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Warhammer Quest™

IMPERIAL NOBLE

A COMPLETE WARRIOR EXPANSION SET FOR THE WARHAMMER QUEST GAME

The Imperial Noble is a swift and deadly Warrior. With his trusty rapier he can duel with many enemies at once, or use his deadly duelling pistol to shoot them down at a distance.

The Imperial Noble also carries a valuable Heirloom with him. This priceless and ancient treasure instills the utmost dread in his adversaries.

In this pack, you will find everything you need to play a Imperial Noble in the Warhammer Quest game. The boxed set includes a 12 page rulebook, full colour cards and counters, and a finely-sculpted Imperial Noble Citadel miniature.



Contents and components may vary from those illustrated



Miniature supplied unpainted

Miniature designed by Gary Morley



The Imperial Noble is not a complete game. You need a copy of Warhammer Quest to use the contents of this box.

WARNING! Some of the components in this boxed supplement contain lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age

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GAMES WORKSHOP®

Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

LAIR OF THE ORC LORD

By Andy Jones and Dean Bass

Lair of the Orc Lord is the first Adventure pack for Warhammer Quest. In this article, Andy and Dean explain what this new type of pack is all about, and give us a glimpse of what dangers lurk in the Lair of the Orc Lord.

WARHAMMER QUEST

Warhammer Quest is a fast and furious game of adventure where your brave Warriors journey deep into the dungeons of the Warhammer world. Here you must face hordes of vicious Monsters and overcome many perils in order to gain your reward. Fabulous riches and great glory await those who are successful, and death stalks those who fail.

In Warhammer Quest nearly all the rules are on easy reference cards. This avoids constantly thumbing through the rulebook, and makes the game really fast and exciting! You can get on with the adventure without having to worry about which page the Dwarf's axe rules are on, or how the Barbarian goes berserk. The Warrior packs continue this idea, so as well as a stunning Citadel miniature, each pack contains all the rules and equipment for the Warrior on a set of cards.



ADVENTURE PACKS

Lair of the Orc Lord is the first in a new series of Adventure packs. These are set in the strongholds of some of the most fearsome monsters in the Warhammer world. Each pack contains new Monsters for the players to defeat, extra events for your Warriors to encounter, more board sections for you to quest through, six new adventures for you to complete, as well as loads more treasure for you to collect! All you need to explore the deadly Orc domains of Warlord Gorgut is the *Lair of the Orc Lord* Adventure pack and the basic Warhammer Quest boxed set.

SPECIAL CHARACTERS

One of the concepts that we wanted to build upon in the Adventure packs was the idea of character Monsters. In Warhammer Quest you fight your way through endless ranks of Orcs, Goblins and Skaven. Rather than simply add to these basic troops, we decided that the metal miniatures in each of the Adventure packs should all, in their own way, be as challenging as the Minotaur! With this in mind, our designers went away and sculpted some superb new models.

HERE COME THE ORCS!

Each of these Monsters is an individual in the same way as the Warriors. Because Warhammer Quest focuses on the individual adventures of brave Warriors rather than entire battlefields full of troops, we have been able to give each of these Monsters a unique character of its own. Many of these creatures would never appear in a normal Warhammer battle,

but are deadly foes nonetheless! Each of these anti-heroes represents a particular adversary for the Warriors to overcome, rather than just one of a horde.

The most important characters in *Lair of the Orc Lord* are the two most powerful ones. The first of these is the Orcs' ruler, the hardened veteran of a hundred combats who has clawed his way to the top of the pile. This is no ordinary Orc. This is an adversary worthy of the most battle-hardened of Warriors. This is Gorgut.

