GAMES WORKSHOP™

115

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COMPETITION!

WIN A COPY OF ADVANCED HEROQUEST
THE EXCITING NEW GAME OF
FANTASY ADVENTURE

HeroQuest™



Toran slammed his foot into the moss-stained oak and the door fell into the room. The nearest Orc turned, mouth dropped in surprise. Before it could move, it was flung backwards, an arrow protruding from its chest.

Eldoral's fingers blurred as yet another arrow whistled into the room, barely inches to the side of Gorlin's head. Distracted momentarily, the Dwarf was caught off-guard: his axe jarred as he parried an overhead sweep, the blow pushing him to his knees. The Orc raised its sword again - a fatal mistake. A line of crimson appeared on its chest as Toran's sword slashed through green skin.

Above the creatures' warcries, the Barbarian heard the controlled tones of his companion Gelrrick and the crackling heat of a fireball. A sphere of flame slammed into the Orcs' massed ranks, turning them into a blazing pyre of broiling flesh.

Save for the crack of armour expanding in the fire, the room was silent. Silent until the other door burst open...

MB Games

GAMES WORKSHOP™





Hero Quest has been developed in collaboration by MB Games and Games Workshop, using the talents of games designers Jervis Johnson and Steve Baker, and artist John Blanche, plus the skill and creativity of the Citadel Miniature designers to produce a unique boardgame.

Complete with full-colour board, Rule and Quest Books and 35 Citadel Miniatures, it is a simple and exciting game for 2 to 5 players, pitting 4 adventurers, the last hope of the Empire, against the wizard Morcar and his evil hordes.

Four players take the roles of Elf, Dwarf, Wizard and Barbarian, heroes who must use stealth, cunning and force of arms to overcome the dangers that face them.



The fifth player acts as Morcar, the Evil Wizard, controlling the Orcs, Goblins, Chaos Warriors, Skeletons, Zombies and other monsters that inhabit the dungeons through which the players must journey.

Miniatures supplied unpainted - colours may vary



Gorlin pushed himself to his feet as reinforcements entered the room. Still groggy, it was a moment before he became aware of them: the clattering noise of their feet on the dusty stone, the jerky movements of their skeletal forms barely visible in the flickering torchlight.

From the corner of his eye, Gorlin saw Toran throw himself forward, the Barbarian's sword pushed towards the enemy. It hit the nearest Skeleton in the chest. The point slipped between the ribs and jammed fast. Spinning, the Barbarian lifted the impaled Skeleton off its feet.

Gorlin, now fully recovered, swung his axe towards the Skeleton's skull, as Toran brought the struggling foe into line...



Hero Quest is simple and easy-to-learn with fast, exciting combat and magic. It contains elements of roleplaying and tabletop wargaming in a series of linked Quests during which the characters develop from raw novices into mighty Heroes.

Each game lasts from one to three hours, and the adventurers must overcome monsters and traps in Morcar's underground strongholds to complete their Quest. If the players are successful, they take their characters on to the next Quest with new equipment and magic items.

The Quests build into an epic campaign to defeat Morcar, with the players gaining in experience as they battle his monsters, culminating in a final confrontation with Morcar's lieutenant, the Witch King.

Those who survive become Champions, honoured by the Emperor for their valour and charged with continuing the Quest to save the Empire







