IS FOR SUCH A QUEST THAT YOU HAVE BEEN PREPARED.


"GALADRUS THE ELF."
"ZULL THE BARBARIAN."
"THE COURAGEOUS DWARF, STROM-"
AND AKRON, MY PUPIL IN MAGIC. REMEMBER THAT YOU FIGHT FOR THE VERY LIFE OF THE EMPIRE!


GOOD SPEED, MY FRIENDS, I CAN GUIDE YOU THROUGH THE LABYRINTH, BUT THERE ARE MANY DANGERS YOU MUST FACE - AND CHOICES YOU MUST MAKE ON YOUR OWN...


HE DOES GO ON, DOESN'T HE?
THERE IS DARK MAGIC AT WORK HERE. THE MAGIC OF CHAOS. I FEEL IT IN MY BONES.
YOU'RE AS BAD AS MENTOR WITH YOUR DOOM AND GLOOM, AKRON!
YOU RECKON THE SWORD'S IN HERE THEN, AKRON? THIS LOCK HAS A STRANGE DESIGN TO IT.
IT'S POSSIBLE!
THIS CHEST HAS BEEN WELL SECURED WITH A COMPLEX MAGIC. I COULD ALMOST BELIEVE MORCAR HIMSELF LOCKED IT!
DON'T MENTION THAT NAME. IT COULD VERY WELL BE AN INCANTATION TO RAISE THE DEAD!
AAARGH!
KOFF! THE SWORD! IS AKRON...
LIE STILL, FRIEND. TAKE A DRAUGHT OF THIS HEALING POTION.
KEEP IT FOR YOURSELVES, I'M FINISHED... TAKE THE SWORD AND ESCAPE BEFORE IT'S TOO LATE...


IT MAY ALREADY BE SO!
GUARD YOURSELVES, THE DEAD ARE WAKING!
I'M NOT BLIND, ELF!
THESE CREATURES ARE NO WARRIORS! WHERE IS THE HONOUR IN SUCH AN EASY VICTORY!
THEIR STRENGTH IS IN NUMBERS, YOU MUSCLE-BOUND CLOD! WATCH YOUR BACK!
LET'S GET AWAY FROM HERE!
WE'RE WITH YOU, GALADRUS!

