

FOR WARHAMMER RPG

WARSTONE

-REPORTS FROM THE HEART OF THE CORRUPTION-

- The Warpstone Interview:
James Wallis, Director of
Hogshead Publishing
- What's in a Name?:
Part 1: The Empire
- The Cannonball Run:
A short scenario
- Energy Critical Table
- & More

ISSUE TWO

SUMMER 1996

*"If we do not find
anything very
pleasant, at least we
shall find something
new."*



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They had been corrupted by money, and he had been corrupted by chaos.
Chaos was the more dangerous, because you couldn't name its price.
A man open to bribes was to be relied upon below a certain figure,
but chaos might uncoil in the heart at a voice, a word, even a smell remembered.*

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* Paraphrased from Graham Greene, *The Quiet American*



EDITORIAL, by John Keane

I'd like to start by thanking everyone who bought issue one and in particular those from whom we received feedback. The amount of positive feedback we have received from issue one has confirmed our belief that there is a market out there for a dedicated WFRP Fanzine.

In the event that you haven't already realised, or were not aware, the price of the Fanzine has unfortunately risen since we produced Issue One. This was not a decision we took lightly, but was necessary for the continuation of the Fanzine. Although we'd liked to have kept the price at £1 per issue, it is not economically possible. However, we are investigating the possibility of increasing the size of the Fanzine to A4, but still within the increased price. This will allow us the option of increasing the amount of material included and to give a more professional appearance.

In case your wondering what has happened to John Foody (the Editor of Issue One), his creativity can be found wandering throughout the following pages, but as a joint venture our roles within the Fanzine co-exist simultaneously and will often switch from time to time.

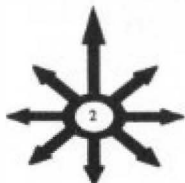
Yet again this issue is packed full of news, reviews and reports from the front, such as: A useful list of Germanic names for residents of the Empire, a hounding of an adventure that will make even the most hardened of players wind up gibbering on the floor, and an interview with the man behind Hogshead himself. And as if that wasn't enough, there's all the regular features as well as a review of WFRP on the Internet. Are we too good to you all or what?

We would like to apologise for the lack of the Templars and Religion articles as promised last issue but they will be included soon. On the plus side, we have managed to fit more material into this issue by reducing the font size. I hope you will not need a magnifying glass to read it!

In conjunction with the 'Careering Ahead' article, I'd like at this point to field a personal view, which is a purely fictional idea, and in no way relates to any member of my current gaming circle whether living or dead. (Yeah, right!) It is my opinion that players should have valid role playing decisions for their choice of new career's, and not just power play their characters. Experience has shown me that some players follow an almost pre-set career path that turn their PC's into lean mean killing machines in as few career moves as possible. It's not that I don't appreciate the fact that players get attached to their PC's, and want them to survive and improve, but it can get to a stage where some people seem to always play exactly the same character.

Does this sound familiar? Would you like to confirm this as not just a singular occurrence? Or, would you like to attack this view? Please feel free to reply. We hope that the Fanzine has a lot to offer you the reader, not only for the articles that we ourselves create, but also as a forum for your ideas and articles.

So if you have a good idea, contact us, and it may end up in here.



SUBMISSIONS

Warpstone is happy to receive submissions (articles & text). As yet, we cannot pay for these. Any WFRP related material is fine. The deadline for issue three is July 31st.

Art - Art should be on A4 size or less paper and at present only black and white. Please state if you would like to do art for specific articles and if you will do maps. When sending for the first time please send photocopies.

Articles - If possible please submit on a PC formatted disk. We can read most WP packages but always include an ASCII file version. If you cannot send a disk, a double spaced hard copy should be OK, as we can OCR most fonts as long as they are neat & clear.

Regular articles

"Cameos" - Short scenario ideas and brief encounters. 150+ words

"The Usual Suspects" - Interesting NPC's that can be slotted in at a moments notice 150-400 words, including Stats

"Scenarios" - 2000-6000 words including full stats

"Short Stories" - 400-3000 words

"Reviews" - We will review WFRP material, but if you have other material that would be useful to WFRP players then please write.

"My Campaign" 1000(ish) words on your campaign briefly mentioning its scope and house rules etc.

Specific Articles

Some articles ideas we are intending/like to see included in the future.

"Names" - Part two will be non Empire Human names and Part 3 non-Humans. If you have lists for Parts 2 & 3, please break them down into male, female and surnames. *This does not count as a full submission and so will not receive a free copy.*

Is there an article you would like to see in Warpstone and you haven't the time or expertise to do so, then just send us your idea. We'd especially like to see articles linking with our own history. If you see an article on the list you would like to write, drop us a note volunteering your services. To start us off:-

"Disease" - The effects and cures in real life and in game's turns.

"Views" - We'd like to do an article on WFRP around the world. 150-300 words on WFRP in your country and it's relation to the rest of the hobby.

"Historic" - We'd especially like to see articles linking with our own history.

All the above are guidelines and not limitations. If you have an idea send it on through.

Payment - A free copy of the Issue your work appears in.



NEWS

The latest Official release news from Hogshead.

Doomstones: Fire and Blood: This reprint contains (originally separate) the first two Doomstones volumes, 'Fire in the Mountains' and 'Blood in Darkness'. Hogshead are very pleased with this release, especially the cover and it is the largest (page wise) to date. It has shipped from the printers and should be in the shops as you read this.

Death on the Reik: Everyone's (well nearly) favourite scenario has been scheduled for an August release and will include the very nice large double sided colour map that came in the original GW release. This will retail for \$16.95, which should be about £12.00. Well worth buying if you haven't already got.

Realms of Sorcery: Hogshead are hoping for a pre-Christmas release. We look forward to this release as it was originally mentioned in the WFRP rulebook as 'forthcoming.'



DOWN IN THE SEWERS

It smells and it's dangerous, full of criminals, strange creatures and diseases, not to mention things that should not be mentioned. So, why go into the sewers? Because, often that is where you will find the truth and never forget, sometimes the truth kills. (Especially when it's got a big sword and a couple of friends).

Excerpt from the diary of Karl Drexol

Often in WFRP, PC's will find themselves in the sewers searching for clues and battling foes, so where does the GM go for inspiration? Below are ten films with sewers for you to watch and maybe even enjoy.

1. **The Third Man:** Harry Lime (Boo! Hiss!) is chased through the sewers by half the Vienna police force. There is a whole plot here worth adapting for a WFRP adventure. If your players haven't seen it that is.
2. **Underground:** What a film! Only briefly end up in the sewers and the second half is not as good as the first, nevertheless it's great. Faster! Louder!
3. **Delicatessen:** Vegetarian terrorists terrorise the butcher.
4. **Alligator:** Mutants in the Sewers, say no more.
5. **The X Files(The Host):** Not a film exactly, still, mutants in the sewers.
6. **Teenage Mutant Ninja Turtles:** Muties in etc. etc.
7. **Species:** A group of slumming actors hunting Giger's creation down below.
8. **Carry on Cowboy:** This is in no way a recommendation but a sewers a sewer.
9. **Indiana Jones & The Last Crusade:** Secret Societies, Lost Artifacts and hey, a sewer.
10. **Vamp:** Grace Jones in typical form.



CAREERING AHEAD by John Keane

A man can only attain knowledge with the help of those who possess it.
This must be understood from the very beginning.
One must learn from him who knows.

George Gurdjieff, In Search Of The Miraculous

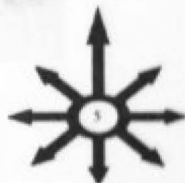
Careers and the changing of them in Warhammer can be and is a contentious point. When a character has reached the end of their current career's advancement scheme, where do they go? What do they do? Obviously it's time for a change in career, in game terms, or the character will no longer have the scope to improve themselves. However, whilst a character can always learn almost any skill, provided they have the EP's, without changing career they cannot increase their characteristics (other than through selective insanities, which is not always the best way).

Whilst it can mean a much simpler and easy life for the GM to just allow players to change career, taking the advances and skills inherent with it as they build up EP's, it leaves much to be desired on the realism front, as well as losing part of the WFRP's uniqueness. To this end, the article "*Skills and Careers*" in "*Apocrypha Now*" attempts to redress the balance, but although the article is both insightful and realistic, it raises the question: "Should game play be sacrificed for realism?"

The article suggests that when a PC reaches the end of their current profession, and have amassed sufficient EP's to change career, they must find someone to train them in that chosen career. This will give a more realistic approach to careers, because as we all know there are few careers in both the world of today and the world of Warhammer which would require no training whatsoever. By using this approach, the PC's may find that they are led into adventure as they search for a tutor, or perhaps even as payment for their tutoring. Once found, the method of payment may be gold, tasks or servitude, and is entirely at the tutor's discretion but can also be directed by the type of career. For example, a *Wizard's Apprentice* would live with a Wizard for a time, an *Entertainer* would work with a fair/circus/theatre group, and a *Bounty Hunter* would probably travel with their tutor until they had learned enough to do the job by themselves.

