



THE
INQUISITOR
SKETCHBOOK

• JOHN BLANCHE •

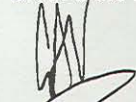
John Blanche, Games Workshop's legendary art director, has been the source of so much of the incredibly dark and gothic imagery of the Warhammer worlds. Now, with the release of the Inquisitor game, his arcane visions have reached a new level of inspiration and intricacy. Here for the first time is a glimpse into the development of a new game world, with John's original concepts taken directly from his infamous sketchbook — including many ideas that did not make it into the finished release. This lavish full-colour book includes an introduction from Inquisitor's designer, Gav Thorpe, and annotations from John himself.

Inquisitor was the first game project I have worked on in which I was really involved with John Blanche at the earliest conceptual stage. Right from the outset, we were aiming to do something a bit different to what our games had done before, and to really delve into the nature of heroes and villains in the Warhammer 40,000 universe. When John brought in his first concept sketch, the Imperial Guard Veteran, it was clear that even existing archetypes were going to benefit from a thorough going-over.

It started with a list of titles – different names like the arco-flagellant, the solar priest and the sycophantos. I wrote two or three lines fleshing each of these ideas out, while John started doing sketches and paintings. As I saw what John was doing, the broad concepts were honed down into distinctive character types and even specific named characters, while some of what I was writing in the Inquisitor text introduced elements which John built upon in his art, such as the idea of doing a Deathwatch Space Marine rather than the Grey Knight we had originally been keen on.

After John had produced dozens of sketches we then narrowed down the field to the fifteen miniatures we had the resources to make as a main range, and believe me it wasn't an easy process. Obviously there were key figures that simply had to be included, such as the various new Inquisitors themselves, the Space Marine, a Tech-Priest of some variety, and so on. These were all figures from the heart of the existing imagery of the Imperium and the Warhammer 40,000 game. The real difficulty came in deciding which new characters to introduce to the background, since all had their merits. In the end, we chose the characters we felt were based upon the strongest and most diverse archetypes, mixed with no small amount of personal favouritism, for my part as much inspired by the actual pictures John had produced as the underlying concepts themselves – as you will see in this fine book.

Of course, perhaps the greatest achievement of Inquisitor was to explain all about those flying skulls John keeps putting in his paintings...



Gav Thorpe

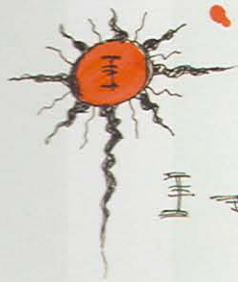
Designer of the Inquisitor game



WHAT IS THE TERROR
OF DEATH?

THAT WE DIE OUR WORK
INCOMPLETE.

WHAT IS THE JOY OF LIFE
TO DIE KNOWING OUR
TASK IS DONE.



THEN EVERY ONE
OF US SHALL GIVE
ACCOUNT OF HIMSELF
TO THE EMPEROR
WATCH THEREFORE:
FOR YE KNOW NOT
WHAT HOUR HE WILL
COME.



I think that whenever one develops a new world, or part of a bigger world, there is a real opportunity to try something new. The development of the Inquisitor game allowed us to focus on some aspects of the Warhammer 40,000 universe that had always been there, but never properly developed – such as the rogue traders and the Adeptus Mechanicus. We were also able to introduce characters who were not soldiers, but had their part to play as denizens of the wider 40K background. I was particularly interested in the more medieval and arcane characters like cultists, redemptionists and amazing new concepts like the arco-flagellant. That particular character's genesis actually started with Alan Merrett, who produced a wonderful list of provocative titles: words like 'arco-flagellant', 'daemonhost' and 'chrono-gladiator'.

These served to inspire my original concept drawings; Gav responded to them with more background notes, and in turn I responded to those. Beyond that, though, there was no set pattern to developing these characters – if you define the brief too rigidly, it's easy to lose that inexplicable spark that brings a character to life.

This freedom also extended to the deliberate speed and looseness these sketches. Inspired by old punk fanzines and the spontaneous creativity of action painting and expressionism, on this project my methodology was to deliberately not be too precious. The freedom to try ideas, take them wherever they wanted to go, was liberating. I have been producing sketches for more than ten years, but usually the games only feature the finished product. However, inspired by Jes Goodwin's book of concept sketches, *The Gothic & the Eldritch*, I have started to pay more attention to them. In these sketches, you can see not just the ideas that made it into the Inquisitor game but many more besides that, but for this book, would have been discarded.

JOHN BLANCHE

John Blanche

INQ̄V̄ISITION

Who is to judge what is right and what is wrong? Great and powerful foes surround us, unknown miscreants gnaw at us from within. We are threatened with total annihilation. In days such as these we can afford no luxury of morality. We can only do that which we need to do to survive.

Inquisitors are most powerful individuals in Imperium. They are not necessarily the most physically strong or have the most dangerous weapons but no door in the Imperium is closed to an Inquisitor. They can go where they want/need to in order to route out heresy, blasphemy or traitors. They are able to call on the resources of an entire world if it suits their purpose. Space Marine Chapters, the Imperial Guard, Sororitas, even Imperial Assassins are all at their beck and call.

Inquisitors are the left hand of the Emperor, the Adeptus Terra and all that is associated with it are his right hand. They are monkish. They have access to, and awareness of, things no other humans have.

The Imperium is a mighty conglomerate of millions of worlds spread over unimaginably large distances. Over the eons an extraordinary bureaucracy has evolved to try and manage this great edifice. Because of its size and complexity this is a near impossible task. Therefore mistakes happen, poor decisions are made, or are delayed for ridiculous lengths of time. Planets are pretty much left to their own devices as long as certain things are done (eg psykers dealt with, etc). Some planets may have harsh governments who keep the populace under the lash, others may be barely governed at all. Some planets are dominated by the Imperial Faith and ruled by the clergy of the Ecclesiarchy; others may have little awareness of such things and be desolate brutal godless worlds. All owe some allegiance to the Emperor even if this is little more than a dim awareness or collection of

ancient legends. Amongst all this the opportunity for individuals and groups to subvert or work against the Imperium are quite numerous. Sometimes this is through ignorance. Sometimes through weakness (greed, avarice). Sometimes this is through fear (mutants fear the Imperium and what it represents for obvious reasons). Sometimes this is because the heretics and traitors are the pawns of other agencies (eg Chaos, aliens).