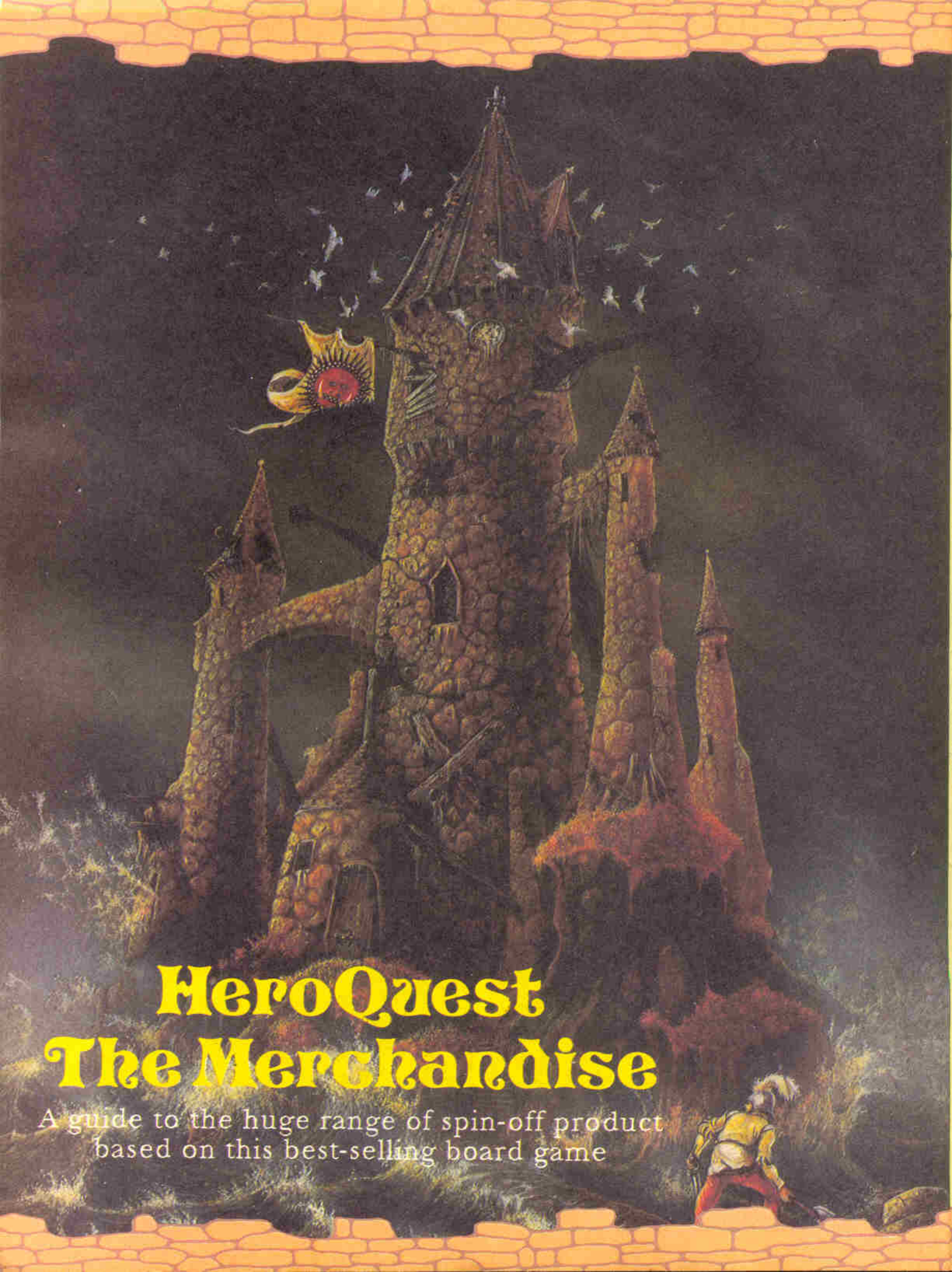

WE MUST HURRY. AKRON IS BADLY HURT AND THE ALARM WILL HAVE SPREAD THROUGHOUT THE CATACOMBS!
WHO MADE YOU LEADER? WE'VE WASTED ENOUGH TIME. LET'S GO THIS WAY.
DON'T BE FOOLISH, DWARF! THAT LEADS TO A DEAD END. THE OTHER WAY IS OUR ESCAPE ROUTE.
HOW WOULD YOU KNOW, BARBARIAN? MY ANCESTORS BUILT THESE WALLS. I COULD LEAD US TO SAFETY WITH MY EYES CLOSED!
YOU'D LEAD US TO DEATH!
YOU ARE BOTH FOOLS! BY ARGUING YOU AID ONLY MORCAR!
IF WE ARE GOING TO SURVIVE, WE MUST CO-OPERATE!
WHILE, ELSEWHERE...
WHAT WEAKLINGS THESE 'HEROES' ARE THAT MENTOR SENDS AGAINST ME. WHAT FOOLS. A SIMPLE SPELL OF CONFUSION AND THEY ARE NOTHING.
MORCAR, MASTER OF DARK MAGIC!
NOW THEY WILL PAY THE PRICE FOR SUCH INCOMPETENCE. I WILL CRUSH MENTOR'S PUPPETS WITH MY LATEST CREATION...


"IF MY OTHER PETS LEAVE ANY OF THEM ALIVE!"
WHERE DID ALL THESE ORCS COME FROM?
SENT BY MORCAR, CURSE HIM. IT'S YOUR FAULT WE CAME THIS WAY!
MY FRIENDS, STOP YOUR ARGUING! THE TRUE ENEMY IS MORCAR!
HUH!
HE'S RIGHT. WE SHOULD FIND A WAY ROUND RATHER THAN A THROUGH. THERE ARE JUST TOO MANY OF THEM!
AND IF MY GUESS IS RIGHT, I MAY JUST HAVE FOUND OUR ESCAPE ROUTE.