Depending on the GM's style, it may be possible to role play part of the individual PC's training period, where he/she enlists the help of the other PC's, or they play NPC roles. However, this approach will not work with all players or careers, and could become monotonous in the long run.

By forcing the PC's to find Tutors, it may be possible to encourage them to actually



role play their characters. If a tutor is not immediately available for one career exit but there is for another exit, the player has the choice of waiting for a Tutor (which the GM might withhold until the player role play's the antics of his/her PC trying to find a tutor), or there will be the element of realism in the fact that they join whatever career becomes available to them.

Before adopting the tutelage option, it is important to consider what the effect will be of not letting PC's change career at the drop of hat (or head as the case may be). If the interim period is too long, the PC could amass so many EP's that they finish almost all the advances/skills as soon as they find a tutor. However, if a period of time learning the skills is played, this may not be such a problem. It is also likely that players will become disgruntled by the fact that they cannot start to take advances or skills that may literally save their PC's life, when they can see their pool of EP's growing larger with each session.

Another consideration to be made is that not all the PC's will be ready to stop adventuring and go into a period of tutelage at the same time. So does this mean that if one stops they all stop? Or do they continue without that PC until the PC returns from their studying? Additionally, some campaigns will not allow PC's to stop and train for months on end without seriously disrupting the whole concept of the campaign or, in a worst case scenario, at the cost of the Empire itself!

The article also categorises Skills, and lays down guidelines for learning them. I don't want to go into too much detail, but the Skills have been divided into four categories: *Innate, Intellectual, Personal and Practical*. Even if the GM decides to ignore the "Tutor" route, he/she may like to incorporate the Skills learning process into their game, thereby introducing at least some semblance of realism to this area of the game. Alternatively, you may like to apply an Intelligence test for learning each skill, with say a loss of between 25 and 100 EP's for each failure.

Ultimately, the fine line between realism and game play depends on the individuals involved in the game, because there is no such thing as right or wrong, there is only opinion.

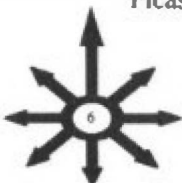


E-MAIL:

Warpstone is infecting cyber-space at the following address:

Warpstone@edgemail.hal.com

Please allow some time for replies as we only have infrequent access.



REVIEWS

No new releases this quarter but next issue there should be a virtual avalanche of them, including Doomstones I and the latest French release. So I shall be brief,

ARCANE

Arcane is generally getting better all the time with some solid articles mixed in with the usual quality stuff.

ISSUE FIVE: The article on using War to spice up your campaign is the best and also most WFRP relevant.



ISSUE SIX: Overall the best issue to date. A cover article on religion was excellent and I liked the Steam-punk feature. For WFRP players The Keep may prove useful although I have still to be convinced by the pull out & keep encounters.

ISSUE SEVEN: The article on players and their dice was good although they forget to mention those who treat them like a comfort blanket. For WFRP players The Prison could well come in useful as could the terror article.

ISSUE EIGHT: Warpstone gets a mention as 'a must for all players and referees of WFRP campaigns.' The Magic feature has a lot of good advice, some of which is well worth taking on board. My personal favourite magic system was in the old Pendragon, it was an NPC's only club and they could use it in what ever way the referee deemed fit. A new cartoon too but I shall withhold judgement on this until later.

VALKYRIE VOLUME I ISSUE 11

Valkyrie seems to have decided on the tactic of cramming as much information as possible in, moving back towards system specific scenarios and articles. This does mean it has lost some of it's visual impact but there is bound to be something for everyone here. The new column 'Ask Elrond' is just dumb. For WFRP referees there are some ideas to be had in Caravans Roll (about a Dwarf Caravan) and an Ars Magica Scenario 'The Chapel of our Lady' (Just change the Chapel to Shallyas, etc).



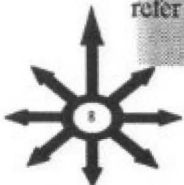
ENERGY CRITICALS by Lloyd Carroll

The following set of critical results were drawn up by our group when our mage in *The Enemy Within* reached second level. You know what that means - Fireball and Lightning Bolt. With these spells, he was, in many cases, able to destroy opponents utterly, and we got tired of not having nice gruesome descriptions of the deaths - so we made some up.

These critical results are arranged in increasing severity just like the regular crit tables, and are used just like them - with one exception: Since most of the energy related effects (Fireball, Lightning Bolt, Blast, Cause Fire, Breath Fire(possibly), Flame Sheet, as well as some of the attacks of Elementals) do not focus on one part of the body, neither do the Energy crits - they affect the whole body.

The normal crit tables do not include damage to items, however, the energy crit tables do. These were included for realism ("Oh, you have burst into flames, but your magical bow and cloak of Toughness have absolutely no damage to them" ...NOT!!), and if you don't think they should be used, do what we have done with some rules, and throw them out.

Use the regular critical table to find out the severity of the critical, then refer to the table below.



Energy Critical Table

1. His breath taken away by the intense energies involved in the spell, the victim may only parry next round.
2. Acrid, thick smoke rising from clothing and the surroundings chokes the victim; no further actions this round or the next.
3. The intense heat scorches hands. Metal objects are dropped and become cherry red, non-magical wooden objects are charred, magical wood saves at 1-4 on d6, otherwise it is also destroyed. Opponent may make no actions for the remainder of this and the following round.
4. The victim's hair/fur is briskly aflame; they may take no other actions for the following rounds, until hair is extinguished. Helmetted/hairless opponents are incapacitated for one round only.
5. The force of the spell blasts the victim back 2d6 yards, and they are stunned and may do nothing at all for the next d4 rounds.
6. The victim's clothing/fur bursts into flames (whoof!); they will lose d4 W/rd., and are prone while trying to put it out.
7. Searing energy courses across the victim's skin, burning it severely. Victim is stunned for d4 rounds, and M and I are halved until victim receives medical attention.
8. The burns on the victim's body are extremely serious (as 7, above). They will be stunned for 2d4 rounds, M & I are halved, and they will lose 1 W/rd. until medical attention is received.
9. The energy of the spell has seared away tissue over most of the victim's body. They are stunned for 2d4 rounds, M & I are halved, and they lose 1 W/rd. In addition, scarring reduces Fel by half, permanently.
10. The victim is concussed and burned, and is in shock; they are prone, unconscious, and must pass a T test or lose d4 W/rd.
11. The victim is in shock from the concussion and burns (as 10, above). In addition, they must pass another T test every round until medical attention is received, or permanently lose 10%/1 from each characteristic.
12. The force of the spell has burned away 90% of the victim's skin, exposing vital organs. The roasted victim is prone, unconscious, loses 10%/1 from each characteristic, and will die in d10 rounds unless medical attention is received.
13. The victim is so horribly burned that, upon unlikely recovery, scarring reduces all characteristics by half; until medical attention is received, victim is prone and receives d6 W/rd; all healing attempts are at 25% of normal chances.
14. Victim and all that is worn erupt in a ball of flame. The victim runs randomly from the combat, and continues burning until death in d4 rounds.
15. Victim explodes in a brilliant pyrotechnical display - O●●HHH!!!! AAAHHH!!!! Smoking, ash-filled boots are all that remain.
16. Victim bursts into flames, and burns instantly and intensely, leaving only bits of teeth and bone in a pile of ash.



THE USUAL SUSPECTS

Jake Ulricson - Warrior/Cleric of Ulric by Martin Oliver

Jake Ulricson did not choose his name. When he was born to a blacksmith in Miragliano he was known as Smithson; the other title is the fault of minstrels.



Working in the forge as a lad meant that he was already as strong as most grown men when he left home at thirteen. He put this to good use, travelling to Middenheim to take up a career as a pit fighter. After twelve years fighting before audiences he grew weary of his lot and set out in search of adventure. He banded together with a raggle-taggle band of misfits, where he met the impudent rogue Barreltum Burfoot (see Issue 3). The two soon became unlikely but staunch friends. Barreltum has featured in many of Jake's exploits since; although they travel separately, their friendship has reunited them on several occasions.

The group were soon pitted against a small Chaos Warband, where Jake had his left hand bitten off by a fledgling dragon. The band was beaten back, but Jake's life was saved only by amputation at the wrist.

This injury shook Jake's confidence. Later, though, services to an elven community earned Jake a simple prosthetic limb that revolutionised his life. Several attachments can be bolted into the wooden and iron sheath grafted onto his arm. Typically, Jake wears a wooden fist, but on occasion, he fits a flail attachment instead. The arm and fist are elaborately worked with scenes recounting key incidents from Jake's life.