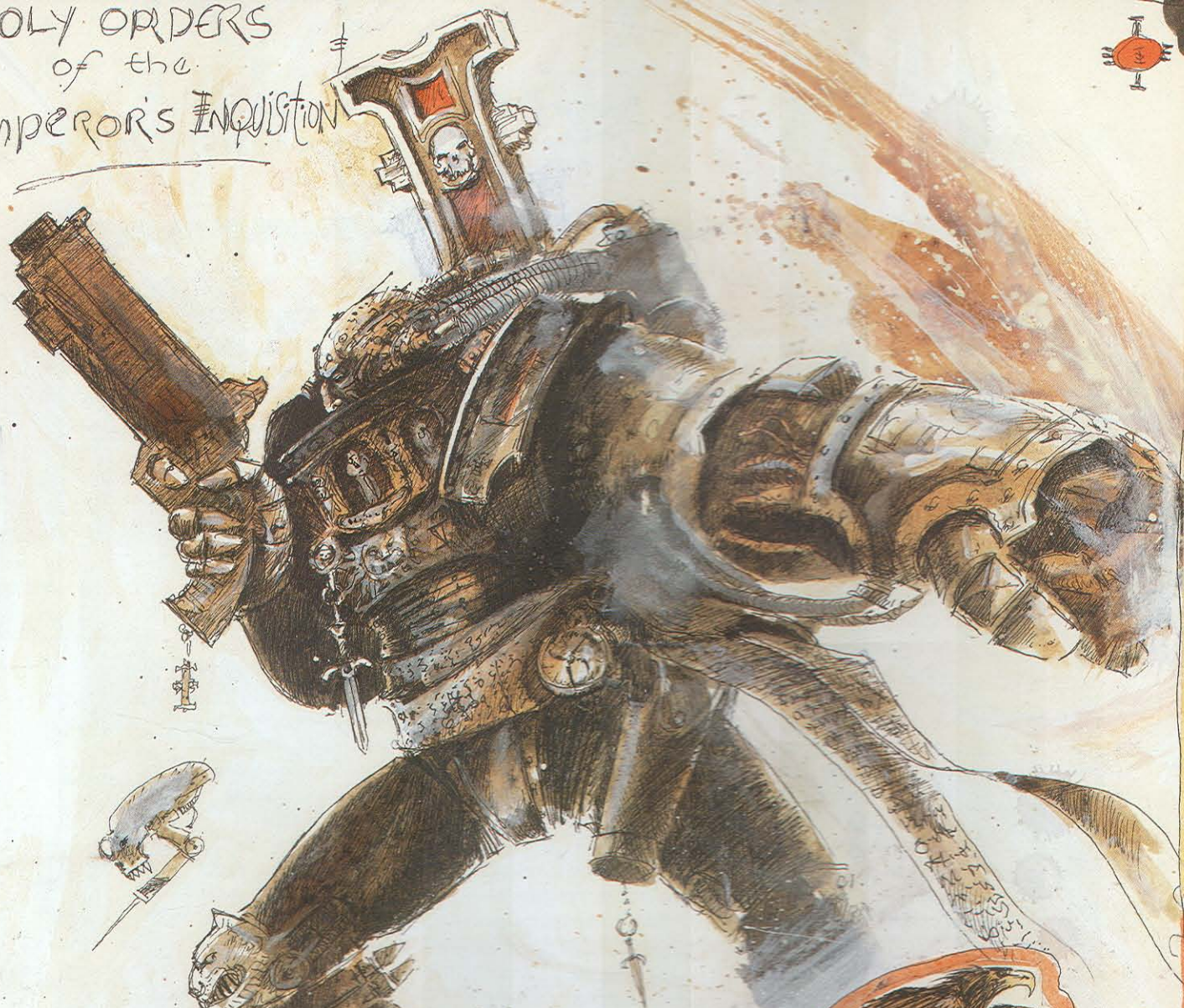
Most of the Imperium organisations have some element of police force about them. All are concerned with maintaining the status quo and Imperium law (such as it may be). However these organisations are sometimes the reason for the problem or are the route of it. It is here that the Inquisitors come into their own. They alone can stand outside of the other organisations and pass judgements on them. They are the great balance of the Imperium offering impartial and acute assessments of guilt and offering solutions which could not be raised from within. Even the highest official in the palace on Earth would fear the attentions of an Inquisitor!



HOLY ORDERS
of the
Emperor's INQUISITION



I
II
III
IV
V
VI
VII
VIII
IX



ARMOURD
INQUISITOR'S

* ~ † † † • • •

ORDO MALLEUS

ORDO HERETICUS

ORDO XENOS



RESURRECTIONIST
HUMANITY ORDO MALLEUS
MIZNATONISTS - SECRETIVE

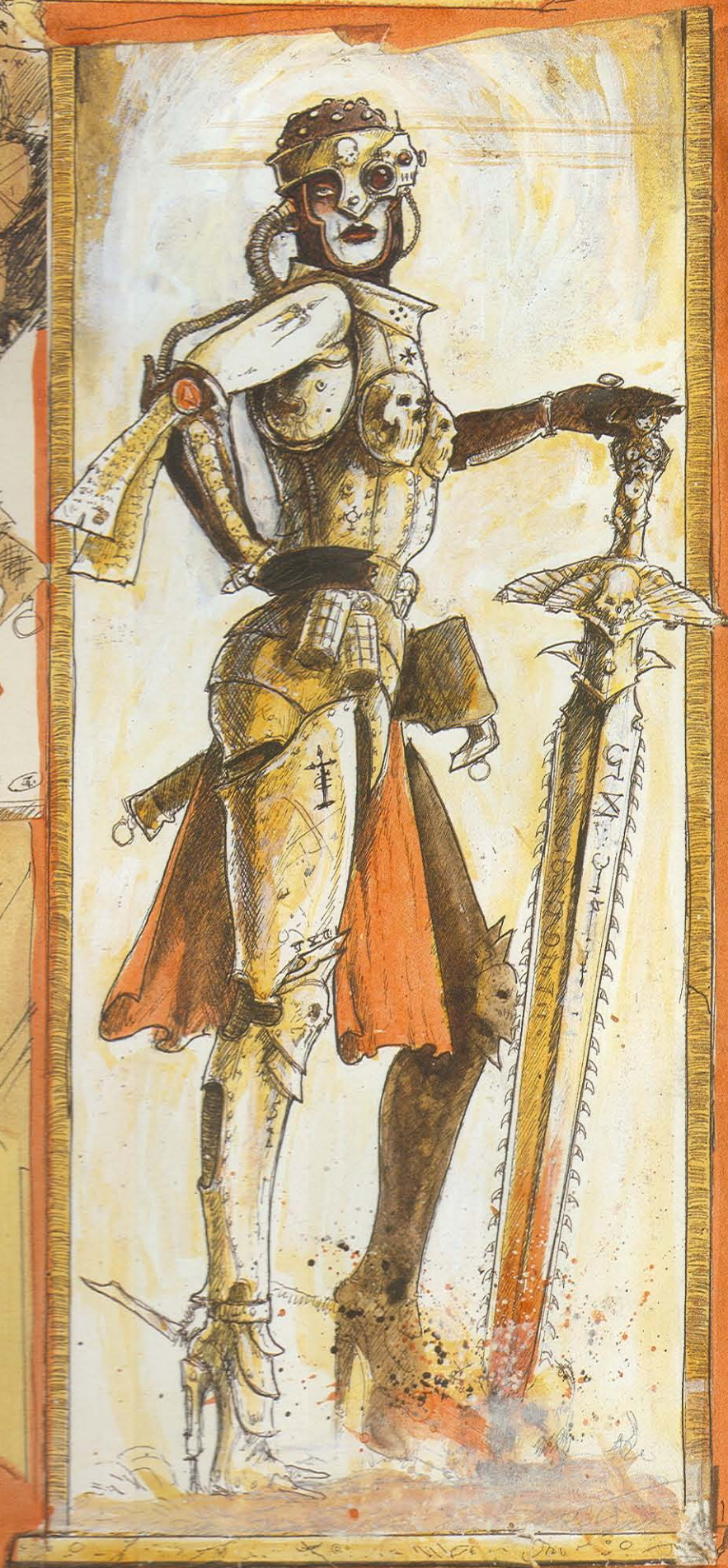


BHT ESK DARK.

© 2000 G. N.

† RADICAL

INQUISITOR - female



ARMOUR &
INQUISITOR



JOHANN 09w.

INQUISITOR

- 2 -

SOLAR CULTIST



ANNIHILIST FACTIONS HAVE ZERO TOLERANCE
TO THE EMPEROR'S ENEMIES.

MÖDUS ÖPERANDI - EXTÖRMINATUS

HELLFIRE & DAMNATION



MACHINE GOD CULTIST



PRISTHOOD OF MARS

ADAPTOS MECHANICUS CULTIST - RINGSIDE ADEPT - TECH ACOLYTE

Mechanicus Acolyte - The equivalent of the verger in the Temples of the Machine-God. Just starting his career as a Techpriest (not actually allowed to be called a Techpriest yet).

UTILISE TECHNOARCANIA FROM THE DARK AGE OF TECHNOLOGY
MYSTIC RITES AND CEREMONIES

THE BLESSING OF THE MACHINE GOD

SOLAR PRIEST



NOVICE HELIO CULTIST

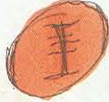
Solar Priest - Worships the sun as an incarnation of the Emperor or, heretically, worships the sun instead of the Emperor. Astronomer/ Astrologer.



