

GAMES WORKSHOP®

PRESENTS ITS MONTHLY HOBBY SUPPLEMENT AND MINIATURES CATALOGUE

WHITE DWARF®

CITADEL
MINIATURES

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WHITE DWARF®

Warhammer Quest has arrived! After months of anticipation this huge new game is finally available, and no sooner is it out than games and campaigns are starting up at the Studio. Andy Jones' article later this issue introduces the game and details the monstrous foes, deadly traps and other hazards you will face, not to mention the rewards to be gained by your stolid Dwarf, graceful Elf, sneaky Wizard or muscle-bound Barbarian (I like to be the Barbarian best, but that's just because I'm used to bossing people around!).

Other exciting news includes the dates for the 1995 **Golden Demon Awards**. This premier painting competition is a glittering spectacle of the best painted miniatures in the world and we're sure that this year's event will be the biggest, brightest and best we've ever held. So get your paints and brushes at the ready to test your skills against the best figure painters in the hobby! This issue also includes full details of all the categories for this year's competition.

Finally, I've just seen **Codex: Ultramarines** and my fingers are

twitching to get an army painted up! Not only does the book contain the complete background and history of the Ultramarines, but it's also full of information on many other Codex Chapters as well. The special characters for the army are great, and I've had a peep at the new miniatures which are waiting to be released soon. There's the Master of the Ultramarines – Maneus Calgar, Chief Librarian Tigurius and, well, too many to mention here...

See you next month

GAMES WORKSHOP®

STUDIO STAFF

We are currently looking to recruit the following staff to join the team at our busy Nottingham Design Studio

'Eavy Metal Painters

The Design Studio is the creative hub of games Workshop, with the Citadel miniature painters at the forefront of the Studio production process. As a Studio painter, you have the opportunity to paint the very latest miniatures months ahead of their official release, and contribute towards our ever expanding range of products.

If you think you have the talent and flair to paint to the standard you see in White Dwarf every month, then take a sample of your best models along to your nearest Games Workshop store and have a chat with the manager. If he's impressed, then he'll arrange for your models to be brought up to the Studio where we can take a closer look at your work.

Pass that test, and we'll invite you up for an interview to see if you have what it takes to join the ranks of the very best miniature painters in the world!

Production Editor/Proofreader

We are looking for a bright, cheerful, self-motivated person who will enjoy working in our busy Studio. We need someone with a very high standard of English – ideally with a minimum of A-level, who will positively enjoy searching for and correcting mistakes. The other vital qualification for this job is a thorough knowledge of Warhammer 40,000, Warhammer and the Epic Game System as many errors are only obvious if you can tell Orcs from Orks!

The job entails assisting with the layout and checking of all written material before it goes to press. This includes magazine articles, adverts, mail order pages, rulebooks, product boxes and all game components which incorporate text. The work involves checking for grammar, spelling, punctuation, missing words, repeated words, and incomplete sentences (a particular problem with desktop publishing!).

If the successful applicant proves able, we would like to extend their duties to a higher level of editing. This would involve working closely with our existing editors, turning raw copy into good, clean English. As our editors also do all the layout work, this includes working on an Apple Mac and using Quark Xpress. Editing at this level involves checking for internal consistency, logic, paraphrasing and in some cases actually rewriting, making sure the level of English is appropriate to the subject and the intended audience, and (as far as possible) making sure game rules make sense.

If you feel that you are the right person for this challenging job, please apply with a full CV to:

Helen King, Office Manager, Games Workshop Ltd,
Chewton Street, Hilltop, Eastwood, Nottingham, NG16 3HY

**THIS MONTH'S
WARHAMMER 40,000 RELEASES**

Codex: Ultramarines	£9.99
Space Marine Lexicanium Librarian (One miniature per blister)	£2.99
Space Marine Codicier Librarian (One miniature per blister)	£2.99
Space Marine Veteran Sergeants (One miniature per blister)	£2.99
Space Marine Apothecary (One miniature per blister)	£2.99
Terminator with Lightning Claws (One miniature per blister)	£2.99
Mordian Iron Guard (Boxed set of ten models)	£12.99
Ice Warriors of Valhalla (Four miniatures per blister)	£4.99
Ice Warriors of Valhalla Lieutenant (One miniature per blister)	£2.75
Ork Weirdboy Warphead (Three miniatures per blister)	£4.99



SPACE MARINES

Recently the Imperial Guard's ranks have been bolstered with a host of new regiments, but the Imperium's armies are also reinforced this month by loads of new Space Marines designed by Jes Goodwin. The **Space Marine Codicier** and **Lexicanium Librarians** use their awesome mental powers to blast their foes to dust whilst the **Space Marine Apothecary** heals his injured battle-brothers.