Eventually, a wizard's machinations turned the party against itself, and Jake left, sickened. In the years that followed, he travelled widely and saw much. He performed as a strongman in a circus troupe, fought horrors as a hired sword in Praag, and battled Skaven in Brettonia. But Jake felt empty; he lacked direction. Listless, he returned home. During this visit he sired a son; also, his father made a fine sword for him, which he carries to this day. But he could not find contentment there, either, and so left for Brettonia where he hoped to meet with Barreltum. Whilst travelling, something happened that would change his life for good.

A remote Temple of Ulric was under siege from one of Jake's previous



companions, since enthralled by Chaos. Coming to its defence nearly cost Jake his life, but he managed to hurl his blade into his foe's chest before he collapsed from blood loss. In the weeks whilst he recovered, the peace and honesty of the Brothers moved him. He rested the winter there, studying and learning, and took vows as an Initiate of the cult of Ulric. From there, he embarked on a pilgrimage to Middenheim, the heart of his faith, where he became a cleric. He then set out to work Ulric's will in the world, and earned the right to wear a wolfskin by slaying a Dire Wolf with his bare hands. For a while, depression led him to work as a Witch Hunter, but revulsion at this brutal job drove him back to the priesthood. Now, he strives to discern Ulric's will, and inspire those he meets.

"The Ballad of Jake Ulricson" was originally commissioned to bait a trap for a foe. Jake had no idea it would become popular, which it was for almost a year. It was named by minstrels for the image of the devout wolf-clad hero, who has grown somewhat with the telling. As a result, it is not unusual for people to be sceptical when Jake is introduced.

Although cult authorities generally respect Jake, some consider him an embarrassment. He is outspoken (even on politically sensitive issues), and has a son, something the Ulrican rule of celibacy was supposed to prevent. Consequently, interactions with his superiors can be interesting...

Jake can be played as a patron, a guide, or a thorn in the side of most parties. It is not always easy to work with someone who refuses to compromise his principles under any circumstances, even if lives are at risk "Better to die with honour than live with shame." Although skilled, he still considers himself uneducated, prefers direct action to procrastination, and uses magic only grudgingly. He wears no armour, preferring to trust in Ulric's protection. Jake considers all wolves (except Dire Wolves) to be emissaries of his god, and will not see them harmed.

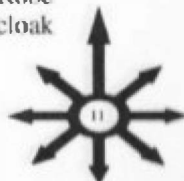
Jake always develops a paternal concern for those he travels with, and encourages self-dependency and moral excellence, providing advice and leading by example rather than taking command.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	64	40	6*	6*	11	56	3	44	51	40	45	74	37

Age: 36 Height: 6'3" Hair: Brown Eyes: Hazel

Skills: Ambidextrous, Cast Spells (to Battle lv12), Charm, Charm Animals (wolves), Consume Alcohol, Disarm, Dodge Blow, Gamble, Lightning Reflexes*, Luck, Meditate, Public Speaking, Read/Write, Specialist Weapons -Fist, Flail, Two-Handed, Scroll Lore, Street Fighting, Strike to Injure, Strike Mighty Blow, Theology, Very Resilient*, Very Strong*, Wrestling.

Possessions: Prosthetics, bastard sword (I -10, D+1, and WS +5 as so well balanced for him; blessed in Ulric's holy flame when he became a cleric, and now burns with a tongue of fire when drawn, causing an additional 1d4 damage), Robe of toughness (+2, included in profile), wolf's head pendant, Wolfskin cloak



(black), with the head as a hood, and two energy jewels (rubies; 9 and 6 points) set into the eye sockets.

Spells: (37 +15 Magic Points)

Petty Magic: Gift of tongues, Magic flame, Remove curse, Sleep.

Level One: Flight, Hammerhand.

Level Two: Lightning bolt, Rally.

Psychology and health: Frenzy, Hatred of Skaven. Treat prosthetic fist as a solid hand (improvised weapon; no penalty with skills), and the flail as a version on the Sword arm (see Prosthetics article Issue 1).

Sigfried Vanderhausen-Gambler/Cleric of Ranald the Protector by J. Keane

Abandoned by his parents at an early age, Sigfried was forced to fend for himself in whatever way was necessary. He was taken in by the Thieves Guild at the age of five, when he inadvertently hid in the doorway of one of their safe houses whilst escaping from the Watch, his pockets stuffed with stolen food. During the following years he was taught the skills of the thief and, more importantly, the ways of Ranald the Protector. His mentor and father figure Fredrik Bauer, a 3rd level Charlatan/Cleric of Ranald, initiated him into the faith and helped him to rise to the 1st level Gambler/Cleric he now is.

Most of Sigfried's life was spent in Altdorf, but for the past 18 months he has been travelling the length and breadth of the Empire searching for Fredrik. Prior to his disappearance Fredrik seemed wary and uncomfortable, and then two years ago left Altdorf for Middenheim on a supposedly short trip. Six months later with still no word, Sigfried set out to find his friend and is willing to do almost anything to achieve this end.

Sigfried is 25 years old, has long straight brown hair and stands 5'8" in height. He is charming and intelligent, with a keen eye for deception and an even keener eye for a sucker. Although he is desperate to discover the fate of his old friend, he will not under any circumstances break any of Ranald's strictures.

He is unlikely to be found in Altdorf or it's immediate area, but other than that may be found at almost any point of the Empire, and being a Cleric of Ranald may well wish to travel with the PC's, for protection, on part of his journey. Alternatively, the PC's may come across him in a town or city, trying to raise more capital for his travels, or they may even be his source of funds. Whatever the situation, Sigfried is a very accomplished thief and could prove very useful to PC's.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	39	38	4	3	7	43	1	43	30	48	41	41	45

Careers: Bawd, Initiate, Gambler/Cleric I

Skills: Arcane Language - Magik, Bribery, Cast Spells - Clerical I, Gamble, Luck, Meditate, Night Vision (11yds), Palm Object, Pick Lock, Public Speaking, Read/Write, Scale Sheer Surface, Scroll Lore, SL - Classical, SL - Thieves



Tongue, Silent Move Urban, Spot Traps, Street Fighting, Theology.

Possessions: Good quality clothing, dice, cards, thieves tools(hidden in concealed pocket in jacket), dagger, sword, shield, leather jack, 100 GC's worth of jewellery, 80 GC's cash.

Spells: (11 Magic Points)

Petty Magic: Marshlight, Open, Remove Curse, Sounds, Zone of Invisibility, Zone of Silence.

Level One: Camouflage Illusion (Illusionist), Cloak Activity (Illusionist), Pick Magic Lock (Specialist - Ranald).

Daedalus Kreiger - Artisan (Carpenter) by John Keane

As a respected member of the Dwarven Engineer's Guild and with a half share in his cousin's business, one would expect Daedalus to be settled and happy. Unfortunately this is not the case, for Daedalus feels that his destiny lies outside the walls of Middenheim. For years he has tried to shake off the dust of Middenheim and go forth into the Empire to find adventure, but somehow he has never managed to make it. Every time he has tried to leave, something has prevented his departure.

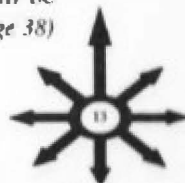
He feels restricted in the city, and not just by the high set walls, but by the closed minds of the Dwarven Engineer's Guild. He can't understand why they are so hostile to new ideas and inventions, with their "If it was worthwhile the Guild would have tried it centuries ago" nonsense. Although he yearns to show them his inventions, he knows what their reply will be, and he's seen many a promising young Dwarf cast out and labelled a 'wet back' for their new fangled ideas and inventions.

And so he continues working in the city, waiting for the day when he can leave it all behind, and set off on his adventures. In the meantime he continues to invent, mainly on paper and sometimes with small working models, hoping for the day when his dreams can be realised. Some day he'll be able to fly, just like the wizards at the annual Middenheim Carnival, but his flight won't be through magic, it will be through mechanics. Then they will see him for what he truly is, a Dwarf of vision.

At the age of 82 Daedalus is not old by Dwarven standards, but his hair already shows signs of greying, and although he stands at just over 4'9" in height, he appears to be much shorter due to his weight. Overweight, even for a Dwarf, he has had to have armour specially made for him. But despite his weight he is fairly dextrous, and is alert enough to dodge many a blow that is thrown at him, which tends to surprise most assailants. The only real problem with his obesity is that he finds it hard to walk at the rate that most others do, and has gained the nickname 'Dead slow Daedalus'. Daedalus takes this all in his stride (as small as that may be), for he knows that he is destined for greatness, and that Grungi watches over him.

