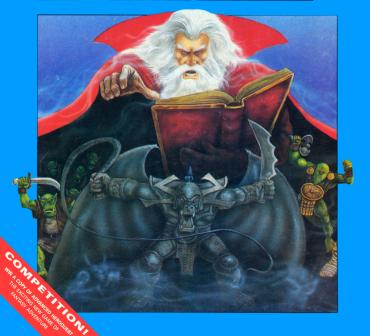
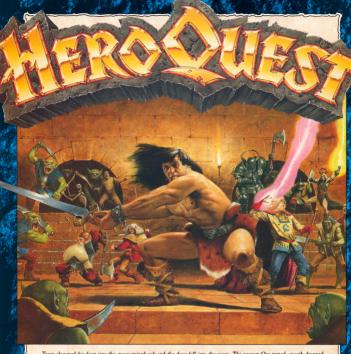
GAMES WORKSHOP

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PRESENT THEIR MONTHLY GAMES MAGAZINE

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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 partied an overhead sweep, the blow pushing him to his knees. The Ore raised its sword again - a fatal mistake. A line of crimson appeared on its chest as

Torans word slashed through green skin.

Above the creatures' warcries, the Barbarian heard the controlled tones of his companion Gelrick and the crackling hear of a fireball. A sphere of flame slammed into the Ores' 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...









ero 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.



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 pearest 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...



ero 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 Morear, with the players gaining in experience

Witch King. Those who survive become Champions. honoured by the Emperor for their valour and charged with

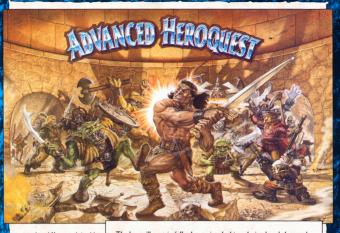
continuing the Quest to save the Empire











dvanced Heroquest, designed by Jerris Johnson, is Cames Workshop's peris Johnson, is Cames Workshop's complete with board and Critdel Miniatures. As well as being completely self-constained, it is fully compatible with Hero Cheest, and your Hero Quest characters can be easily transferred to Advanced Heroquest to continue their adventures.

Awazed Heroquest develops and expands the basic concepts of the introductory game to provide exerything you'd expect from the designers of Warhammer 190,000 and Warhammer Fattasy Butle. The game provides rules for advanced combat and maje; character progression and campingss, and diageon 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 vanue will be expanded

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



LATE SUMMER

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