Space Marine Veteran Sergeants are ideal squad leaders and come equipped with a variety of wargear. But most devastating of all are the **Lightning Claw Terminators**. These feared warriors are deadly in hand-to-hand combat where their vicious lightning claws make them almost unstoppable.



Ice Warriors of Valhalla Lieutenant

IMPERIAL GUARD

As if the new Space Marines weren't enough to send any invader running for home, the **Mordian Iron Guard** are also now ready for battle!



Warhammer Quest is here! Weighing in at almost three kilos, we thought that we'd have to make a larger box just to fit it all in! In the end though, we managed to squash in over 90 Citadel miniatures, dozens of Treasure, Dungeon, Event and Spell cards, floorplans for Objective rooms and corridors and masses and masses more.

This challenging new game allows you to explore the tunnels and catacombs beneath the Warhammer Old World. As a daring Warrior you must battle your way past dozens of monsters, using your wits and your trusty swords to carry you through.

Finally, once you've beaten all the monsters, you reach the objective of

**THIS MONTH'S
WARHAMMER QUEST RELEASES**

Warhammer Quest	£39.99
(Boxed game)	

your quest. Even now victory is not certain as many deadly perils still await the unwary...

Only when you have rescued your kinsman, returned the magical Sword of the Electors, or slain the cunning Orc Shaman can you return to the surface to claim the glory that is rightfully yours!

**THIS MONTH'S
EPIC RELEASES**

Tyranid Paint Set (Boxed set of six paints)	£5.99
Tyranid Carnifex (Three miniatures per blister)	£4.99
Tyranid Zoanthropes (Three miniatures per blister)	£3.99
Tyranid Dactylis (Three miniatures per blister)	£4.99
Tyranid Haruspex (Three miniatures per blister)	£4.99
Eldar Avatar (One miniature per blister)	£2.75
Eldar War Walkers (Three miniatures per blister)	£3.99
Imperial Guard Chimera (Three miniatures per blister)	£4.99



SWARM

The malignant advance of the Tyranid Hive Fleet continues. Newly evolved for war this month are the terrifying **Carnifexes**, deadly close combat fighters, nicknamed screamer-killers. With these monstrous creations come the bizarre **Zoanthropes**. These highly evolved creatures have devastating psychic powers and can hurl bolts of energy at all who stand in their way.

The swarms are also joined by the awesome **Dactylis** and **Haruspex**. These vehicle-sized monstrosities add

considerable weight to the Tyranid assault. The strange Dactylis send lethal barrages of bile pods at the enemy while the claw-armed Haruspex grind inexorably towards their foes.

ELDAR

However, all hope is not lost. The great new Epic **Avatar** and **War Walkers** should help any aspiring Farseer turn the tide of horrific Tyranid creatures.

IMPERIAL GUARD CHIMERA

The Tech-priests of the Adeptus Mechanicus have also created a new vehicle in the form of the **Chimera Troop Carrier**. This is designed to carry the infantry of the Tech-Guard and Imperial Guard safely into the fray.

Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

By Andy Jones

This April Games Workshop releases its brand new dungeon adventure game – Warhammer Quest. We asked games designer Andy Jones to give us the lowdown on the development of this latest addition to the Games Workshop hobby.

Over the last year or so, we've been kept busy writing army lists and developing the background for many different Warhammer races. All this work is periodically published as a new Warhammer Armies book, and with every volume, we add an extra layer of detail to the Warhammer World.

Most of this background detail takes the form of characters, stories, illustrations and maps of the newly charted regions. This is because our primary intention is to develop a rich history and background to the Warhammer Old World, within which individual Warhammer battles and linked campaigns can develop and unfold.

As well as creating a superb setting for fighting out tabletop battles, we also realised that the Warhammer World had just the right atmosphere for another type of game. Rather than commanding an army and facing the forces arrayed against

you by the other player, in this game you would command just one bold Warrior in a party of four like-minded heroes, in order to venture into the caverns, caves, dungeons and other perilous underground realms of the Warhammer World.