SCHOLA PROGENIUM

STIRRED BY
THE SAINTS
FROM THE
PAST





FEMALE
NOBILITY
EMPERIAL
DRESS
UNIFORM



John 809.0.0

RENGADE NOBILITY

ROGUE TRADER

KROTCUTLESS



ALIEN DIGITAL WEAPONS



ROGUE IMPERIAL NOBILITY

ARMED WITH WARRANTS OF TRADE
TO EXPLORE UNKNOWN
WORLDS



IMPERIAL
NOBILITY

WINTER
COURT DRESS



FORMOC.W.

2

3

POWERED HOVER COAT - HEATED

SUPPORTED BY HOVERING

Sister Repentia - A member of the Sisterhood may be stripped of all rank and rights, reduced to a Sister Repentia. They are banned from Holy Service for the duration of their punishment and may suffer other castigations in the form of frequent physical punishment, enforced fasts and confinement. Often Inquisitors will take the services of a Sister Repentia who may be more 'free-thinking' than her Sisters.



DGM
ARM
PAR
STRIP
for
light
wgg



JOHN 1999 © G.W.

-WHIP MISSREZZ-

E



SISTER of the APOCALYPSE .

LEGIONES
ASTARTES

And they shall know no Fear

SPACE
MARINEZ

LEGENDARY
ANGELS OF DEATH

INQUISITORIAL
CHAPTERS -
GREY KNIGHTS OF ORDOMAR
DEATHWATCH OF ORDOX



JOHN M. O'G. W.



SPACE MARINES



BLOOD
ANGEL
BROTHER
MARINE

THE SERVICES
OF LOCALISED
MARINES MAY
BE SOUGHT
FOR LOCAL &
SHORT TERM
DUTIES TO

ADD
AUTHORITY
& ARRANGEMENT



ARCHAIC
MARINE

ANCIENT
ARMOUR
&
WEAPONS

POWER
GLAIVE



• SANCTIONED ALIEN BOUNTY HUNTER •

INQUISITION
SEAL OF
SANCTIONED
ENLISTMENT

ARCANE
PRIMITIVE
BLASTER

HUMAN SKULLS
TROPHIES
& BOUNTY TOKENS



CATAUCHING
DUELLING
GLAIVE

PSYCHIC
ENHANCER

NECK SCAR OR
METAL CLAMPS
ON NECK
WOUND

METAL CLAMPS

LEATHER
ARM BAND
WITH
WOUND
ICON

TROPHY POLES

KNIVES
CATAUCHING
FAWS
NIGHT
REAPER

LEATHER
SHOULDER
HARNESS
HOLDING
KNIVES

GLOVES WITH
NAVIGATION
INSTRUMENTS
BUILT IN

VENOMS 4
CATIN BLADES

LIMBY
CLOTH
WITH
DESIGNATIONS
TO HIS
INQUISITOR
MASTER

DAGGER IN BOOT



EMPIRIAL
GUARDS
VETS.



HONOUR THE IMMORTAL EMPEROR
FOR HIS ETERNAL STRENGTH

Techno-cultist - a technophile, real cyberpunk nutter who just wants more and more implants and bionics, most of them inconsequential except to him. A hi-fi buff for 40K. Has a flying skull for a walkman!

Mechanicus Acolyte - The equivalent of the verger in the Temples of the Machine-God. Just starting his career as a Techpriest (not actually allowed to be called a Techpriest yet).



Witch-Seeker - Accompanied by a psyber-familiar who can detect psychic emanations, the Witch-Seeker is an officer from one of the Inquisition's dreaded Black Ships, who is sent onto the surface of worlds to learn if they are tainted by the presence of psykers.



PRIESTS

WITCH-SEEKER

INQUISITION

MALEUS PREEST
OR

AS AN ACTIVE SERVICE
WITCH-SEEKER WHO
WORK UNDER THE
AUTORITY OF THE
DEPT. OF TWIN
TOWERS -



INQUISITION AGENT ENFORCER

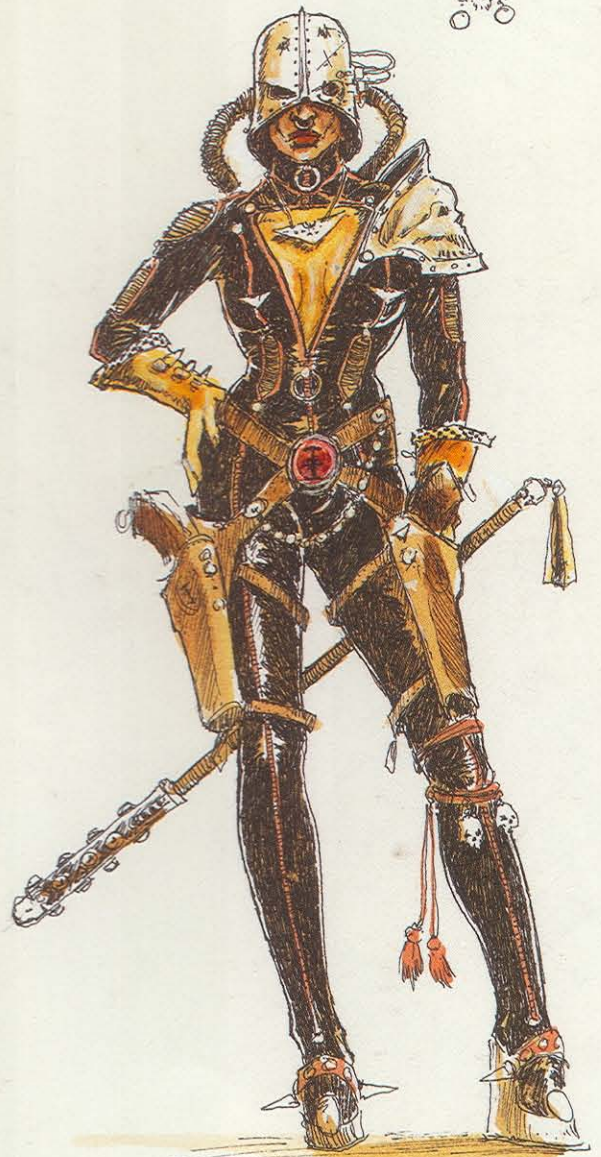
NOT ALL IMPERIAL INQUISITION AGENTS
ARE MALE.



SEMI-FORMAL SLAVER - SANCTIONED BY
THE IMPERIAL PRIESTHOOD TO HUNT IMPORTANT
ESCAPED SLAVES - ABILITIES MEANS
THAT HUNTERS MAY DOUBLE AS RANGERS,
PATROLLING ROADS & BOUNTY HUNTERS.

ARMED WITH THROWING KNIVES
ANTI-QUE PISTOL & THUMB COFFS
THIS HUNTRESS BEARS THE SCARS OF
SUCCESSFUL MISSIONS.

NOW SANCTIONED SLAVERS WEAR NO
IMPERIAL INSIGNIA & COME IN ALL FORMS
OF DRESS & EQUIPMENT.



Slave Runner - Trading in slaves is not against Imperial Law, though it is banned by some Imperial Commanders. Alien slaves can be more valuable than human slaves too. Although the Slave Runner does not care about the misery and abuse heaped upon his charges, he does want them to stay in the best physical condition for the best price, and so is well versed in medicinal skills and first aid.