CLIK!
NO MORE ARGUMENTS! THIS WAY!
ARGUING? WHO'S ARGUING? GET THROUGH, STORM... I'LL KEEP THEM AT BAY!
CLOSE THE DOOR!
I'M TRYING!
THAT SHOULD HOLD THEM!
GOOD!
WE'RE STILL IN DANGER: THERE'S SOMETHING UP AHEAD OF US, SOMETHING TERRIBLY EVIL.
COURAGE, MY FRIEND. YOU'RE IMAGINING THINGS.
RAAAK!
BY ROGAR'S BLADE!


AN UNWORTHY FOE, AT LAST!
SSSS...
THAK!
AAARGH! THE COLD...
SSSS
MY AXE WON'T STOP THAT THING!
TRY... THE SWORD... I'M TOO WEAK FOR SPELLS!
IT'S AFRAID!


AND WITH GOOD REASON. WELL MET, ELF!
WE'VE SURVIVED TOGETHER SO FAR, DWARF. REMEMBER THAT AND WE MAY YET LIVE THROUGH THIS.
YOU WERE RIGHT, GALADRUS. LOOK, IT'S THE PORTAL TO MENTOR'S STUDY!
AND NOT A MOMENT TOO SOON!
WELL DONE, MY HEROES!
YOU ACHIEVED VICTORY WITH VERY LITTLE HELP FROM ME. IN WORKING TOGETHER TO REGAIN THE SWORD, YOU HAVE LEARNT A VALUABLE LESSON IN THE WAR AGAINST MORCAR.
YES- NEVER TRUST A BARBARIAN'S SENSE OF DIRECTION!
CURSE YOU MENTOR, YOU AND YOUR PATHETIC HEROES! BUT HEED ME WHEN I SAY THAT NEXT TIME, THE VICTORY WILL BE MINE!



HeroQuest The Merchandise

A guide to the huge range of spin-off product based on this best-selling board game



Against the Orc Horde **- just one of many HeroQuest expansion sets on its way to unsuspecting game players soon...**

Apart from the basic game, *HeroQuest* has spawned all manner of product, including a tremendous computer game which runs on most popular machines, books, sticker albums and of course, new adventure modules. These are probably the most important "add-on" item for game players everywhere. Without revealing too much - we've no wish to spoil your game playing - what follows is a brief resumé of everything currently available, plus a little bit of insider information as to what is on the horizon.

Kellar's Keep (ages 9 - Adult) pits would-be heroes against several menaces in a last minute rescue attempt - and the Emperor is the person to be rescued, along with his army beseiged in Karak Varn. The only way to rescue them is through ancient tunnels, called the Halls of Belorn, finding a map on the way which will enable the heroes to find a secret passage, which in turn leads into Karak Varn and means the Emperor will be able to flee to safety (filled with honour, these Emperors). The map itself is hardly impressive once it's assembled, but the module has some wonderful tricks to play on unsuspecting players, particularly a monster that most people will find very difficult to kill.



Wizards of Morcar **- a new and impressive expansion set!**

Return of the Witch Lord (ages 10 - Adult) once more pits players against the aforementioned enemy of the Empire, who proved such a problem to kill off in the original quests which appeared with the basic game. This is where things get *really* nasty and it seems the designers have taken considerable delight in making the adventure a hazardous (but ultimately rewarding) experience for everyone. Some of the traps are particularly diabolical and this is very definitely an adventure to be played with the full complement of players. However, those adventurers with past experience (and perhaps armed with the odd magic weapon or two, such as the Spirit Blade), should just about pull through.

