CONTENTS

REPORTS FROM THE HEART OF CORRUPTION

Reviews

Some WFRP reviews. We still have a bit of a backlog to get through...

"Karak Azgal would provide a harsh and tough challenge to any group."



Broken Scales

The village of Eidechse has been cursed. As the crops rot in the fields and people die, the PCs must track down who is behind it all.

"When the Player Characters encounter him at the front desk he is puking his guts up into a



The Same War

Some thoughts on using WFRP and WFB in the same campaign.

"With regard to the outcome of the battle, the GM must realise that PCs can lose battles even if expected to win."



The Aganauts

A disappearance finds the PCs on the trail of a secret that many do not want to be revealed. "She is loath to involve the watch but says that someone else told them."



Storm of Chaos

A look at how the Storm of Chaos campaign can be in incorporated in to WFRP.

"We always knew that a new incursion of Chaos was coming. The question was simply a matter of when."



The Good, the Bad and the Hangmen 59

A look at the role and history of the Executioner in the Old World.

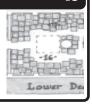
"He is not only responsible for the incarceration of those awaiting trial, but also for the execution of the sentence."



Rites Of Passage

A scenario where the players find themselves all at sea with dark deeds below decks.

"Essentially, all that is required is two rival factions fighting it out on a neutral stage."



Breaking the Seal

Some ideas of how seals can be incorporated in to WFRP games. Not, we must empathise, the kind of seals that wear hats and balance balls on their noses. Impressive though that is. "A number of people have noticed that in the art

of WFRP2 there is a preponderance of seals.'



The Dogs of War

A look at mercenaries with background on how they work and ideas of how to incorporate them into a campaign, including a detailed look at a mercenary company.

"It comes as no surprise that most mercenaries rarely find it difficult to find work."



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Weaving a Web

A look at different kinds of secret societies of the non Chaos variety. (Additional material on the Warpstone website.)

"Beware! They come wearing masks of friends and colleagues, speaking in whispers, yet wielding daggers behind their backs."



RPGs

Reviews of some other RPGs.

"There are no magic items or monsters, and like a modern horror game everything is very mundane except for the existence of the malicious Other Side.'



Back Issues & Subscriptions

All back issues are steadily going, so if you are missing some then now is the time to get them.



Number of Attacks Ag Agility ΑP Armour Points RΙ Black Industries BSBallistic Skill C1Cool Fellowship

FP Fate Points Gold Crown GMGame Master Guilder (Marienburg Coinage) NPC Gu GW Games Workshop IC Imperial Calendar Int Intelligence

ΙP **Insanity Points** Movement Mag Magic Non-player character PC Player Character R Range S Strength

Strength Bonus SB SL Secret Language SS Secret Signs Specialist Weapon SW Τ Toughness Toughness Bonus Wounds

WFR WFRP1 WP

хp

Warhammer Fantasy Battle Warhammer Fantasy Roleplay (Second Edition) WFRP First Edition Will Power WS Weapon Skill

Experience Points