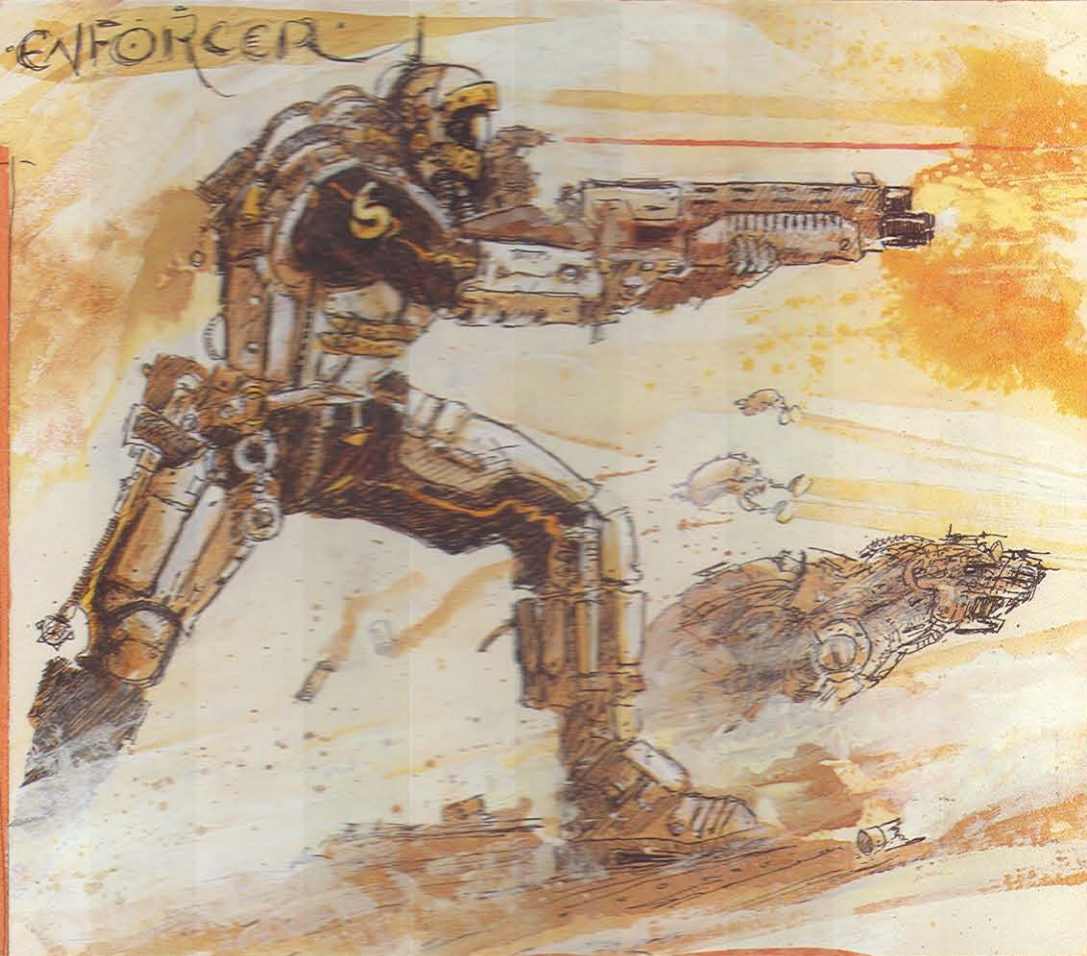
WARDEN

ENFORCERS & SUCH LIKE
TRAINING BY ARBITERS



ENFORCER

ENFORCER



SEARCH & FIND MISSION

SEARCH & FIND MISSION

BLACK PRIEST • OFFICIAL AGENTS OF THE INQUISITION •



BOLT PISTOL
POWER SWORD
GOD SERVO SKULL
ELONGATED SKULL
BLACK PRIEST
ROBES OVER
AN IMPERIAL
UNIFORM

RECRUITED FROM
THE PRIESTHOOD
BY THE PRIESTHOOD
TO SERVE THE
INQUISITION AS
INVESTIGATORS &
SEEKERS OF
HERESY.

III

FROM ORIGINAL
CONCEPTS BY
KARL KÖPPEL

INQUISITION

WARRIOR
PRIEST

INQUISITION



MANY FOWS ARE
LOST & DAMNED - A SLAVE TO
DARKNESS, ~~AND~~ ~~THEY~~ ~~ARE~~ ~~NOT~~ ~~TO~~
~~BE~~ ~~FORGOTTEN~~ ~~IN~~ ~~THE~~ ~~HEAVENS~~

CULTIST

STRANGE
BIZARRE
& VERY DANGEROUS

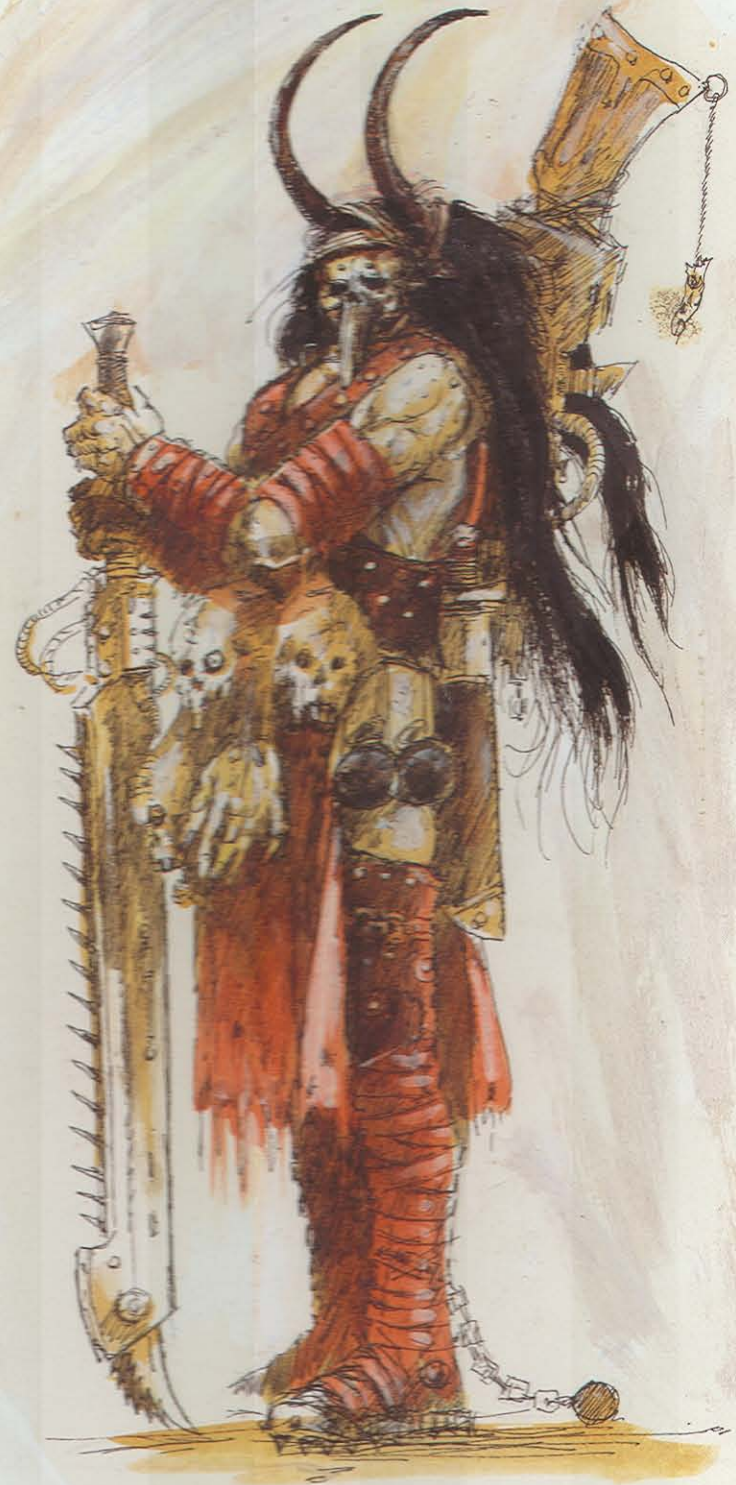
SOME IMPERIAL
SOME CHAOTIC
CULTS ARE
LEGION