Computer Scan

The Heroquest Computer Game

One of the drawbacks of traditional *Heroquest* is that you need a minimum of two players. It really is a case of the more the merrier and there is also the unavoidable fact that *somebody* has to play the evil wizard *(I like playing the evil wizard – Morcar)*. The joy of *Heroquest* on computer is that you can either play all on your own or huddle around the screen with several friends (although this does entail a fair amount of chair swapping.

Although the game, produced by Gremlin, looks good and the pictures are great, I must admit that for me they're no replacement for the solid three dimensional miniatures (although a plus point is that your little brother can't eat the figures!). It is completely icon driven so it is very easy to play and as far as gameplay goes, it's almost exactly the same. You can play any or all of the characters and you can give them whatever names you like. The screen shows the squares of the board and your figure seen from sideways and above. There is also an icon to access a map which shows everything already explored, which can take a little getting used to if you're familiar with the board being spread out in front of your eyes.

Searching is done by selecting the search icon and revealing a message appears i.e. "You find 100 Gold Coins". Traps appear on the map as they are discovered, and doors are opened with a key icon, although the contents do not appear until you have taken a step inside – and the computer is rigid about you not retracing your footsteps. I know that's a rule in the boardgame too, but most humans will accept "Sorry, that step was a mistake – I meant to go that way". Be warned.

Combat takes place on the map screen followed by a special combat screen showing pictures and body and mind points of the characters and monsters. For some reason the monsters seem to be harder to kill but I expect that is an illusion. It might have something to do with the fact that you start the computer game – just like the boardgame – empty-handed and naked. Have I come to count on chainmail and the Spirit Blade? If so then that won't be a problem for long.



The scenarios are exactly the same as those in the main game. The expansion sets (due out as we go to press) are *Kellar's Keep* and *The Return of the Witch Lord* and more are promised. The computer game can thus be used to familiarise yourself with scenarios before you play them with your friends. This is better done as planning for playing the evil wizard than for being a hero – apart from making it boring for everyone if you know where the stairs are, it's well known that heroes never cheat!

Conclusions: The mechanics are easy to get used to and in all ways it is as close as possible to the boardgame. It's a really good computer game, and the only way to play *Heroquest* when you're on your own – but it's no substitute for the real thing!

Heroquest – the computer game, runs on Spectrum cassette and disc; Amstrad CPC cassette and disc; Commodore 64/128 cassette and disc; Atari St disc; and Commodore Amiga disc.

For those of you wanting to design your own adventures of course, you need look no further than the ***HeroQuest Adventure Design Kit***, which is an excellent package, containing a useful, short guide on "Dungeon Design", adhesive labels featuring all the *HeroQuest* symbols used in the original game and its add-on packs, plus a new character sheet pad which players can use to record their hero's strengths, potions, weaponry and wealth as they develop. Not to be missed!

On their way in 1992 are of course new modules and these will develop *HeroQuest* still further. Not only does ***Against the Ogre Horde*** create new areas in which to do battle with the force of Morcar; it also introduces Ogres as an enemy and at last, it looks as though those Mind Points will finally get some use. Although the basic game and previous modules added some problems which used this aspect of character strengths, they have not yet played a major part in any campaign. This lack of psychic combat may be about to be redressed, so now's the time to get your wizard reading as many spell books as quickly as he or she can!

Wizards of Morcar will expand the amount of magic in the *HeroQuest* game although as you can probably guess from the title it may well not be to the players' advantage! However, despite the arrival of new wizard enemies to aid Morcar, would-be heroes will no doubt be delighted to hear that they may be able to enlist a variety of Men at Arms in their various quests - although, of course, they are not intended to be simple cannon fodder.

The *HeroQuest* modules all add some new slant to the basic game and are a worthy addition to the expanding *HeroQuest* universe. No doubt even more modules are being planned as you read this - and the way things are

developing, I suspect even more nasty surprises will become an integral part of them all!



Men-at-Arms - additional heroes arrive in *Wizards of Morcar*.