If given the chance, and nothing prevents him from doing so, Daedalus will be

(Continued on page 38)



LETTERS: RETROSPECTIVE - ISSUE ONE

Martin Oliver (These comments are edited from a letter and have been included here as they raise a number of valid points.)

Thanks for the copy of Warpstone, which I thought was really good, especially for the price. Also, I know you mentioned that you haven't got easy access to the technology, but there's a Warhammer Email list which has produced a lot of interesting material which would be worth including.

Back to the fanzine. The Index was a brilliant idea. Many thanks to whoever went to the effort of collating this! Also, the article on prosthetics was spot on. A good mix of simple rules additions (I hate having tons of new rules, each of which makes the game that much more complex; these were great, though, being optional plug-ons which are still compatible with the rest of the game), good background, and concise summaries of information. Perhaps most of all, I love the smattering of quotations and recommendations throughout the issue. Please keep this up! Also, congratulations on the finish of the fanzine. It looked polished, clear and smart, with a striking logo and good illustrations.

Couple of criticisms, which I hope you'll take in the constructive manner they're intended. They're all minor niggles; just a few bits which could make the magazine still better if set right. A few sections which could have benefited from a spell-checker, and a little more attention to grammar (esp. apostrophes).

The names are perhaps my biggest criticism, but it's an area I know lots of people find tricky. Perhaps it would be worth doing a review of books full of German names? I'm currently working on a list of all the names used in the GW supplements, but don't know that I'll ever finish it... Nonetheless, names with a couple of letters swapped or one letter missed out detracted from otherwise excellent material. Finally, bits of the material were a little too "high" fantasy for my campaign (no-one would survive a visit to Skavenblight!); still, far better to have material I can adapt than none at all! And besides, "Persecution" fitted perfectly the atmosphere my players most enjoy.

JF: All in all, Issue One has been a success. We received a good write up in Arcane (Issue Eight) and James Wallis put a favourable review on the WFRP mailing list. There are a few points I would like to raise about Issue One.

Character names were definitely a bit 'non-Warhammer' but I think we've solved that problem now with the names article (I use it!). I agree with Martin's High Fantasy argument and as he says the material is there to be adapted. In my campaign, Sard had a very good reason for surviving Skavenblight but he could always be a mad liar.

A small (optional) addition to the Prosthetics article: PC's should be allowed to train in Ambidextrous to cut the modifier by half. This should cost 200 exps+.

My History of WFRP was a bit incomplete, ignoring the contributions of Flame Publications completely. Also it should be made clear that Game's Workshop still continue to have some guidance over the material produced and will make sure that nothing is 'not Warhammer'.

Also we could definitely have had a few more proof-reads to pick up the spelling mistakes and also some stray words. How some stuff got through I don't know.

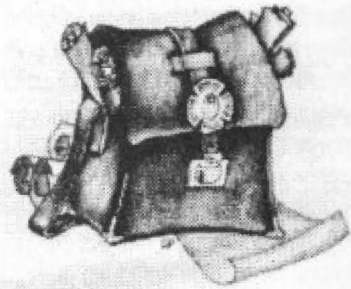
There were a couple of mentions that Warpstone was not as 'professional' compared as other magazines. This was a necessity due to cost, however if we get a large enough readership, who knows?

We have had a few replies to the Forum questions but not enough to run them this issue which is a shame as what we've got so far is excellent.



MENTIONED IN DISPATCHES by Martin Oliver

Welcome to the first of an on-going series of articles which take a peek at one of the most lively and active sources of material for Warhammer - the WFRP Email list. Useful as it might be to provide a summary of all that goes on there, it just won't be possible; typically, each day will see another five or six pages worth of discussion arrive, and I'll only have a few hundred words in which to cover it all! So, by way of an introduction, I'm going to skim a few of the topics which have come up recently, just to give you some idea of what to expect. In future, I'll just stick to covering one or two topics in a bit of depth instead.



But before I start blathering on, just what is the Warhammer list? Electronic Mail is one of the marvels that computers can offer, and it gives the option of collating and re-posting a day's mail to groups of interested people. This means, that mail can be sent out to everyone who's interested in whatever area the list covers, and that topics can be discussed by the hundreds of people who use the list. If you've got an Email account, you're already eligible to join the list. All you need do is send a message to "listproc@buddha.intecom.com" containing the words: **subscribe wfrp-digest**

And now, back to the content. One of the 'hidden' themes that crops up behind many of the discussion topics is how GMs cope with power gamers. How do you stop characters from "maxing out"? Is Dodge Blow too powerful? Some of the solutions to these problems are pretty neat, it must be said - such as stepped costs for profile advances (so +2 costs 200 EPs, +40 costs 400, etc), or requiring Dodge Blow to be bought repeatedly, with each level giving a 10% chance of dodging, up to a maximum of the I score.

While these patch up particular problems, they do seem to miss the real point. Power gaming is a style of play, a frame of mind, and that's what the GM needs to tackle. I don't think any rules system is "power-gamer proof" - that's just the nature of the beast. Whilst many of these rules fixes do their jobs admirably, they can become confusing. Taking even a fraction of the list's suggestions on board would mean spending large amounts of time updating players, modifying material, and checking consistency, and I can't quite shake the suspicion that this focus on the rules is precisely the kind of atmosphere that fosters power-gamers.

On the other hand, many of the suggestions are just too good to ignore. What to take and what to leave has to be personal preference, and it's as important for GMs to realise that they can reject list suggestions as it is for them to realise that the rulebook isn't graven in stone. One of my recent adoptions has been Lloyd Carroll's energy critical table*, which made a welcome relief from having to improvise things like fireball criticals, and which contains some really nice

*see page 8



touches (15: "Victim explodes in a brilliant pyrotechnic display - Ooobhh! Aaahhh!").

Another set of power-gaming problems revolves around careers. Should players really be allowed into the killing-machine careers such as Giant Slayers? Should Elven characters be allowed to become assassins? How can the extensive set of skills and advances in these careers be justified? All sorts of solutions were put forward, including re-writing the careers to make them less powerful. Other options included taking PCs out of play for a year or so to represent things like an assassin's training, or forcing characters to role-play the callous and amoral murders that the job would require. If well handled, this should be enough to put off all but the worst power-gamers! Elven assassins should be ostracised from their communities, their name and description circulated and remembered by the perfect Elven memories, meaning that the characters would have to be treated as a Dark Elf from that point onwards.

Another area which got thrashed out was how Templar orders would work. These groups, which often seem to be at least semi-autonomous, need to be funded and governed. How do they manage it? The upshot of the discussion was that some sort of "Grand Templar" would have to head the order, and that several other wings would be needed in addition to the fighting force itself - a training wing, possibly a covert force, some religious support, an administrative bureau, servants aplenty, maybe even a small college of wizards. Templars might also find themselves hired out in order to raise funds, or sent off to acquire or protect their considerable landholdings which provide supplies for the order. Various ideas for scenarios sprang up, to do with gathering information, defending financial interests, and so on. It seems as if having the PC's take refuge with Templars can open up all sorts of opportunities for mayhem.

Questions also crop up about the real world. How do GMs cope when characters get separated? My experience seems typical: I usually end up having split groups, each with a room, trying to juggle them all so that no-one loses interest. Another option is just to leave the "absent" players in the same room, and try and ignore the inevitable comments about what people ought to be doing. Also suggested was a ban on talking, only allowing note-passing amongst the players. This should stop the others present from commenting, but keep them involved while they watch the expressions of their companions. It's nice in theory, but lots of note writing can be time consuming, and is a bit unfair if you've got dyslexic players. The last of the solutions was to keep the other players involved by having them take on NPCs. Fun, I'll grant you, but not always practical, especially when an NPC is more than they appear to be. In the end, it seems, there is no easy answer to this split-party problem - but seeing how other GMs coped was a useful way of improving my own methods.

I hope this has given you some sort of idea of what the list is up to. There's an hundred and one other topics that spring to mind as being worth covering, most of which would make for a complete column in themselves. Still, I suppose that's why this is an on-going series of articles, after all...



THE CANNON BALL RUN - A Short Scenario by John Foody

There is nothing wrong in itself with adventurers desiring moneys, for they spend it soon enough. Giving to the honest innkeeper or armourer, men who pay their taxes. But if those same adventurers have stolen the money they carry, are they still heroes or have they become as thieves and assassins worthy of only wearing the jewellery that is the end of a rope.

Magistrate Gustav Hochschwarzer, sentencing group of adventurers to be hung after failing to convince him they had 'found' 20004C's.



PLAYERS STOP READING HERE

Introduction

The Cannon Ball Run is a short scenario set in and around Nuln. However it can be relocated to any city very easily although the company's name should be changed, see pg. 8 of the Enemy Within for more details and alternatives. As always feel free to change whatever details you require.