ADORE THE IMMORTAL EMPEROR
ADMIRE THE IMMORTAL EMPEROR
EXALT THE IMMORTAL EMPEROR
REVERE THE IMMORTAL EMPEROR
Venerate the Immortal Emperor
Honour the Immortal Emperor
Glorify the Immortal Emperor
Praise the Immortal Emperor
Hail the Immortal Emperor
Worship the Immortal Emperor

• FOR HE HAS
• OUR
• PROTECTOR •







• CULT OF SIDDITH • SIDDITH PRIESTS -- MYSTERIOUS ASSASSIN MURDERERS

XXIIIIXCCMM

SIDITH PRIEST

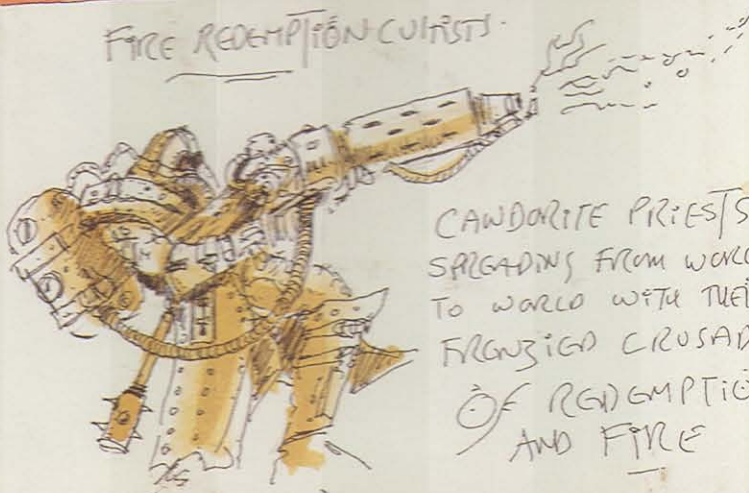
IMPERIAL CULTS - EMPEROR CULTS -
MACHUS GOO CULTS - DEMONIC CULTS -
ARCANO CULTS - DEATH CULTS - REDEMPTION CULTS -
VAMPIRE CULTS -

CULTS • CULTS • CULTS • CULTS • CULTS • CULTS • CULTS • CULTS • CULTS • CULTS

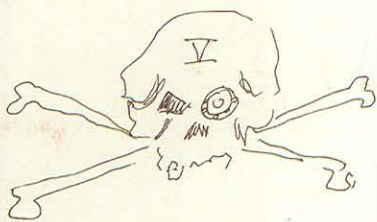
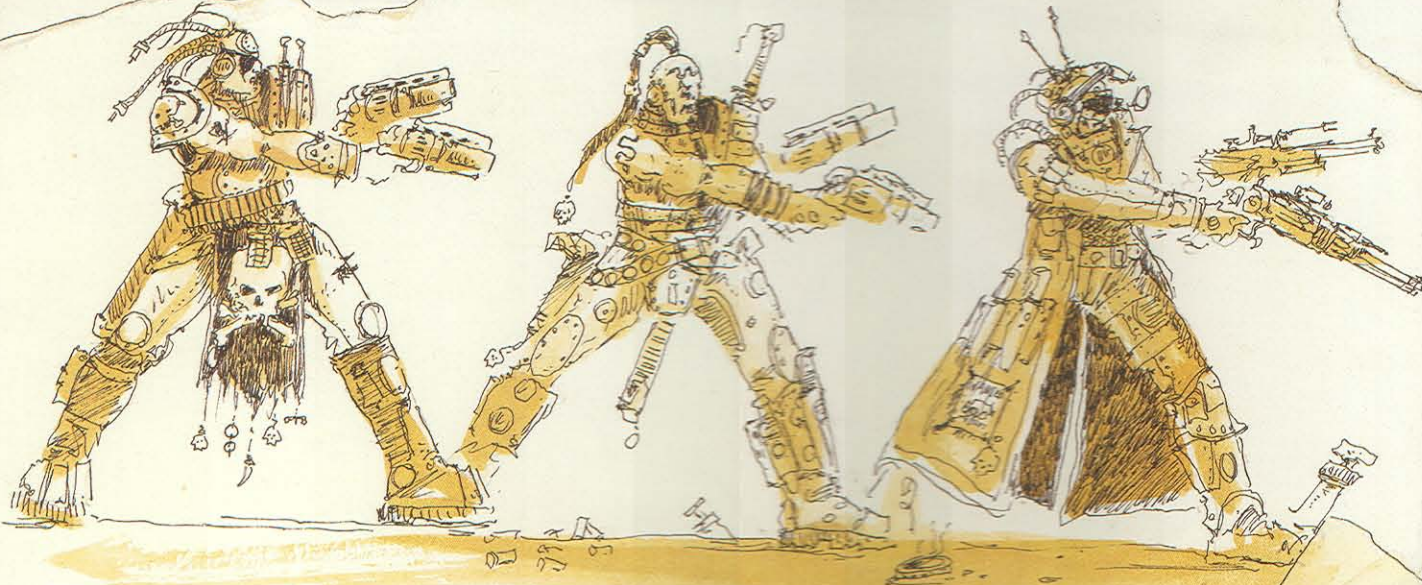
CHAOS
CULTISTS
AFTER JESS



FIRE REDEMPTION CULTISTS



CANDORITE PRIESTS
SPREADING FROM WORLD
TO WORLD WITH THEIR
FRONZIG CRUSADE
OF REDEMPTION
AND FIRE



Pirato-renegade – Adventure and booty are this character's goals. If you can pin him down, he'll take it. Interesting twist is the Pirato-grafter who steals body parts and organs from his victims and has them grafted on to his own body.

Desperado – Down-trodden and a fugitive, the Desperado will hire his guns and blades to the highest bidder. No job too small or dirty: back-stabbing, cold-blood killings, patricide and infanticide, all are missions he'll take, if the price is right. In fact, his grandmother is for sale right now at a bargain price.

Gunslinger – He's the man to beat. Flashy, and fast, he wants to carve himself a reputation across the whole sector as the man you face at your peril. Calm, imposing and deadly accurate, the gunslinger isn't adverse to do a little enforcement work, or doing good deeds if his overgrown machismo is appealed to.

NECOMUNDAN RENEGADE I-V III
BOWDGE to INQUISITION
RATSKIN
PATHFINDER

ANTIQUE GUN

ELAVIEW FINDER
MAXE GOWANGLA

NECROM



Cultist

CULTS ARE LEGION - EMPEROR CULTS - SUN CULTS - MACHINE CULTS -
- TECH CULTS - PSYBER CULTS - MYSTIC CULTS -
- FLAGELLANT CULTS - ZEALOT CULTS - RELIGIOUS CULTS -
- MUTANT CULTS - 9 CHAOS CULTS -



MASKS & HODS ARE FOR MANY A CULTIST
FAVOURITE ITEMS OF WEARE
AS IF TO CONCEAL THEIR MADNESS
OR TO TAKE ON THE ATTRIBUTES
OF THE MASK ITSELF -



1



GULIST



CULTIST

REDEMPTIONIST

REACTIONARY CULT
OVERZEALOUS -
ALL CONSUMING
NEED FOR
THE GUILTY
TO BE
CLEANSED

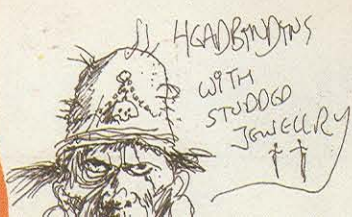
APOCALYPTIC
MILITIA

HORDS

Kill or
BE
Killed



JOHN M. G. W.