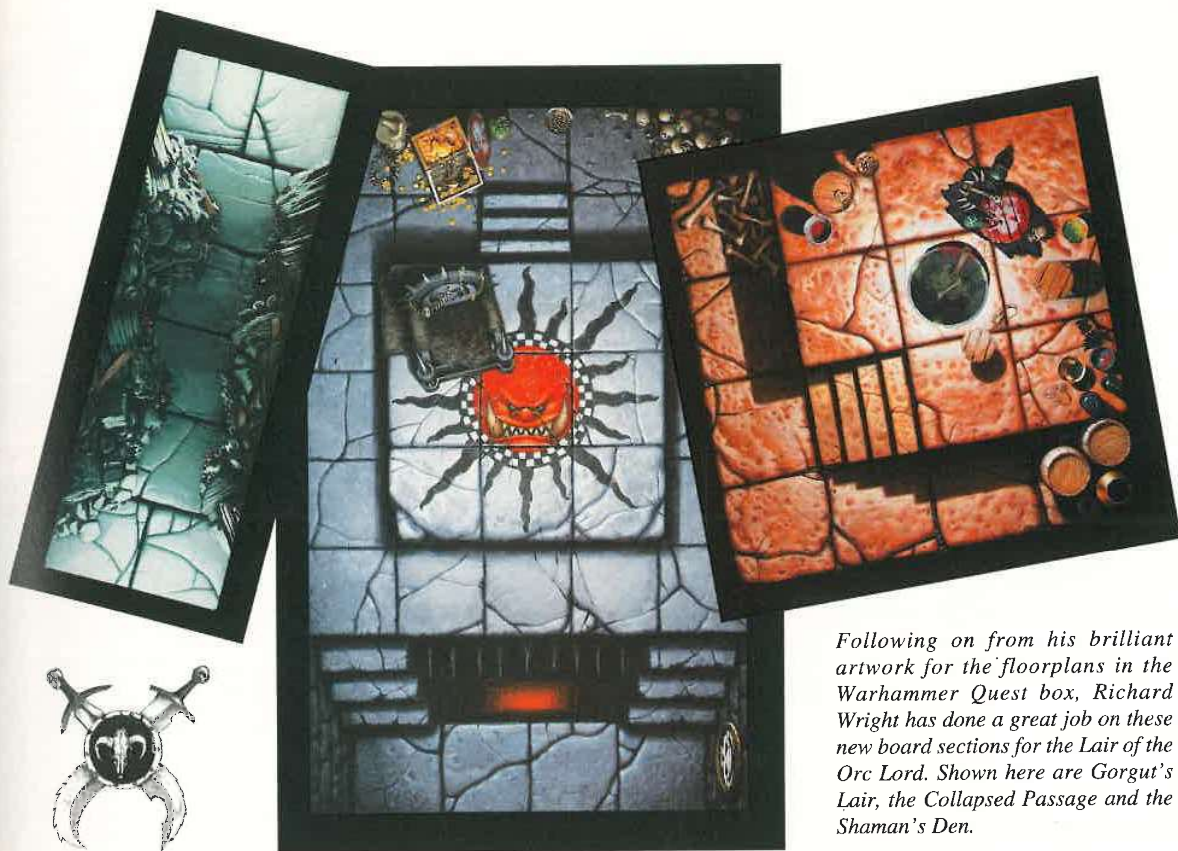


Warlord Gorgut is the ruler of all the Orcs in his domain (at least he likes to think so). He rules his minions with an iron hand, and is widely feared by those who are lucky enough to have survived meeting him. With a powerful character like this we needed to make sure that he would stand out from the crowd. So, as well as a suitable fear-inspiring profile (including 12 Wounds and 2 Attacks!), we gave Warlord Gorgut a magic ring...

The second Orc character is Skabnoze. He originally appeared in *Death Below Karak Azgal* – the adventure in the Warhammer Quest Roleplay book, and is now back for more. Skabnoze is an Orc Shaman, able to hurl Waaagh! magic at the Warriors. Skabnoze also has a magic ring – one that allows him to turn invisible, and then hunt down the Warriors when they think he is safely dead and gone!



This is just a selection of the 36 new cards from *Lair of the Orc Lord*. As you can see, each one provides a new element for your games, whether an unusual Event, a special room, or the rules for one of the various characters you will encounter whilst adventuring in the Orc Lair.



Following on from his brilliant artwork for the floorplans in the Warhammer Quest box, Richard Wright has done a great job on these new board sections for the Lair of the Orc Lord. Shown here are Gorgut's Lair, the Collapsed Passage and the Shaman's Den.