Players Introduction

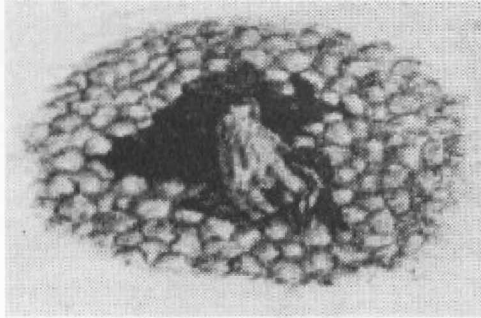
Stepping from the noise and warmth of the tavern, the night air removes some of the effects of the evening's alcohol, although not by much. Most of the locals are in their beds now and the little light from the street lanterns on the main thoroughfare do little to cut through the fog that has coiled through the city streets from the edge of the river. Behind you a young man falls out of the tavern door, before stumbling drunkenly down the street singing 'The twin whores



of Tilea'.

As you begin the short walk to your own beds the distant shout of the Watch calling 'All's well.' is heard. Only moments later this is disproved. The sound of a woman's scream echoes through the surrounding alleys. 'Gunter. Help me!'

Nothing is heard for a moment until the sound of fighting is heard down an alley bordering the Blacksmith's. Then a man's voice. 'Help! Help m...'. This is cut short by a man screaming in pain.



The Party Lend a Hand

Assuming the party investigate, they will head into the alleys of a commercial block, that lies black and silent. There is no trace of the originators of the disturbance and the fog will have helped their disappearance. Indeed the only movement is the occasional twitch of curtain made by a curious resident, none of whom will have seen anything.

When the PC's give up and decide to head home, one of them will spot a brief flicker of movement. A large rat is gnawing at an object in the dirt from which something glints. The rat runs if someone approaches (WS -20 to kick), revealing a severed hand. The hand is still warm, blood trickling from the wound and gripped in the fingers is a piece of patterned cloth, with a silver brooch attached. On the middle finger is a gold ring which holds a seal, small pieces of sealing wax still stuck to it. Locals will immediately recognise the seal as that of the Cannon Ball Express Coach company.

A seal can be a very useful thing to have and would possibly be of interest to those on the black market who deal with such exchanges. If the PC's know the right person they could possibly get 25GC's for it. However on a purely mercenary level the rightful owner of the seal would possibly pay as much to have it returned. The players sense of curiosity should send them in the direction of the Cannon Ball Express Coach company first thing in the morning.

PART I: A Dastardly Plot

The noises the players heard was a kidnapping or to be more precise a staged kidnapping. Or to be even more precise a staged kidnapping going wrong. The hand belonged to one Gunter Keller the senior scribe at Cannon



Ball Express and the kidnap 'victim' was his wife Helene.

Helene Keller arranged her own kidnapping as the first stage of a plan to steal a shipment of Gold Crowns being transported along the Altdorf-Nuln road. She is very ambitious and desires a life of wealth and luxury, which Gunter briefly gave her when they first moved to Nuln from the village of Segeldorf, where they both grew up. However, she began to wish for more. As Gunter gained more responsibility in the company, Helene threw herself into Nuln's high society becoming readily accepted, even though she was constantly afraid that it would be discovered she was only a lowly scribe's wife.

It was not long before she was courting Lord Henri von Winterstein who showered her with gifts and attention, falling madly in love with her. Her plans were nearly undone when Henri discovered the truth about her but he declared that 'true love will rule the day', before mentioning that in fact he too was broke and that he was surviving on capital obtained from money lenders. 'Soon I will be as poor as the next man.' Helene was heart broken, her dreams of status and wealth dashed until she decided to make sure the next man Henri spoke of was very rich indeed.

Gunter had often spoken proudly of his boss's trust in him, allowing him to arrange the regular transport of Gold payments along the Altdorf-Nuln road and in this Helene saw her chance. She convinced Henri that they could become rich as long they followed her plan exactly.

First, Henri engaged Sepp Gunsberg (a gambling acquaintance) to hire a team, promising them an equal share of the haul. Then using the last of Henri's loan, Helene secured the services of a Roadwarden Sergeant also in debt through gambling, to supply information.

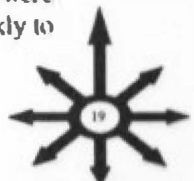
Helene's plan was simple: She would be kidnapped by a gang of thugs and a ransom would be sent to Gunter, threatening her life unless he supplied the times and route of the next Gold shipment, making sure it was unguarded.

Things did not go to plan, Gunter fought back. After Helene was grabbed by three of the men, Sepp stayed and with his sword at Gunter's chest stated. 'We'll be in contact. Talk to the Watch and she's dead.' As he turned to run Gunter drew his dagger for the first time in anger and leapt at the man, there followed a brief fight were a surprised Sepp could only defend himself. It was when Gunter grabbed Sepp's tunic that Sepp chopped Gunter's hand off and ran for safety.

After a heated argument with the gang of kidnapers, Helene has decided to go ahead with the plan. She believes that Gunter's boss is a decent enough man and will do his best to make sure no harm will come to her. However Helene is having doubts about the competence of the men she has hired.

Where's Gunter?

Even after being badly wounded Gunter tried to give chase but soon collapsed from blood loss. Luckily for him two members of the Watch were having a quiet puff in a doorway and after seeing him collapse took him quickly to



a nearby physician, where his life was saved. At present he lies unconscious.

The party have two courses of action should they wish to discover the truth behind what has happened. They can use the piece of cloth and the brooch to track down its owner or more likely they will head to Cannon Ball Express.

The party may go to the watch but they have classified the incident as a street robbery and are not interested further until Gunter awakens and tells them something useful. "After all, these things happen." The Watch will tell the party his name and what they know, should they ask politely.

Cannon Ball Express

The offices of Cannon Ball Express are based at Jurgenplatz, located within the commerce district near the main gate. A statue of Jurgen Albers, a hero from the time of Magnus the Pious stands at the centre of this small square. The premises of 'Cannon Ball Express' dominate two sides of the square facing 'The Hammer of Black Fire' and 'The Vine and Grape'.

Both the inns are privately owned although they both have deals with the coach company. Cannon Ball Express has no hesitation recommending their travellers to stay at either location as both are clean and friendly. Neither is cheap but 'The Vine and Grape' caters for more refined (i.e. expensive) tastes.

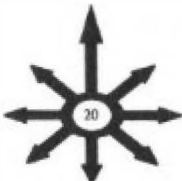
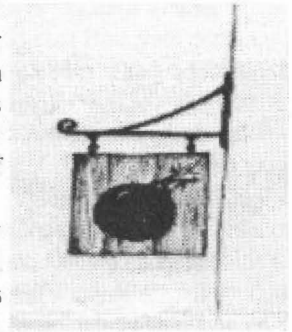
The Cannon Ball Express headquarters are contained within one large building, which is made up of a reception, storage area, stables, staff accommodation and offices. The offices are open from dawn to dusk but there is always staff available, feeding horses, cleaning coaches and awaiting arrivals.

Cannon Ball Express is owned by the brothers Hans and Helmut Muller but completely managed by Hans. Helmut prefers to travel, a fact which Hans is forever moaning about. They have offices in Altdorf and Averheim, as well as agents in all locations on route. Hans is a totally honest businessman and has the respect of his staff and loyalty of many of his customers.

One of their biggest responsibilities is transporting payments from various people and organisations in Nuln to the Inns that line the Altdorf to Nuln route. These used to be carried on regular stagecoaches but after a number of robberies they began to send out a coach with six armed escorts and a seventh inside the coach, in addition to the two coachmen.

Every morning before sunrise Hans knocks at Gunter's house and they walk to the office together. When there was no reply to his call this morning he had thought it strange but even stranger when Gunter did not show for work. He has decided to inform the Watch if Gunter had not turned up by the time the office closes.

When the party arrive at Cannon Ball Express they will have little



difficulty getting to see Hans (Herr Muller). The office consists of two rows of four desks and stools, with a taller desk at the front where Hans sits. At each desk a scribe sits with a pile of books in front of him scribbling busily while occasionally puffing on their pipes, the desk nearest Hans is noticeably vacant. On the wall is a huge tattered map of the Altdorf to Nuln road marked with pins.

Through the smoke Hans will just be able to make them out and call them closer. When they explain why they are there Hans will give all his scribes a tea break, as this is so uncommon they will be unsure of what to do until he shoos them outside. If the party pull out the severed hand, the youngest scribe Josef will faint.

Hans will identify the ring as genuine and tell all he knows but will be very worried. As the conversation ends he will throw on his jacket and make for the Watch asking the PC's to escort him.