As we looked at the Warhammer map, we realised that there was a great opportunity to explore the world in even more detail. The Warhammer Armies books have created such a rich and evocative mix of races, cultures, locations and monsters, that the possibilities for such a game seemed almost endless. Adventures might be set in the catacombs below Middenheim, in the deep Skaven infested tunnels of the Vaults Mountains, or as far afield as the Citadel of Morgheim and the cursed Undead Necropolis of Khemri. You could even journey to the Chaos Dwarf lands and venture deep below the burning furnaces of Zharr Naggrund (though there is no guarantee that you'd get back in one piece!).





DESIGN INNOVATION

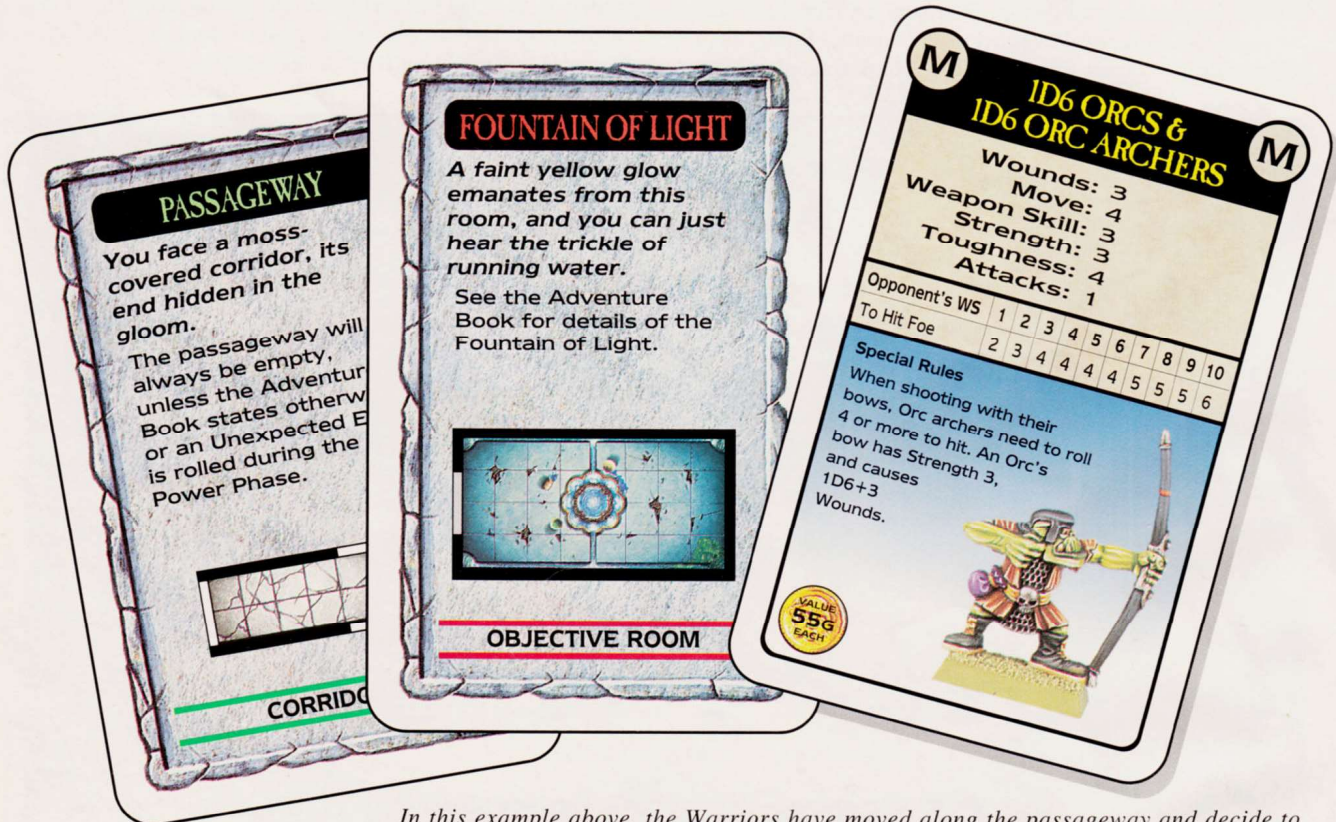
Of course, games of this type have been done before, and some years ago Games Workshop published a game called Advanced Heroquest which had a similar theme. However, we saw the opportunity to create an exciting and unique new game system which would both build upon this past work and set the standard for many years to come.