DENIZENS OF THE ORC LAIR

As well as these two powerful characters, *Lair of the Orc Lord* includes many of their followers. For example, as well as being followed around by his jester Gubbinz, Warlord Gorgut has an elite bodyguard of Big'uns – as much to protect him from Skabnoze's ambitions as anything else! These dangerous Orcs are big, brutal and mean and form a serious obstacle for the Warriors to overcome.

Once we'd sorted out the bosses, the other characters followed quite swiftly. Gubbinz the Goblin Jester keeps Gorgut amused between raids and can be a real pain in the neck for the Warriors. He may not be deadly in combat, but when the Warriors are already hard-pressed from all sides, Gubbinz' antics can spell disaster. When the Warriors finally do away with the infuriating little Gobbo his Squig Hound, Growler, turns up to avenge him. Growler is deadly, and the Warriors would be well advised to dispatch the ravening creature as quickly as possible. Lastly there is Bog Off the Snotling, who steals the Warrior's Lantern and leads them a merry dance – usually straight into a trap!

THE MINIATURES

Each of the characters in *Lair of the Orc Lord* is represented by a specially crafted metal Citadel miniature. In this first Adventure pack, the models have been sculpted by Gary Morley, who also designed many of the new Warriors which have appeared on the shelves over the past few months. Gary's humorous touches and attention to detail makes these some of his best work yet!

THE LAIR ITSELF

Each adventure pack contains several board sections for you to add to those from the Warhammer Quest box. These are all beautifully painted by Richard Wright, as you can see above. Each of these new board sections provides a unique challenge to the Warriors. The Collapsed Passage corridor section, for example, only allows the Warrior to move in single file – a precarious formation if the Warriors are attacked. Gorgut's Lair and the Shaman's Den are set on more than one level, which restricts the way the Warriors can fight, and causes no end of problems when the entire Orc horde is massed against them!

Lair of the Orc Lord also includes a pack of 36 playing cards. There are new Orc Event cards, Dungeon cards and also new Special cards. These Special cards have a summary of the more important rules on them, such as Skabnoze's Waaagh! spells, and are designed to help you find rules quickly during an adventure. There are also more Treasure cards for your Warriors to pick up which, combined with those from the Warhammer Quest box and the Treasure card decks, provide an almost infinite variety of magic items and weapons for the Warriors to accumulate.

Once you have *Lair of the Orc Lord*, you can choose to either just play with the new cards from this pack, or use a random mixture of all the Event and Treasure cards that you have. This means that the adventure you'll follow will vary from fighting your way through hordes of greenskins to get to Gorgut, to simply taking your chances against whatever fate may throw at you!



Warriors are hired by a mysterious alchemist to recover some magical items which have been stolen from him. Unfortunately, these items have ended up in the treasure pile behind Gorgut's throne...

ONWARDS AND UPWARDS

This Adventure pack is designed so that it can be used whatever Battle-level your Warriors have reached. There are Monster tables which work like those in the Warhammer Quest Roleplay book, but contain only Orc characters and Monsters for the Warriors to face. There are also expanded Orc Event and Treasure tables plus some special rules and adversaries like Squig Hoppers.

The last section of the rulebook is a pre-written adventure. Warriors who have battled their way through *Death Below Karak Azgal* from the Roleplay book will be familiar with the format, as the *Doom of Grishnak* follows similar lines. This adventure is for players who use the full Roleplay rules and play with a Gamesmaster, as explained in the back of the Warhammer Quest Roleplay book. The *Doom of Grishnak* steers the Warriors through the cavernous realms of Gorgut, with detailed maps and room descriptions for the Warriors to explore. There's also a Guide to Good Games Mastering by Dean Bass, which gives helpful pointers on how to create the right atmosphere for an adventure and how to handle a variety of different situations.

Lair of the Orc Lord contains everything you need, whether you prefer to play one-off adventures each evening or are currently embarked on a mighty quest along the length and breadth of the Warhammer world!