A Ransom Note

As they step outside the office, four scribes will immediately step quickly away from the door where they had been trying to listen. The other three are standing around a young street urchin and one of the scribes is sucking his bleeding thumb. 'Herr Muller, this...this child, bit me.' The boy 'Maus' had been given a Gold Crown to deliver a note to Herr Muller by a man who said 'Make sure it goes into his hands or I'll bash your head.'

Maus takes this as a serious threat but pretends otherwise, acting macho and carefree. If they offer some shillings he will tell them he does not know the man (true) but he knows a villain when he sees one. He will describe him as tall, bald, unshaven and owner of a broken nose. He spoke with a northern accent (i.e. North of Nuln) and was wearing travelling clothes (waterproof clothes, high boots). He did not notice if the man wore a ripped tunic but does not think this was the same material as the piece found.

The note (Player Handout One) is badly written and has a piece of Helene's hair glued to it.

Player Handout One

Muller

We have the woman Helene Keller, beloved wife of Gunter. We chopped him to show we mean business. We will kill her unless you do what we say. Make sure the next gold run to the inns goes out unguarded but first you are to attach a note to the Dutch Elm in Reik's platz stating 'Herr Braun & Fraulein Schmidt will be married on' Here you will state the date and time of next gold run. This must be done by Dusk tonight.

If you tell the law we will kill her. Have no doubt.

Sepp followed the boy to the offices and will wait for him to emerge but he has no intention of showing up to meet the boy as he told him,



assuming the message got to Hans.

Hans will read the note twice and then tell his scribes to go home. They will not hesitate and rush off to the 'The Quill and Inkpot' for a celebration, Hans will ask the party to stay showing them the note. He is worried what damage a robbery will do to the business but will not do anything to endanger Helene or Gunter's life. He will offer the party a substantial amount of money for Helene's rescue and will not hear of the watch being called.

Hans also intends to put up the notice in Reik's platz informing the kidnappers that the next shipment leaves in two days. He is unwilling to halt the shipment because any delay in delivering the Gold makes Cannon Ball Express look bad and he is under increasing pressure from Imperial Expressways and Four Seasons Coaches. If the party argue the point he will wait until just before dusk before making a decision and posting the notice.

The Keller's House

The PC's may want to look at Gunter and Helene's house and indeed Hans holds a spare key. Hans will insist on going with them and making sure they do not wreck the place. There is only one small clue to be found in the house and that is a container of small herbs, (herb lore) traditionally used to aid sleep. Helene slips these to Gunter on nights she goes socialising but there is no indication to who owns these herbs (they are in the kitchen).

Posting the Notice

Reik's platz is a busy square in the centre of the city, dominated by the Dutch Elm, a huge ancient tree on which notices of employment, marriages, deaths among others are nailed. The notices are pulled down weekly but soon after the bark is hidden once more. Scores of people are constantly milling through the area and the tree is often surrounded. The Stag's Head Inn stands on one side of Reik's platz and drinkers often stand outside its doors, adding to the confusion.

A member of the Watch stands guard to deter charlatans who charge the unsuspecting a small fee for posting their notice. This is not to mention the pickpockets who regularly work the area.

Henri, Dirk and Stefan have stationed themselves in a room at the front of The Stag's Head with Henri's telescope (his uncle was a sea captain) and a description of Hans. Once they see him arrive or after dusk, Henri (he can read) will wander down and check the sign although he will not take it.

If the PC's are watching the notice they will have an 1-30 chance of noticing Henri's particular interest in the sign. If they challenge him he will deny everything and if necessary call the Watch over to arrest the PC's for threatening a member of the nobility. "How dare they!"

Dirk and Stefan are looking for anyone following Henri and if this is the case, a quickly disguised Dirk will rush down and greet Henri like an old

(Continued on page 27)



WHAT'S IN A NAME? PART 1: THE EMPIRE

by John Foody with Martin Oliver

Some WFRP players (myself included) sometimes have trouble thinking of Germanic names, especially on the spot. This article includes a selection of suitable names that could be used, some of which has been taken from WFRP material. Next Issue Part 2 will contain listing of Names from outside the Empire including Demi-Humans.

Titles are as follows; Frau = Mrs, Lady; Fraulein = Miss & Herr = Mr, Master, Lord, Gentleman.

Male Forenames

Armin	Erberhardt	Holger
Adolf	Erik	Ingo
Adolphus	Erich	Jens
Albrecht	Ernst	Joachim
Alexander	Erwin	Johann
Aldred	Erzbet	Johannes
Alfred	Felix	Jonas
Anders	Franz	Jorg
Anton	Friedrich	Josef
Axel	Fredrick	Jurgen
Bernard	Fritz	Kaster
Bernd	Georg	Karl
Bert	Gerd	Klaus
Boris	Gotz	Knud
Bruno	Gregor	Konrad
Chedwic	Gunter	Kurt
Christian	Gunther	Lou
Christoph	Gustav	Luitpold
Claus	Hannes	Manfred
Clemons	Hans	Marius
Conrad	Hanzi	Max (Maximillian)
Dagmar	Heiner	Mathieu
Dahlbert	Heinrich	Matthias
Detlef	Heinz	Mikhail
Dieter	Hieronimus	Mortmore
Dirk	Helmut	Nathaniel
	Henri	Nicholas



Nicholaus
Nikolaus
Norbert
Oswald
Otto
Paulus
Peter
Rainer
Reiner
Rolf
Rudger
Rudolf
Rudolph
Ruy
Sepp
Siegfried
Stefan
Sven
Thadius
Theodor
Udo
Ulrich
Ulrike
Volker
Werner
Wiesel
Wilhelm
Wim
Wolf
Wolfgang

Female Forenames

Andrea
Angelika
Anita
Anna-lise
Astrid
Brigid

Brigitte
Camilla

Celeste
Charlotte
Christa
Christiane
Clementine
Cordula
Danielle
Doris
Eav
Edda
Edith
Elga
Elisabeth
Elixabet
Ellen
Etti
Frances
Frieda
Gabrielle
Gaby
Gerd
Gertrud
Gisela
Gloria
Gudrun
Gundrun
Gunnar
Hanna
Hanni
Hannelore
Heidi
Helena
Helene
Helga
Helke
Helma
Henriette
Ingrid
Karin
Karina

Katharina
Kathe
Katrin
Julianne
Lena
Lile
Lilian
Lisa
Liv
Magdalene
Margret
Margarethe
Magrit
Maria
Mariann
Marianne
Marlene
Marthe
Mellory
Monika
Nadja
Nastassja
Natja
Oliva
Rena
Rosa
Ruth
Sybille
Tatjana
Ulli
Ursula
Vera
Veronika
Winifred
Yella
Yvette

Surnames

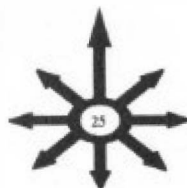
Adorf
Albers



Andra
Arndt
Baer
Baerow
Ballifonse
Baumann
Berger
Biedenkopf
Bjornstrand
Blacher
Blech
Blum
Bohm
Bohne
Bohnen
Boll
Bormann
Brandaur
Brahms
Bratsch
Braun
Bremer
Brunkhorst
Brustelin
Buchwald
Carow
Castel
Clausewitz
Cloos
Dagover
Delphinus
Delschaft
Dickopf
Dietrich
Diffring
Dissell
Dor
Drachenfels
Dreckspatz
Drexel

Ebertg
Edel
Eiferer
Ekman
Engels
Ensslin
Erichson
Euda
Faller
Fassbinder
Feher
Feiler
Freihof
Fritsch
Fuchs
Ganz
Gerron
Gerrow
Gickel
Glaubrecht
Goslar
Gottoht
Graue
Grasser
Griem
Grobschmeid
Gronemeyer
Gshwnedtner
Guerra
Guhne
Gunzberg
Gutman
Gwisdek
Haack
Harnish
Hartwig
Hasener
Heinemann
Helfrich
Hermann

Herzog
Hinfallig
Hintz
Hockscharzer
Hofbauer
Hoffmann
Hoger
Holkzkurg
Holt
Horn
Horney
Jaeger
Jager
Junghams
Kahl
Kannicher
Kant
Kappelmuller
Karge
Kaslain
Kauffmann
Keller
Keusch
Keilgeld
Kier
Kieslick
Kinski
Klammer
Kluge
Knopp
Kochl
Kohl
Koltzack
Kopp
Korff
Korte
Kortner
Kotulla
Krauss
Kreuzer



Muller

We have the woman Helene Keller, beloved wife of Gunter. We chopped him to show we mean business. We will kill her unless you do what we say. Make sure the next gold run to the inns goes out unguarded but first you are to attach a note to the Dutchz Elm in Reik's platz stating 'Herr Braun & Fraulein Schmidt will be married on' Here you will state the date and time of next gold run. This must be done by Dusk tonight.