This game would not only incorporate many of Games Workshop's design innovations, but also utilise the whole of Citadel's Warhammer range. This would enable us to create a fun, perilous, exciting and challenging game that traced the adventures of a band of heroes as they fought their way to glory and riches against almost impossible odds!

HOW THE GAME WORKS

Once we'd got a clear idea of the subject for the game, the next stage was to devise and test out various game mechanics and rules. What we were after was a system that was simple to learn and play, but which provided a fun, dangerous and challenging adventure for the players.

I therefore sat down and put pen to paper (desktop computer actually!) to knock the rules into shape and the first playtest copy of Warhammer Quest was the result. For the next few months, assistant games developers Gavin, Ian, Mark and anyone else who wasn't busy, played endless games of Warhammer Quest with me. Rules were tested and rejected, modifications were made and the basic game began to take



In this example above, the Warriors have moved along the passageway and decide to explore beyond the door. The next Dungeon card they turn over is the Fountain of Light and the goal of their quest. The High Elf and Dwarf move into the room, turn over an Event card and are immediately confronted by a horde of Orcs!



shape. At the same time, artists Dave Gallagher, Wayne England and Richard Wright, started work on the floorplans and other physical components for the game.

CARDPLAY

Right from the start, I wanted to use decks of cards to hold and manipulate all the information you need to play the game. After a bit of trial and error, I settled on three different sets of cards. The *Dungeon* cards – that show what the dungeon looks like, the *Event* cards – that control what goes on in the rooms and passages, and the *Treasure* cards that show what gold and precious items the Warriors find.

DUNGEON CARDS...

First of all, the descriptions of the passages and rooms of the dungeon itself were written onto cards so that each one corresponded to one of the floorplans included with the game.

As the players move forward and explore the underground chambers, *Dungeon* cards are turned over to reveal what lies ahead. What's more, when the players come to a junction or the passage splits, the unrevealed cards are separated into two piles and these are then placed next to the two passages. In this way, the players never know where the Objective Room – the goal of their adventure – is located until the dungeon is explored. Thus every adventure is different.

...AND EVENT CARDS

In a similar way, the *Event* cards direct the sequence of Events within the adventure. Every time the Warriors move onto a new board section, an *Event* card is turned over. Sometimes the Warriors find treasure or magic items, other cards reveal dangerous traps and hazards such as spiked pits or cave-ins, but more often than not, the turn of a card pitches the Warriors into deadly combat with the denizens of the dark!

PLUS... TREASURE CARDS

As we continued to develop the idea of using card decks as the method of controlling the flow of action in the game, a whole host of other ideas sprang to mind. I realised that we could also put treasure, armour, swords and other weapons as well as magic items and spells onto card decks. This in turn created a simple mechanism to determine which warrior was carrying what. If you had the card you had the item! It also meant that when something like a single use spell was used up, the card was simply discarded. This means that when you actually play the game, all the information you need is right up front and the need to look up tables or flick through rulebooks is kept to an absolute minimum. This makes for a very fast-playing game.

Of course, we also have lots of plans to increase the size and scope of these card decks and thus take the game system in several new and exciting directions. We already have dozens of new *Treasure* cards ready, with many more to come.



The four Warriors from the Warhammer Quest game – the Wizard, the Barbarian, the Dwarf and the Elf, have to be among the best plastic Citadel miniatures we have ever designed.

THE WARHAMMER QUEST BOX

Even before we'd finished developing all the new cards and playtesting the rules, I'd come to the decision that I wanted the box to contain enough plastic miniatures to fully populate the dungeon for any of the thirty different adventures in the basic game!

In games of Warhammer Quest the players have to battle against small groups of many different types of monsters, rather than the huge regiments of the same race that you fight in a typical Warhammer game. As a result, the Citadel design teams were kept very busy developing all of these new models. The four warriors you see above have to be some of the very

best plastic miniatures we have ever done, and the rest of the models in the box fully do them justice. Of course, Warhammer Quest does not start nor end with the models you get in the box. The system is fully compatible with the whole range of Warhammer Citadel miniatures and so any models in your existing collection can be immediately used in your Warhammer Quest games.