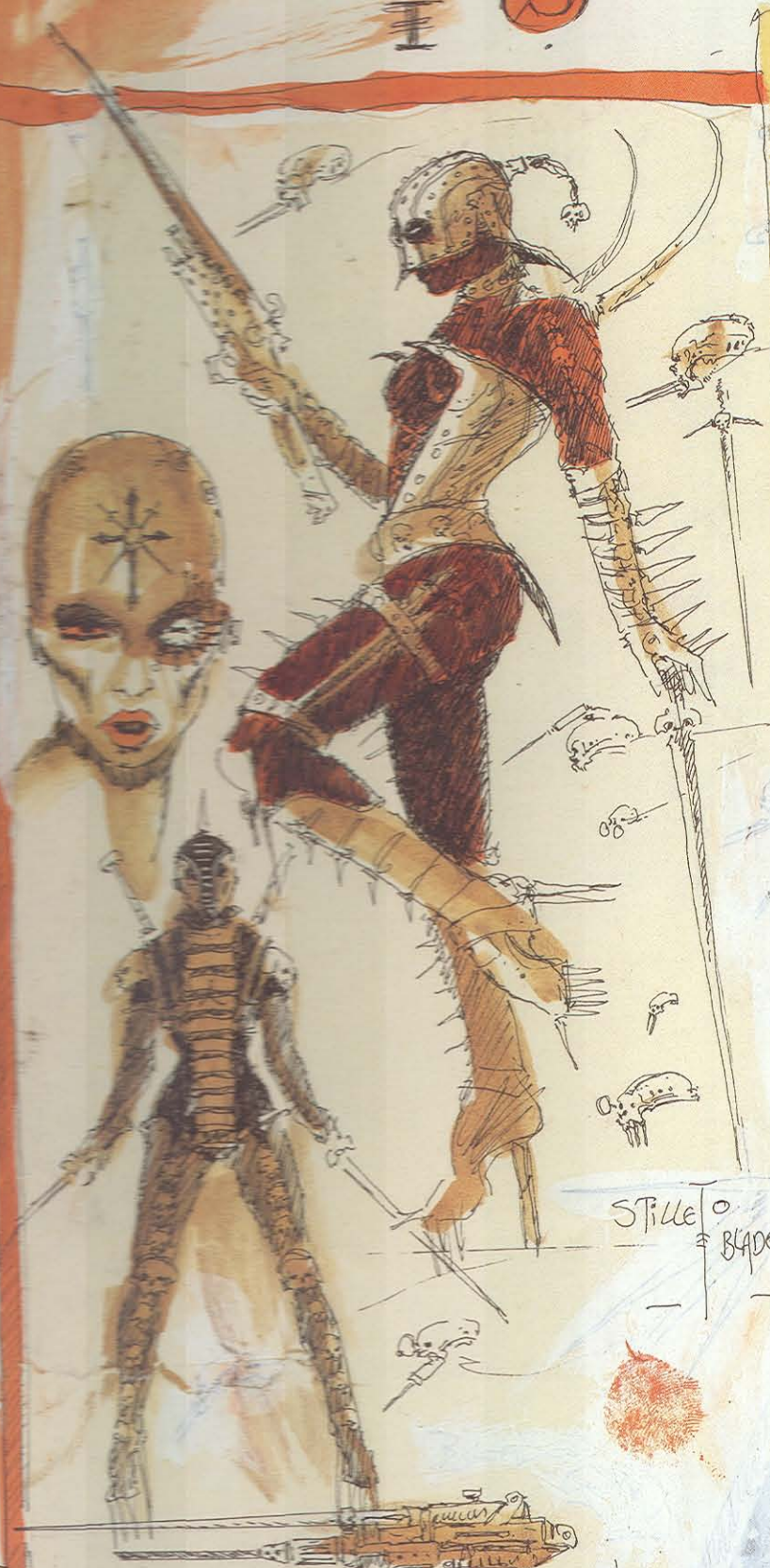


HEADBANDS
WITH
STUDDED
JEWELLERY
††



DEATH MASKS

DEATH CULTIST



STILL
BLADES

THE BLOOD
OF MARTYRS
IS THE
SEED

NEEDLE

BERSEKER ASSASSIN.



PROLONGED MISSION ACTIVITY
CAN SOMETIMES LEAD TO
BERSERKER RAGE WHEN IN
COMBAT - THIS CAN PASS
BY EXTREME BATTLE ACTIVITY
EXPOSURE. - ASSASSIN HOUSE
MASTERS MAY BE PERSUADED
TO ALLOW THESE AGENTS
TO JOIN INQUISITION WARRIOR
BANDS, WHILE THEIR PSYCHOSIS
LASTS - IT MAY CARRY ON &
DEEPEN - IT MAY PASS - OR
IT JUST GOES ON -





INQUISITOR WARRIOR BANDS

Cyber-berserkers

Chrono-Gladiator - Fitted with numerous bionic weapons and attachments, the Chrono-gladiators have a pre-set self-destruct deadline, which is only extended when they are in battle, so they thirst for battle as they thirst for life itself.

CHRONO
GLADIATOR



ROGUE TRADER

Rogue Trader



UNDER INSTRUCTION
FROM THE PRIESTHOOD
(SEE IMPERIAL TASS &
PURITY SIGNS)

EXPLORE NEW
REGIONS OF THE
GALAXY

ROGUE TRADER

ARE LICENSED
FREE RANGING
IMPERIAL AGENTS

SOME CAME FROM
THE RANKS OF
THE INQUISITION
MOST DISAPPEAR
IN THEIR LONG
MISSIONS -

THEY ARE OUTCASTS
KEPT AT A SAFE
DISTANCE BY
THE IMPERIUM.

OCCASIONALLY AN
INDIVIDUAL MAY
RETURN.

OFTEN
POWERFUL PSYCHICS

AND ARMED & EQUIPPED WITH
POWERFUL WEAPONS INCLUDING

STRANGE JOKABLO DIGITAL WEAPONS THEY MAY LEAD MISSIONS
ALONG SIDE OR FOR THE INQUISITION.

THEY ARE NOT IS



ALIEN DIGI WEAPON
SAUNLETS.

LEXMECHANIC - CALCULUS LOGI



Calculus Logi - A human computer (also known as a lexmechanic), very good at calculating trajectories and firing angles, and predicting enemy movements.



MUCH SIGHTING EQUIPMENT ON THIS DUDE
CAN USE HIS KIT AT HIGH SPEED
9 COUPLED WITH INSTANT MENTAL
LOGARITHMS CAN MAKE
NUMEROUS COMPLEX CALCULATIONS
SIMULTANEOUSLY.



ASTROTELEPATH



BLIND - BLIND - BLIND -

ASTROPATH - RANGADE ASTROPATH - JUSTIFIED + ANCIENT

TALL THIN & GAUNT - MYSTERIOUS - CARRYING THE INSIGNIA OF A IMPERIAL NOBLE FAMILY - DRESSED IN PRIEST ROBES - ARMED WITH LAS-PISTOL & GRGWADE LAUNCHER -

Astropath - Astrotelepath, capable of using the warp to communicate long distances. Physically blind but possesses a sixth sense more accurate than eyesight.

ASTROPATHS SEND TELEPATHIC MESSAGES ACROSS SPACE & CAN RECEIVE CORRECTLY ATTUNED MESSAGES -

PIRATO.

RENEGADE

ARMED WITH POWER HOOK
& CUT OFF DOUBLE BARRELED
SHOT GUN.



Pirato-renegade - Adventure and booty are this character's goals. If you can pillage it, he'll take it. Interesting twist is the Pirato-grafter who steals body parts and organs from his victims and has them grafted on to his own body.

DESPARADOS

GUNFIGHTERS - BRIGANDS
BANDITS -
BOUNTY HUNTERS
SCUM.

BOUNTY HUNTERS
SLAVERS
OUTLAWS

MULTI HUNTERS
GUNSLINGERS

HARDENED
KILLERS.



JOHN M. G. W.

GUN
FOR
HIRE

SANCTIONED
ALIENS
HAVE
SKILLS
AS BOUNTY
HUNTERS

ELDAR RENEGADE

PIRATE





DEMON

JOHN Mc G

MMCGW

ARCO-FLAGELLANT



Arco-Flagellant – The Ecclesiarchy may enlist the services of the Adeptus Mechanicus to turn a notable Heretic into an Arco-Flagellant. Implanted with frenzy-inducing chemical dispensers and emotive pattern regulators, the Arco-Flagellant can be turned into a mass of boiling hatred and anger, his muscles super-charged with adrenal fluids, causing him to run amok until he collapses from exhaustion.