If you tell the law we will kill her. Have no doubt.



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London E5

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Address

.....

.....

.....

Postcode

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Muller
Murnau
Noll
Nyman
Oldenhaller
Ostenwald
Pabst
Pallenberg
Pascal
Paulsen
Pawlowa
Pittschau
Prochnow
Raab
Rack
Reich

Reitsmann
Reitz.

Reusse
Ricard
Rommel
Rottlander
Rudiger
Rupe
Rupp
Sagebrecht
Sander
Saubert
Schaad
Schaake
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Sorbas
Spears
Speilhalter
Steinhoff
Stratz
Stumpfnase
Syberberg
Tauber
Thiele
Tietmeyer

Trissenaar
Treuer
Ullmann
Valetti
Veidt
Vogel
Vogeler
Vogler
von Aschendorf
von Bruck
von Baky
von Groninghof
von Hassel
von Konigswald
von Kleist
von Liebenfels
von Praunheim
von Schwerin
von Steinhoff
von Thun
von Trotta
von Twardowski
von Weizsacker
von Winterstein
Wagner
Wandtke
Wartha
Weinrich
Wennemann
Wegener
Weyraih
Wiene
William
Winkler
Witzenberg
Wolheim
Wolk
Zauberlich
Ziewer
Zischer



(Continued from page 22)

friend and they will head into the Inn for a drink. Both act naturally, although Henri will be nervous, until they find an opportunity to escape.

Meanwhile Stefan, will jump out a side window on to the Inn's kitchen roof and then down into the platz. He will calmly walk over to the tree and pluck off the notice and then walk away. He will walk down Diederstrasse and knock at a random door (74), passing the note over to the owner, who coincidentally is called Schmidt who upon reading the note will believe it is an invitation to a family wedding and hand Stefan a shilling. If stopped Stefan will claim he was paid a crown to deliver the message to a house in Diederstrasse by a tall man dressed in red speaking with a Marienberg accent.

The kidnapers should be allowed to escape at this point but if the PC's are very efficient and do follow them all the way back to the hideout, go to the section "The Villain's Hideout."

The Roadwarden Sergeant

Helene has bribed Sergeant Krimes, a Roadwarden of twenty years, to pass on any information relating to the robbery or kidnap that he hears. Krimes will do so as Helene has promised him a large amount of money which he desperately needs to pay off gambling debts he owes to various disreputable and mean characters.

"We told you not to involve the Law."

If the PC's make themselves known to the kidnapers at any point or they find out the Watch/Roadwardens have been informed, they will send Hans Muller a note and a box containing the "...finger of Helene Keller. Next time it is her head." The finger is not Helene's but the ring on it will be and Hans will recognise this.

Gunter Awakes

If at any time the PC's start to believe that they can bluff the kidnapers then have Gunter awake and contact Hans. After informing Gunter of what has happened, Gunter will beg Hans to meet the kidnapper's demands. Hans will honour his friends wishes and make sure the PC's understand this.

PART II: A Clue, a veritable clue

By the time the PC's start to track the owner of the fabric and brooch, they should be working to some sort of deadline. The only real clue they will definitely have is the fabric and brooch and possibly a description or two from the boy 'Maus' or from Reik's platz.

The fabric is from the uniform of the Hofbauer-Bodelstein Trading Company for which Sepp works as a Teamster. The brooch is made of silver and is cast with the design of a whip coiling around a coach wheel. This is a guild badge showing the owner is a Team Leader in the Teamsters Guild. Both of these



will be recognised by anyone who has followed the Trader, Coachman, Roadwarden, Muleskinner or Watch careers.

The Hofbauer-Bodelstein Trading Company

Going to the Hofbauer-Bodelstein offices will be a relatively fruitless operation as they have no way of telling who the fabric belongs to, the company will however be charging the culprit for a new uniform. There are currently 43 Teamsters in Nuln working for the company, eight of whom are Teamster Leaders. A bribe will furnish the party with these names. There will be a caravan leaving in a weeks' time, which Sepp hopes to be on.

The Teamsters Guild

The face of the Guild that the party will see is a Gnome clerk named Kole who is nearly deaf, obstinate and uninterested in the PC's, not to mention protective of the Guild's members. If the party show him a list from Hofbauer-Bodelstein and give them a description of the man then he can tell them that Sepp Gunzburg matches this description. Make them work for this information and no Kole doesn't know where Sepp is, but will point them in the direction of the 'The Mule's Kick.'

The Mule's Kick

The Mule's Kick is both a tavern frequented by teamsters and the name of an ale both brewed and served there. It is well known as a Teamsters gathering point. The tavern is unusual in that it has no windows since these have long been boarded up, inside it is never empty and its furniture is very sturdy, in fact it's filled with lots of objects that will survive the rigours of a bar room brawl. If the PC's go looking for Sepp here they will have to tread very carefully as the Teamsters are a very close knit group and it won't take much for knuckle sandwiches to start flying.

Should they convince a Teamster to talk through either a good story, lubricated by ale or proving themselves in a good fight (i.e. One where a least 10 people are out cold) then the following information may be gained.

- Sepp was seen talking to a couple of 'nobs' (rich people), a man and a woman (Henri and Helene) a couple of days ago.
- He is leaving on the next Hofbauer-Bodelstein caravan.
- His mum's ill.
- He spent a night complaining that he hated clowns and acrobats. "I can ride a horse, nobody pays to see me do it though."
- That was the night he bought a round of drinks and seemed very happy. Others in the inn assumed he had done well in the sharp-shooting when he visited the fair.
- He owns a pair of pistols, which he is very proud off. He recently got them mended.



The Fair

Outside the City's main gate is a permanent fair and market and it is here Dirk and Stefan Goslar work, performing horse backed stunts under the name The Goslar Brothers (apt but unimaginative). Neighbours will say they left a couple of days ago saying they would be back soon and if the PC's look at their tent will find their possessions. Again this community is close but a good story or money in the right hand will yield the following clues, from different sources.

- Dirk and Stefan left an hour after talking to a bald man with a broken nose and another tall looking man with a shock of red hair.
- The Goslars have strange powers, they can talk to beasts using magic. (false)
- Seen talking to Red, who used to work in the Fair as a labourer.
- When they left, they took their two horses.

If they ask about Red, no-one will know much but will point them in the direction of the Fair's governor Wolfgang Gwiadek. Wolfgang is a very friendly man, who is proud of the fact he has the same name as the Crown Prince. "We were both born to be in charge." He can tell them that Red worked as a labourer for a couple of summers because he needed the money. Wolfgang knows that Red runs a Blacksmith's but got the impression that it didn't do very well.

The Blacksmiths

Red's premises are located in the lower end of the city, where he grew up. Although he and his family survive from day to day he would like to do better. He knows Sepp from years ago and recently mended his pistols, which is when he became involved in the scheme. The workshop is closed and locked and contains nothing of any interest, the tools having seen better days.

Red lives above the workshop with his wife Ulli and three young children. She does not know where he has gone and is worried what he might be getting into. "He's a good man, just not that bright."

PART III: The Villains

The villain's hideout

The gang are camped out in an abandoned warehouse in the middle of the old docks, which they broke into throwing out the family that had made a home there. The warehouse is old, damp and dangerous, with rotting floors and ceilings. Dirk nearly died when a balcony handrail gave way under him.

Most of the Warehouses are inhabited and occasionally the owner comes around with a couple of thugs to demand rent. The old docks are a cold and foggy place, not to mention dangerous, Watch patrols hardly ever disturbing the inhabitants.

If the gang are discovered here (remember they have an informant keeping an eye on the Watch and Roadwardens) they will act as a cohesive unit, assuming that is the best way for them to survive, although if two are incapacitated they will surrender or escape using the horses. However they will not call off

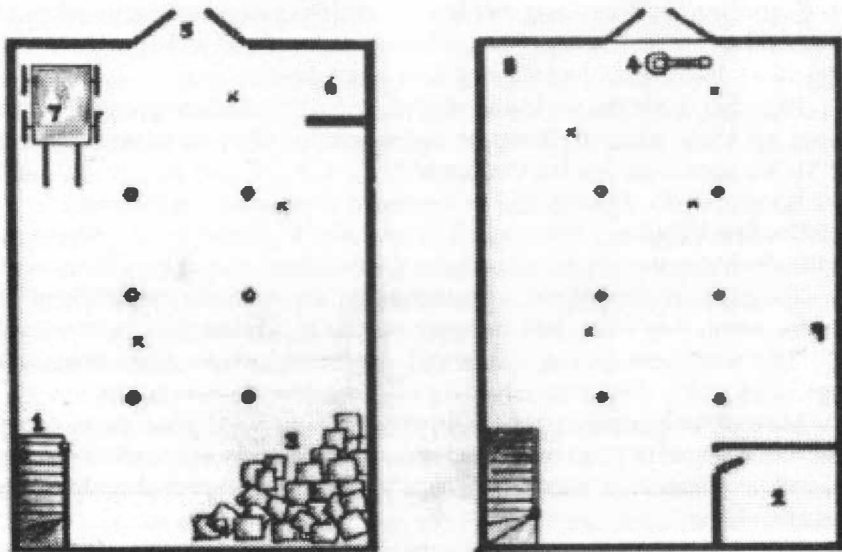


the plan, instead beating up another Cannon Ball Express employee as a warning.