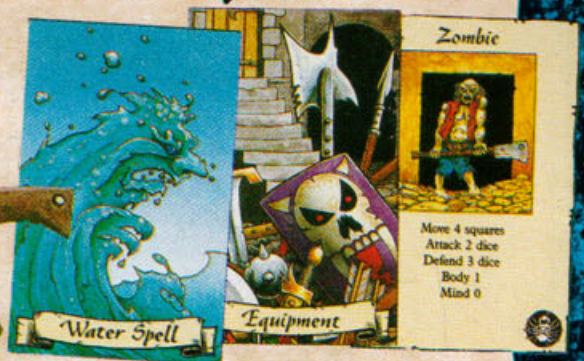








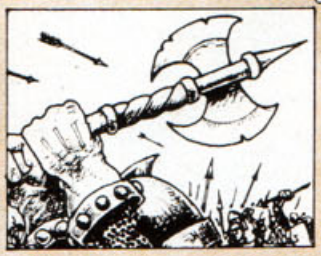




Spirit Blade



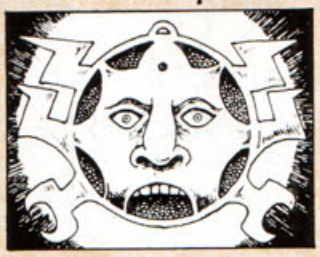
Battle axe



The shield



Talisman of Lore



The box is packed with finely-sculpted plastic Citadel Miniatures. As well as the Elf, Dwarf, Wizard and Barbarian, there are 8 Orcs, 6 Goblins, 4 Chaos Warriors, Chaos Sorcerer, 3 Fimir, Gargoyle, 4 Skeletons, 2 Zombies and 2 Mummies, providing all the characters and monsters you need.

Hero Quest is fully compatible with all your plastic and metal Citadel Miniatures: future expansions and *White Dwarf* articles will allow you to incorporate these models into your games.

Hero Quest will be expanded with additional boxed sets to take the characters through new campaigns on the road to becoming true Heroes. Each box will contain a Quest Book, and all the Citadel Miniatures required to play the scenarios.





Gorlin's axe slammed through the Skeleton's skull, sending razor-sharp shards of bone into the air with a loud crack. The Skeleton convulsed once and slid off Toran's sword, hitting the ground with a dull crump.

The rest of the Skeletons took a step forward, their movements regular and in time. Even beyond the grave they remembered their years of military drill. They also remembered how to fight - scythes raised, they charged.

The party readied themselves, turning their weapons in their hands. They paused but a moment, and the enemy met them...