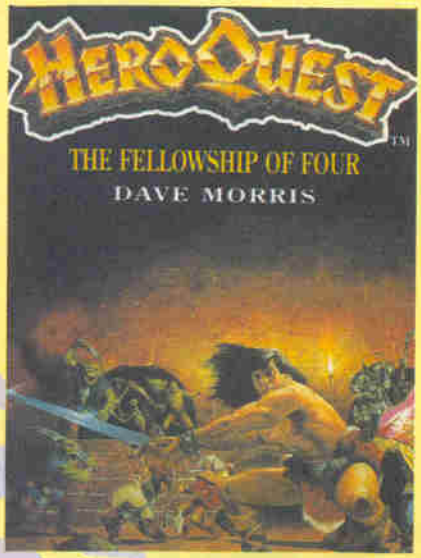
HIGH ADVENTURE!

Written by Dave Morris and published by **Corgi**, this first of what will hopefully be many *HeroQuest* books is a strange halfway house between a Quest Book and a pure novel. The novel itself is well written, assembling a team of adventurers to do battle against the evil Kyrax in a very entertaining manner. Where the book falls down a little is the play-your-own adventure section (it's a bit easy!) but it still has some twists you may not be expecting and will give the earlier Steve Jackson game books a run for their money. And just as that adventure series improved over time, I've no doubt this series will too, and good luck to it.

The ***HeroQuest Sticker Album*** from **Merlin Stickers** is also on sale now which, in addition to providing an interesting story also provides some background to the *HeroQuest* world, including the locations for Mentor's domain in the Old World and all sorts of background to the age-old battle between good and evil. The sticker range includes some holographs, which look absolutely terrific and are sure to become collectables.

Watch out also for **MB Games** jigsaws based on the *HeroQuest* art which are an absorbing way to spend a wet afternoon - apart from gathering your local adventurers for a game of *HeroQuest*, perhaps. Athena are also producing some *HeroQuest* posters, which will use the same eye-catching designs.

If you're interested in painting the model figures that come with the game and expansion sets, there is an ***Advanced HeroQuest Paint Set*** on the market, based on the game of the same name from Games Workshop (who helped create *HeroQuest* with MB Games. This game also provides optional rules for the use of *HeroQuest* equipment such as the Bookcase and the Weapons Rack). The paint set is a basic starter pack, providing a generous selection of paints with which to start decorating your models.



***Fellowship of Four*: adventure novel with a touch of do-it-yourself mayhem thrown in for good measure...**

This general article on the ever-growing world of *HeroQuest* product hopefully reflects that the game is proving one of the most popular adventure games in this country, and with nearly one hundred thousand copies of the basic game already sold since it was launched in 1989, I can't say I'm surprised. Today Britain, tomorrow the Old World...

That about wraps up this Marvel Comics' *HeroQuest* Special, but don't forget to enter the great merchandise competition on the next page and please - write and tell us what you think about *HeroQuest* and this magazine. What would you like to see in a future *HeroQuest Magazine*? We'd like to know, because the adventures may well continue...

Write to
The Goblin's Grot Hole
HeroQuest Special
Marvel Comics Ltd.,
Arundel House,
13/15 Arundel Street
London
WC2R 3DX



HeroQuest Competition

Here's YOUR chance to get your hands on a huge collection of HEROQUEST merchandise, because we have a chestful of prizes to give away!



The first five winners will each win:

A *HeroQuest* Board Game
A Gremlins *HeroQuest* Computer Game plus
A *Return of the Witch Lord*
Computer Game Expansion Pack
An *Adventure Design Kit*
An *Advanced HeroQuest* Paint Set
One Corgi Books' *The Fellowship of Four*
Adventure novel
An *Attack of the Ogre Horde* and a *Return of the Witch Lord Expansion* Module



The next five winners will win:

A *HeroQuest* Board Game
One Corgi Books' *The Fellowship of Four* Adventure novel
An *Attack of the Ogre Horde* and a *Return of the Witch Lord Expansion* Module



For the next fifteen winners we have more *Attack of the Ogre Horde* and a *Return of the Witch Lord Expansion* Modules to give away, plus more *The Fellowship of Four* adventure novels; plus all the winners and many runners up will receive copies of the Merlin *Heroquest* Sticker Album and a selection of the stickers themselves!