LOOPED HYMNALS
WARMS OF POWER



MUTANT.

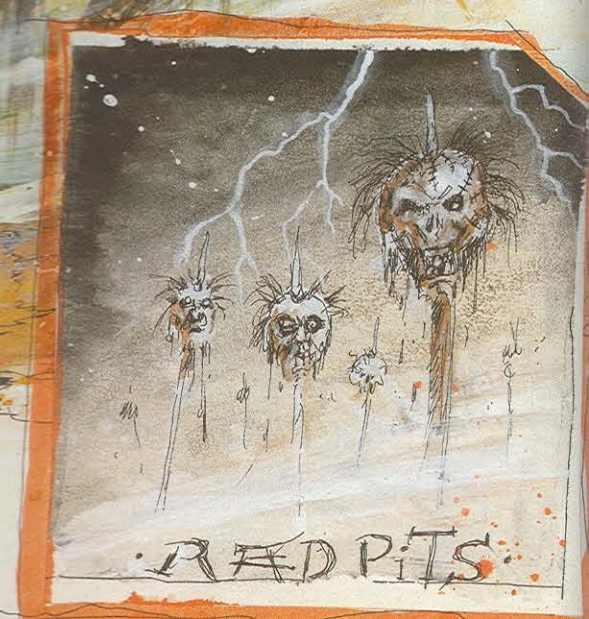


MUTANT

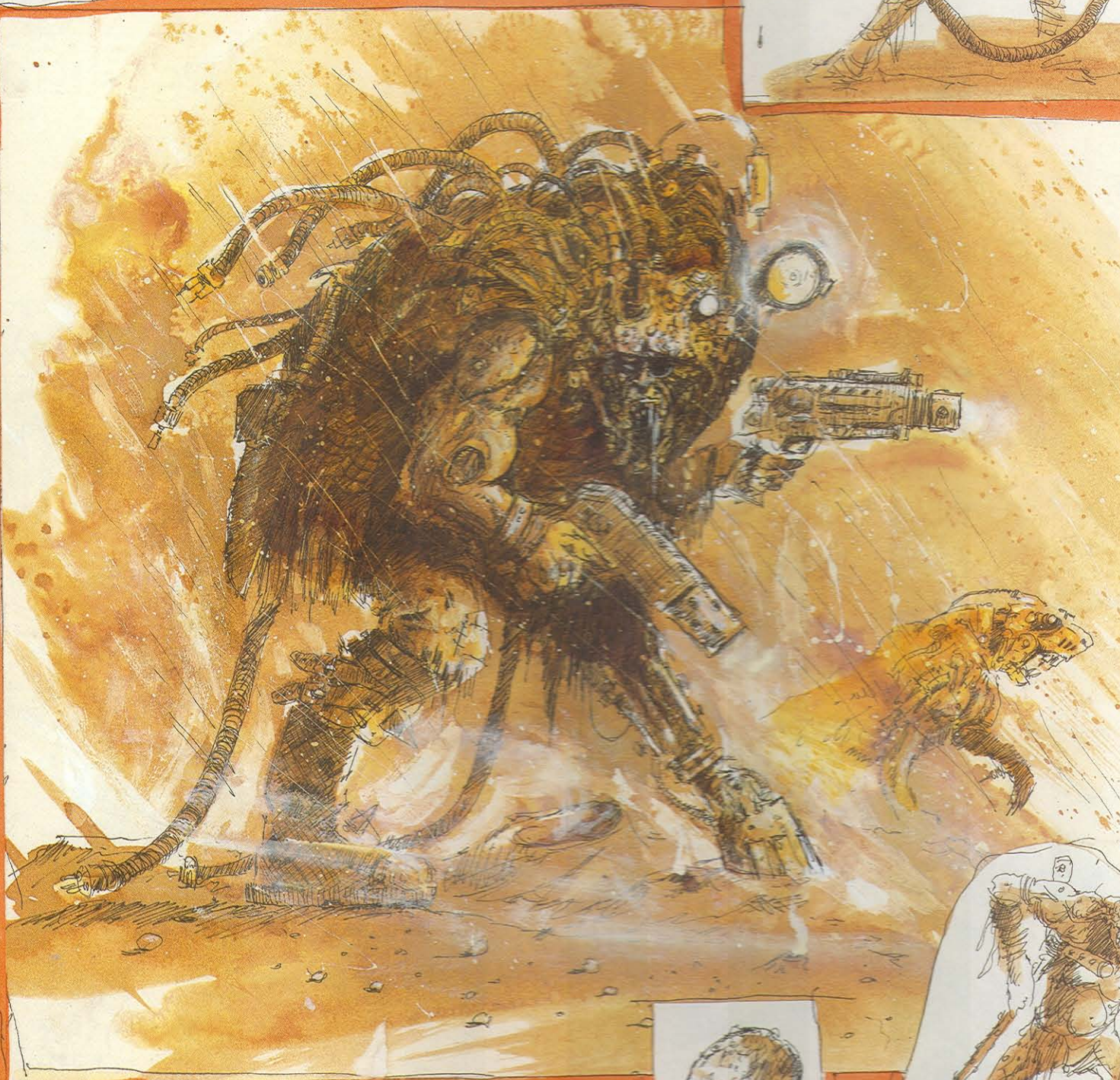
CRAB EYES & DOG ON BLADE
DAUNGH & FEAR SOM E
SHAMBLING HORRORS
WITH CRUEL BLADDS
WEAPONS & PRIMITIVE
GUNS -

NO CRASS ORBIT
MUTATIONS LIKE CRAB
EYES - BUT A MORE
SUBTLE RADIATION
DELAYING SORES - PUSTULES
MAYBE THE SIGN OF
HUMANS JUST STARTING
TO GROW - E.T.C.