Genie

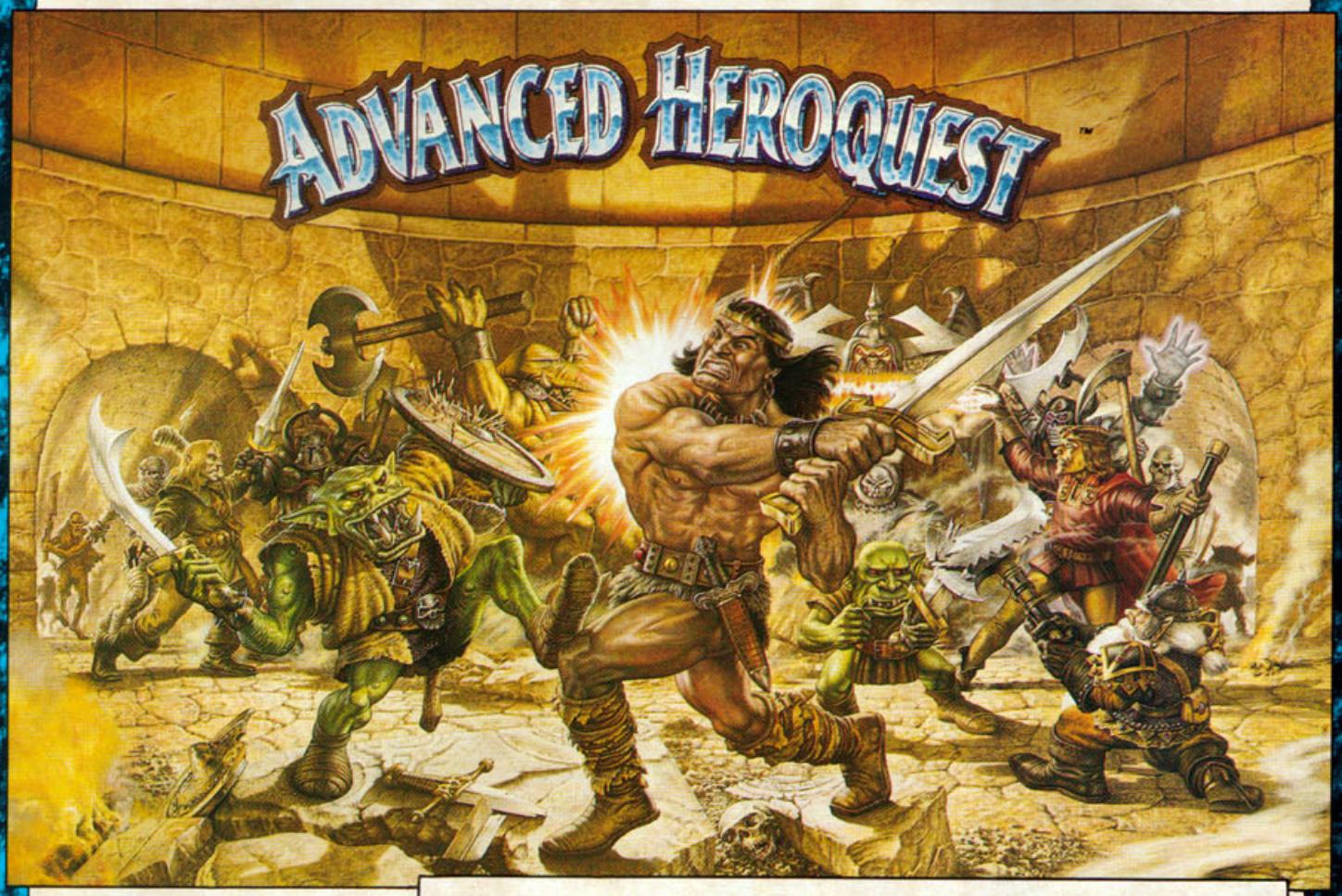






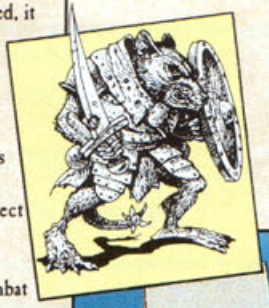
AVAILABLE SUMMER

ADVANCED HEROQUEST™



Advanced Heroquest, designed by Jervis Johnson, is Games Workshop's new 3D roleplay hobby game, complete with board and Citadel Miniatures. As well as being completely self-contained, it is fully compatible with Hero Quest, and your Hero Quest characters can be easily transferred to Advanced Heroquest to continue their adventures.

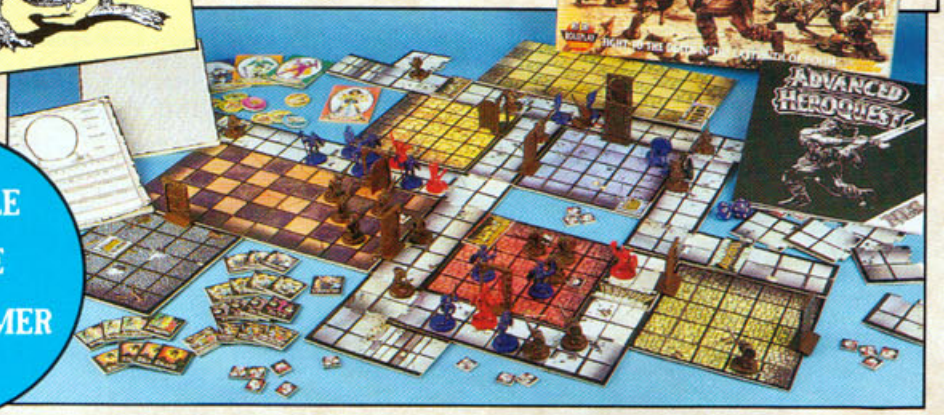
Advanced Heroquest develops and expands the basic concepts of the introductory game to provide everything you'd expect from the designers of Warhammer 40,000 and Warhammer Fantasy Battle. The game provides rules for advanced combat and magic, character progression and campaigns, and dungeon generation and design.



The box will contain full rules, an interlocking playing board that can be arranged in an endless variety of layouts, and 36 plastic Citadel Miniatures: 4 adventurers, 12 henchmen and 20 Skaven.

The game will be expanded with supplements, scenarios and additional material published in White Dwarf, and is compatible with the entire range of Citadel Miniatures.





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