All you have to do is put your deductive skills to the test and spot the TWELVE differences between the two pictures below and complete the tie-breaking question. Then send your completed entry to the HEROQUEST MERCHANDISE COMPETITION, Marvel Comics Ltd., Arundel House, 13/15 Arundel Street, London WC2R 3DX. Entries MUST be received by March 20th 1992, multiple entries will be thrown to the Orc Horde and the editor's decision is completely and utterly final. All winners will be notified by post.

HEROQUEST SPECIAL COMPETITION ENTRY

Complete the following senetence in not more than twelve words:
Heroquest is the best adventure game ever because:

.....

.....

.....

Please tick your preferred Gremlins Computer Game:

❑ Spectrum Cassette ❑ Spectrum Disc ❑ Amstrad CPC Cassette
❑ Amstrad CPC Disc ❑ Commodore 64/128 Cassette
❑ Commodore 64/128 Disc ❑ Atari ST Disc
❑ Commodore Amiga Disc

Name.....

Address.....

.....

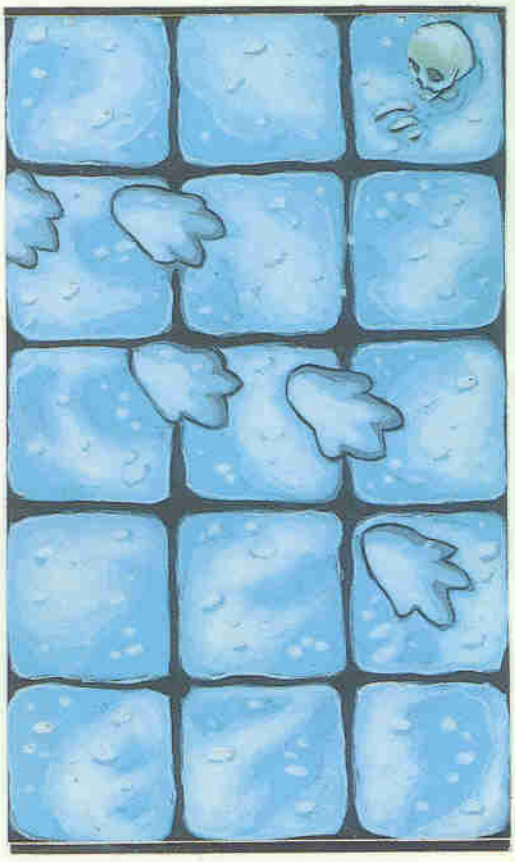
..... **Age** .....





HAZARDS PACK

Here are a selection of new hazards for use in the HeroQuest adventure game, including several created specially for the new module in this Marvel HeroQuest Special, *The Revenge of the Weather Man*, where they are all explained. *Carefully* cut out the pieces using either a sharp knife or scissors. If you do use a knife - such as the one you may use when preparing to paint your HeroQuest figures - make sure that you cut the pieces out on a surface such as hardboard and not the Chief Orc's Dining Table!



The Blizzard Room



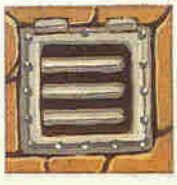
Small Exploding Chests



Death Reapers



The Wall of Death



Trapdoor



Fiery Chasm

MORE HAZARDS ON THE INSIDE BACK COVER!

MORE HAZARDS ON THE INSIDE FRONT COVER!





Closed Zombie Lair







Open Zombie Lair

The Circle of Power



Mystery Chests



The Tomb of Gwynt



The Door of Flame





Large Exploding Chest



The Mystic Cloud





Portcullis'





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