MORE DANGER

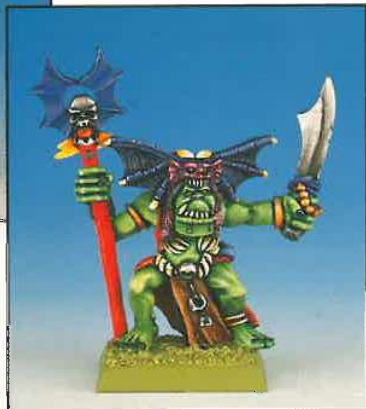
Lair of the Orc Lord also contain a 48 page rulebook. This is divided into three sections in the same way as the three books you get in Warhammer Quest – rules, adventure book and roleplay. There are six new adventures for the Warriors to complete. These work just like the ones in the Warhammer Quest box but they each have their own unique storyline, objectives and special rules to represent the unusual nature of Gorgut's lair. For example, in the *Stolen Goods* adventure the

THE FUTURE

Lair of the Orc Lord is the first in whole series of Adventure Lpacks. We are currently working on packs for many of the different races that live in the dark and dangerous places beneath the Warhammer world. Rumour has it that Gavin Thorpe has ventured into the lands of the Undead, Dean Bass is lost in the heart of Skavenblight, and Andy Jones is trying to escape from the Chaos Dwarf Sorcerers of Zharr-Naggrund!



Above: One of Gorgut's Big'un's. These fierce Orcs act as the Warlord's bodyguard, not that he really needs one!



Below: One of the Warriors' most dangerous foes – Skabnoze the Orc Shaman.



Below: Gorgut – the big, bad Orc Warlord.



Above: Gubbinz the Goblin jester is an infuriating and persistent problem for the Warriors!

TREASURE



TREASURE

DUNGEON ROOM TREASURE CARD
MORADREL'S BOOTS

Moradrel was a skilled Elf mage who created many powerful magic items, most of which have been lost or destroyed down the long years.

As soon as these boots are put on the whole world seems to slow down.

While wearing these boots your Warrior's Movement characteristic is 1D6 + 1.

Roll each turn to see how far your Warrior can move.

VALUE 400 GOLD

Elf only

PERMANENT

TREASURE



TREASURE

DUNGEON ROOM TREASURE CARD
REAPER SWORD

This mighty sword is sharper than a razor. Its keen blade glitters in the flickering torchlight, and even in the deepest inner light.

While your Warrior is using this sword he gets +2 Strength.

VALUE 400 GOLD

Barbarian only

PERMANENT

TREASURE



TREASURE

DUNGEON ROOM TREASURE CARD
GRIMSTONE

The age-pitted surface of this ancient stone hides the power to drain the life energy of others and transfer it to its wearer.

Upon invoking the Grimstone choose any other Warrior in the party. Your Warrior now has the same number of Wounds as the Warrior, while he now has the number of Wounds your Warrior had. In effect, their Wounds are swapped. The Grimstone may never be used to take a Warrior above his Starting Wounds, which remain as they were.

VALUE 400 GOLD

Dwarf only

USE ONCE PER ADVENTURE

TREASURE



TREASURE

DUNGEON ROOM TREASURE CARD
FREEZING DEATH SPELL JEWEL

This jewel is carved of ice that never melts, and is freezing to the touch. When its power is invoked, it releases a lethal blast of icy shards at the Wizard's foes.

This jewel may be used once per turn to cast the Freezing Death spell. The bearer must make his normal BS roll to hit as with a normal missile attack. If he hits the Monster, then he rolls 1D6 to see how many dice of Wounds he causes. Eg if he rolls a 2, he causes 2D6 Wounds, not just 2 Wounds.

VALUE 400 GOLD

Wizard only

ONE USE PER TURN

Warhammer Quest



The Black Fang Orcs of Mount Gunbad are ruled by the tyrannical Warboss Gorgut. Surrounded by his brutal bodyguard and entertained by Gubbinz the Goblin jester Gorgut holds court, counting the skulls of the many Warriors who have dared to enter his bleak domain.

This Adventure Pack enables your Warriors to enter the dreaded Lair of the Orc Lord. The box contains new full colour floorplans, treasure cards, event cards, magic items and 8 brilliant Citadel miniatures, together with a 48 page rulebook describing a wealth of background information, six basic adventures and a complete Warhammer Quest Roleplay adventure.



Contents and components may vary from those illustrated



GUBBINZ THE JESTER



GROWLER THE SQUIG HOUND

Miniatures supplied unpainted



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