All in all, Warhammer Quest contains: 6 Orc Warriors, 6 Orc Archers, 12 Giant Rats, 12 Giant Spiders, 6 Night Goblin Archers, 6 Goblin Spearmen, 12 Giant Bats, 12 Snotlings, 3 Minotaurs, 12 Skaven plus the Barbarian, Wizard, Dwarf and Elf! – that's 91 plastic Citadel Miniatures and the start of a decent sized Orc and Goblin Warhammer army! There are also 10 plastic dungeon doorways that are used to clip the different board sections together as the Warriors battle their way through the dank and dangerous depths.

Speaking of floorplans, Richard Wright really has done us proud. Richard was the man responsible for the new Blood Bowl pitch but his work on the Warhammer Quest rooms and passages has really surpassed anything we've seen before. They really do bring the game to life and give it an air of incredible realism. The same is also true for all of the counters, cards and various other components that you can see in the photo on the opposite page.

GETTING STARTED

Once you've opened the box and fought your way past the mountain of Citadel miniatures you'll find a short 32 page Rulebook, a 16 page Adventure book and a How to Get Started sheet. There is also a huge 192 page Roleplay book which you should put to one side until you've completed your first few adventures.

Warhammer Quest has been designed to allow you to play the game on a number of different levels. At its simplest, you can open the box and go for an exciting romp through a dungeon, hacking your way through ranks of Orcs, Goblins and Minotaurs and stealing their treasure and gold! With this in mind, the Adventure Book contains thirty ready-made adventures which should keep you busy for some time to come.



WARHAMMER QUEST ROLEPLAY

After a while, there will come the time when you want to seek out new challenges for your Warriors. In the Roleplay book you'll find everything to take your Warhammer Quest games on into the exciting world of roleplaying games. The book introduces dozens of extra elements into your Warhammer Quest games in a structured and logical order. In this way, your games become linked together to form a campaign, where the Warriors fight monsters, vanquish the enemy and claim the prize before returning to civilisation to spend their riches on better weapons and equipment.

Eventually, your Warriors will be able to study and train between adventures in order to learn new skills to aid them in their quests. Thus over time, each Warrior will develop into a mighty hero, capable of slaying dragons single-handedly (or so legends say...). As their quests get progressively more difficult, they will surely need these skills. In the Warhammer Quest basic game, the sight of a Minotaur with 15 wounds and 2 attacks per turn is enough to strike terror into the heart of the bravest of Warriors. By comparison, in the Roleplaying game, by the time the Warriors have become mighty heroes they will be up against Bloodthirsters with 125 wounds and 8 attacks per turn, not to mention a whole array of frighteningly deadly special abilities...!

THE WARRIOR PACKS

Over the next few months, we'll be putting together a range of supplements to expand the Warhammer Quest game. Warrior Packs will contain all the templates, counters and cards you need to use a new type of warrior in your games, together with a detailed rulebook and an absolutely splendid

Citadel miniature to represent the Warrior himself. We are currently working on a dozen or so of these packs, ranging from Witch Hunters to Wardancers, and all will be revealed in due course.

THE ADVENTURE PACKS

There are also a range of Warhammer Quest Adventure Packs in development. Rather than focusing on a particular Warrior, these bigger supplements provide a whole new set of adventures for your Warriors. Each pack is set in the lair of a particular monster or villain, and contains all the floorplans, counters, playing cards and rules you need to explore this hazardous realm. It goes without saying that each Adventure Pack will also come complete with a host of Citadel miniatures to represent the arch-enemy and his henchmen.

White Dwarf, will of course, be running regular articles on Warhammer Quest, together with new Treasure cards, Objective Rooms and adventures that you can cut out and include in your Warhammer Quest games.

It has to be said that I'm really pleased with Warhammer Quest. It's been quite a slog since finishing Man O' War and the supplements, and I've always seemed to have a million and one other things to do.

Finally, thanks a bundle to the assistant games developers Gavin, Ian and Mark, who put in a lot of hours working with me and playtesting the Roleplay book – all hail to Grunson's Marauders, the Warriors who made it all the way to Battle-level 10 and lived to tell the tale!

Good luck, good adventuring, and watch out for those Bloodthirsters – they're dead 'ard!