ROTTING CORRUPT
& GUILTY -



MUTIES



BRANDIT MUTANTS





UNCAGED & ZOMBIE LIKE ~
CRUEL BLADED WEAPON
RAGGED ATTIRE



HUNGRO BOT
MORE BARBARIC
IN ATTIRE
MASKED TO HIDE
HIDEOUS FACE



LEPORDUS HEAVILY
WOUNDED

KRV



Doing THE SPIRIT



PIG LINE
BACK
TO
CAGRA
BRA



RATS
QUICKLY
LARGE



MUTANT REBELLION APOCALYPTIK



VOIR
CRATION



SKIN
SHEDDING
OFF

MASSIVE
WOUNDED
BO BOD
HEAD



HEAVY
HOBBYHOLE
NEW



BOURBONIC

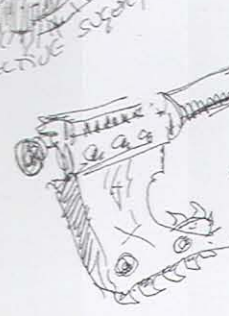
FACE
TO
HIDE
TO
REVEAL

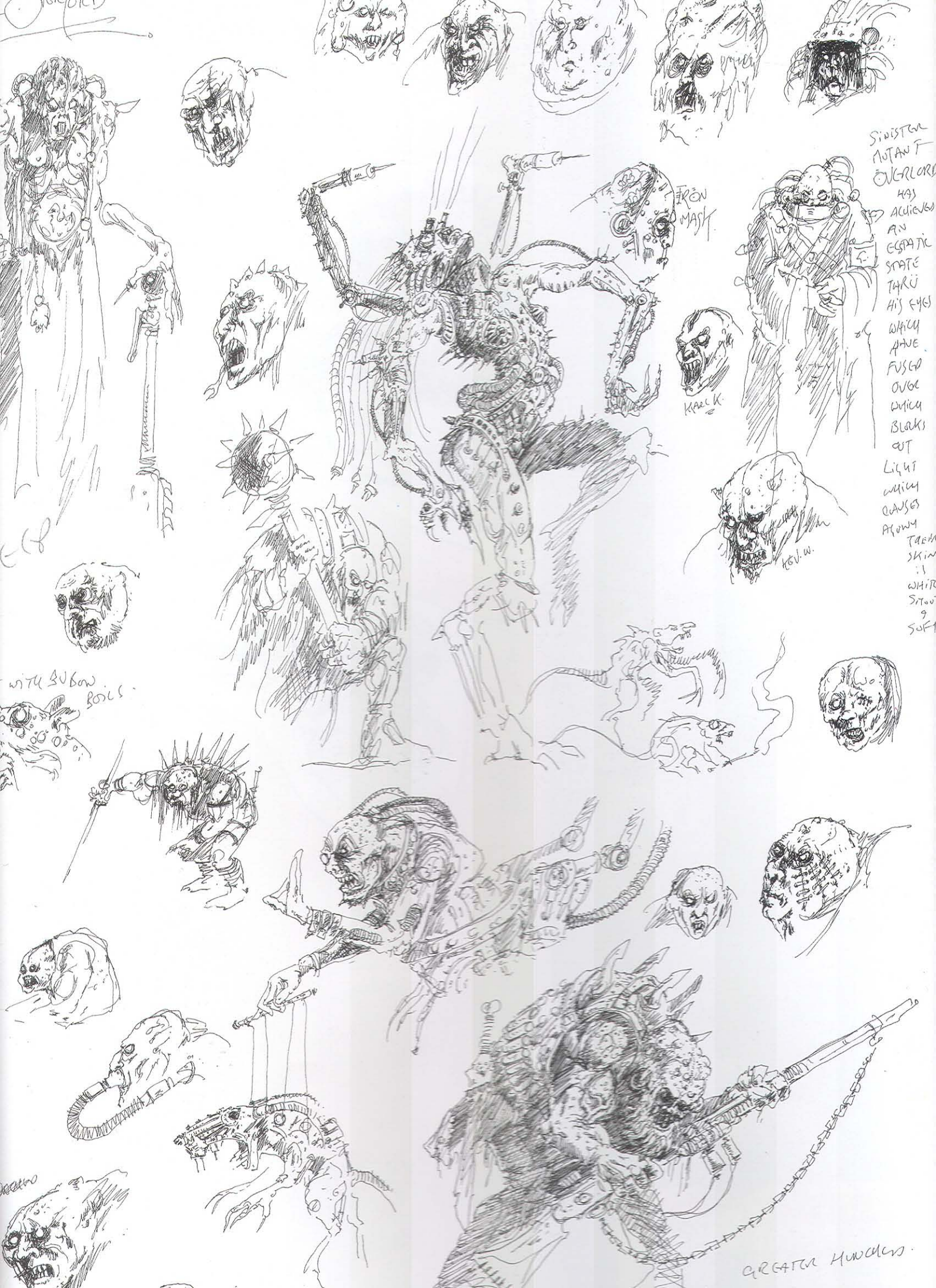
NO

BARBARIC HEAVY MUTANTS



COLLECTIVE
SIGHT





SINISTER
AUTAN F
OVERLORD
HAS
ACHIEVED
AN
ESPIONAGE
STATE
THRU
HIS EYES
WHICH
HAVE
FUSED
OVER
WHICH
BLANKS
OUT
LIGHT
WHICH
CAUSES
A MONY
TAKEN
SKIN
IS
WHICH
STAYS
9
SOFT

IRON
MASH

KARL K.

REV. W.

WITH SUBON
BOILS

GREGORY HUNTER

SERVÖ
SKULLS

ATTACK
SKULLS

ENGRAVED

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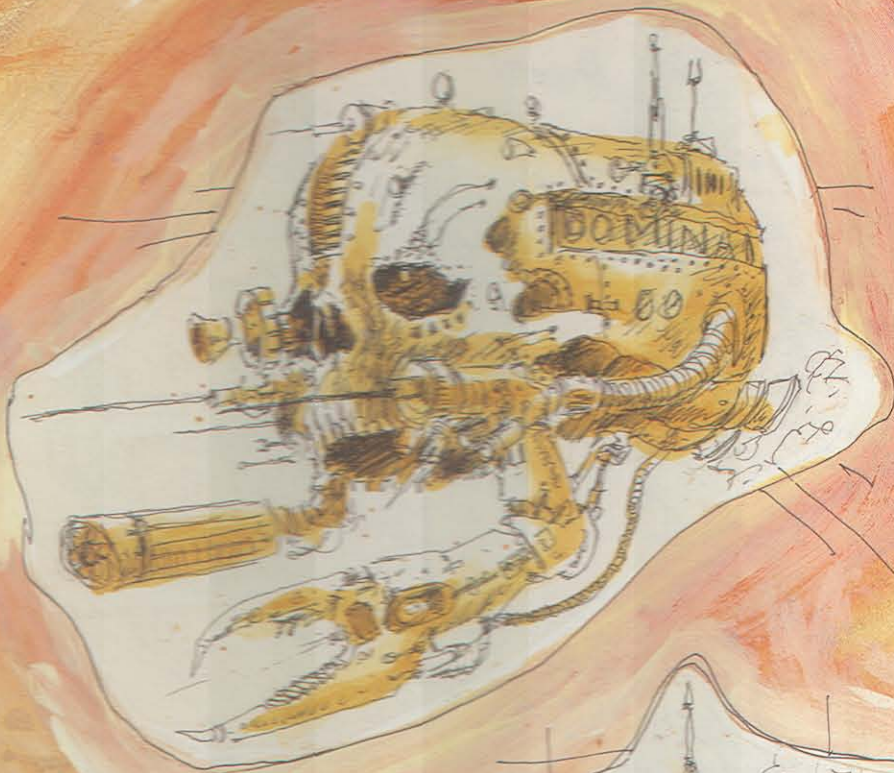
THE SKULLS
OF SAINTS -
& MAGNETIC

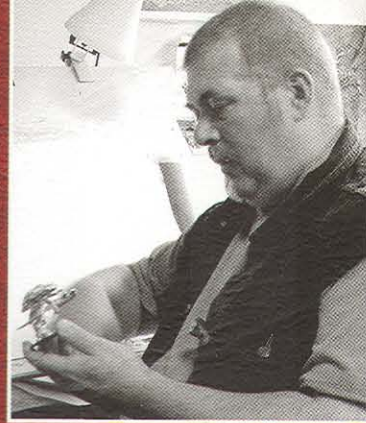
ARE OFFERED

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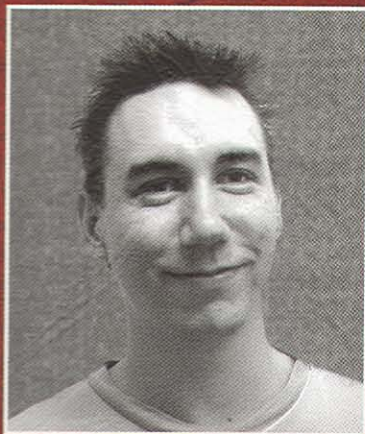
TO GOOD USE
BY THE

ECCLISIARCHY.





John Blanche's art work has been a driving force in the appeal of Games Workshop's games and miniatures for over twenty years. He continues to devote his time to further developing the dark and gothic imagery of the world's most popular tabletop games, both in his own paintings and sketches, and as the inspirational Art Director of GW's Design Studio.



Gav Thorpe works for Games Workshop in his capacity as Warhammer Loremaster, whatever that is. Something to do with making stuff up and designing games, apparently. He has written a clutch of short stories for *Inferno!*, and people constantly nag him for more novels featuring the Last Chancers to follow *13th Legion* and *Kill Team*. You may be worried to learn that, when he is thinking really hard, he has a tendency to talk to the mechanical hamster with which he shares a flat.

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