



INFERNO - Issue One

Published by Games Workshop £5

Reviewed by John Foody

"Inferno, good choice sir." Said the cheery GW shop assistant as I pressed a fiver into his hand. "We'll see." I muttered and skulked out of the shop. So what did I get for my money? Sixty six pages, sized halfway between A4 and A5 (A5½?), with a colour cover. Inside is mostly text, and apart from the two comic strips, only a few illustrations. The blurb promises 'Tales of Fantasy and Adventure', and that's what it delivers. Inferno contains a selection of stories and other pieces set in GW's various worlds. Two 40K comic strips have great illustrations but poor ideas. On the same line, a couple of shorter 40K pieces are just excuses for some nice pictures. The same applies to the Siege of Gisoreux map and diary.

The meat of Inferno is made up of four short stories. Salvation and The Demon Bottle are for 40K and Necromunda respectively, with the latter being penned by Alex Hammond, currently writing the WFRP Skaven supplement.

The Mutant Master by William King is the latest story covering the Troll-Slayer Gotrek and his chronicler Felix. It is set firmly in the WFRP world, with a cast of mutants, peasants, crumbling castles and evil wizards. However, it tends to excess in places, fitting the WFB pattern. With a bit of work this would make a nice WFRP scenario, with an excellent twist.

The Warhammer Quest story, Grunsonn's Marauders by Andy Jones (the Editor), is high-fantasy with a slightly cynical edge. It avoids falling into the trap of being just a dungeon bash, although in parts it reminds me of D&D. The story's twist is obvious but the whole thing is done with such enthusiasm and fun, you can forgive it.

All the stories are fast moving and entertaining, but The Mutant Master aside, without much characterisation. Indeed most of the characters are pretty 2-D, but this does little to harm the stories. Grunsonn's Marauders in particular uses stereotypes in an almost Pratchett fashion.

Inferno is 'Boy's Own Stories' for a more cynical age, with it's tales of heroism and dare-doing. It has been released as 'A Black Library Publication' in a manner, I assume, similar to Flame Publications and WFRP. Saying this, it is still a welcome move from GW and it will be interesting to see how it develops. I will be buying the next issue.

However, if you are looking for inspiration solely for WFRP, I can't recommend Inferno for the price.