

REPORTS FROM THE HEART OF CORRUPTION

Reviews

2

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

40

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 bucket."



The Same War

8

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

51

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

9

A look at how the Storm of Chaos campaign can be incorporated into 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

15

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

65

Some ideas of how seals can be incorporated into 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

26

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."



Weaving a Web

70

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

37

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.



ABBREVIATIONS

A	Number of Attacks	FP	Fate Points	IP	Insanity Points	SB	Strength Bonus	WFB	Warhammer Fantasy Battle
Ag	Agility	gc	Gold Crown	M	Movement	SL	Secret Language	WFRP	Warhammer Fantasy Roleplay (Second Edition)
AP	Armour Points	GM	Game Master	Mag	Magic	SS	Secret Signs	WFRP1	WFRP First Edition
BI	Black Industries	Gu	Guilder (Marienburg Coinage)	NPC	Non-player character	SW	Specialist Weapon	WP	Will Power
BS	Ballistic Skill	GW	Games Workshop	PC	Player Character	T	Toughness	WS	Weapon Skill
Cl	Cool	IC	Imperial Calendar	R	Range	TB	Toughness Bonus	xp	Experience Points
Fel	Fellowship	Int	Intelligence	S	Strength	W	Wounds		