Helene will act the part of kidnap victim and if it looks as if the party are winning she will stab Henri just as he surrenders. She will be very convincing.

Warehouse 74

1. Staircase. The third and fourth step have been loosened and if weight is put on them will collapse with a crash. Any character doing so must make an I test to avoid falling through and becoming stuck, taking 1D3-1 damage. Spot Traps +10 to find.
2. The Office. This is where Helene and Henri live at present. It is stocked with good quality food and wines and comfortable bed rolls.
3. Rotting boxes. Full of mildew and decayed blankets. Sepp has his bed roll here.
4. Loading pulley. Now rusted and rotting. The bay doors are warped and damaged, allowing the current guard a view of all those that approach the front of the warehouse.
5. Doors. They are barred on the inside. T4 W12.
6. Horses. There are six here, including the two trick horses and a carriage horse.
7. Carriage.
8. Red's bedroll.
9. Dirk and Stefan's bedrolls.



x = Holes in floor. If stepped onto takes 1D2 rounds to remove foot from. If forced to fight WS/I at -30.



The Cannon Ball Run

The Gold Run is done on a monthly basis to most of the Inns on the Altdorf to Nuln road and each Inn has its own chest to which only they and Hans Muller have a key.

The stagecoach that transports the gold is a standard coach except that all but one of the seats have been removed and replaced with chains to tie the chests down. The doors have had good locks placed on them and behind the windows on the door are iron bars hidden by curtains. The coach is then manned by a driver, his mate and a guard inside.

This run there are twelve chests containing 1400GC's and Hans will recommend that it is driven by Johann Zwayne and Burdt Renoldstein, his best crew. Hans will tell them to allow the villains to take the gold once they have shown Helene is safe, otherwise they are to protect it.

Aaahhh!!!
There's no driver!
Get out and stop the horses then.
You do it.
I can't I'm only a Dwarf.
So? Who's nearest the door?
You're supposed to be a warrior.
(mass argument begins)
Excuse me. Aren't we supposed to go across the bridge.
!?!?!? Aaaaahhhhh!!!

The Playtesters

Ambush

Helene has come up with a plan she believes foolproof. It is unless the PC's do something to show her otherwise. The gang intend to wreck the coach and neutralise any surprises hidden inside, as well as disabling the coachmen.

Stage 1: Red will follow the coach out of Nuln making sure no one is following and it is unguarded. A couple of miles outside the city limits he will take a short cut to join the others. If anyone is spotted the plan will be off. If the PC's are following they will have to be careful to avoid being seen and they will be some time behind the carriage.

Stage 2: The plan is simple, Dirk and Stefan (3 & 4) will attempt to cut the reins to the horses, while Sepp (5) kills the driver or at least keeps him busy by first firing a crossbow and then two pistols. Stefan will spook the horses and if the driver is still in a condition to operate the brakes Dirk will jump on top to kill him.

Stage 3: The coach will run on uncontrolled until it reaches the bridge where it will be forced to turn sharply or run into the river bed as the bridge has been blocked by the gang's wagon (1). Either way it will flip, sending the driver flying and stunning or wounding anyone hidden inside.

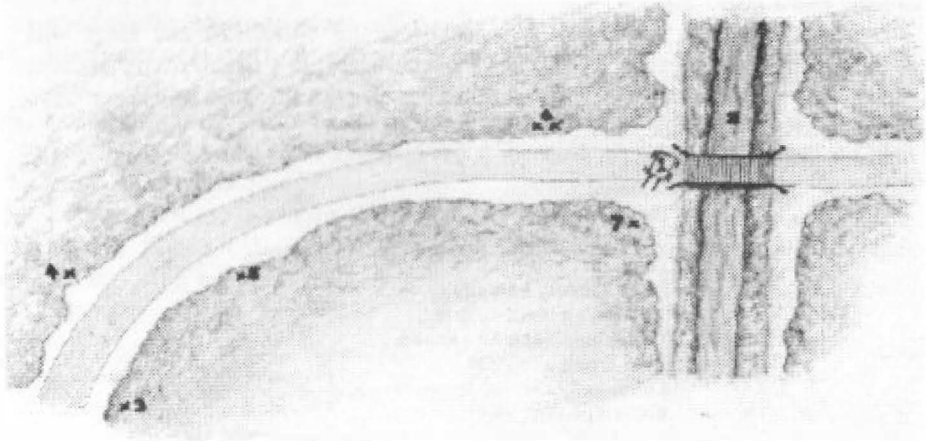
If anyone wishes to climb on the horses let them do so with some Dex checks. Bonuses for Animal Care etc. If they succeed they should be able to stop



the horses. Using the brake on it's own will cause the coach to flip.

Anyone inside the coach when it crashes will take one S4 hit (Dex Test for half damage) and be stunned for 1d4 rounds. Also there is a 20% chance that a chest will slide into them for a S4 hit (alternatively they take a -1 leg critical with a roll of 51+ being rolled again). Anyone on top of the coach also takes a S4 hit (Dex Test for half damage) and is stunned for 1d4 rounds.

If anyone jumps out of the coach as its moving they need to make a Dex test (+20 for acrobatics), a pass means they suffer a S1 hit a fail means a S4 hit. If Dirk got on top he too must make this roll.



Stage 4: Red, Henri and Helene (all masked) (6 & 7) will rush out and subdue any survivors although they will not bother chasing anyone running away. A round later the others will arrive. If the party have been following they will find the group loading the chests onto their wagon, although they will have been slowed by two chests bursting open. The stream (2) is only six inches deep although the banks are quite deep.

Outcomes

If the gang has been successful, they can still be stopped before they leave town. Sepp can be found with the Hofbauer-Bodelstein caravan, Dirk and Stefan at the fairground and Red at his home. Although once they find out people have been asking questions they will start to worry. Helene will decide Henri is a liability and escape to Aldorf with both their shares.

If the party stop the robbery and discover the truth about Helene or "rescue" her, Hans and Gunter will both be grateful with money and future favours. If any of the gang escape they will disappear around the Empire possibly to be seen again. Helene will look at a failure as a set back but this will not stop her changing her name, appearance, embarking on a life of crime and promising revenge on the PC's. If Henri escapes he will become a drunk until his debts



are paid by his father and he summoned home.

If the robbers are captured Henri will be pardoned and then summoned home. If Helene is captured she will if possible, play the part of kidnap victim forced to take part. The others will be strung up as soon as the hangman is found. The full story can be threatened out of Henri very easily once he is apart from Helene.

●f course the party may stop the robbery and then run with the gold. If they do so Hans will put a large reward on their heads (larger if Helene is killed) and send a few bounty hunters after them.

Experience rewards

10-40 exps for Roleplaying in the various encounters.

5 exps for running to help and finding the hand.

5 exps for finding Gunter.

5-10 exps for staking out the tree and noticing Henri.

15 exps for finding the villain's hideout.

5-25 exps for following the clues back and finding details on the villains.

30 exps for stopping the robbery and returning the money.

THE CAST

Gunter Keller

Gunter is the loyal employee of Cannon Ball Express coaches and has dedicated his life to making it as successful as possible. He hopes that when Hans Muller retires he will be given charge of the company. He does love his wife and hopes they will have children soon but does not realise how unhappy she is and would be devastated if he found out. Gunter is 37 years old and is a studious and serious looking man, without much sense of humour.

Helene Keller

Helene Keller is a highly intelligent, capable woman although she is only beginning to realise her abilities. She is capable of cruelty and violence but only when she knows she can get away with it. She will quite readily betray Henri and the rest of the gang. She will not take any risks and will not carry a sword or wear armour in Nuln in case she is seen. She has no real affection for Henri but sees him as a mean to an end.

Her good looks and skill at learning have enabled Helene to fit into Nuln's high society although she knows this is a fragile existence at best. Henri has also been teaching her the use of a sword.

Helene is twenty-seven years old and carries her tall frame regally, her black hair reaching her waist. With Gunter she dresses well but has a hidden wardrobe of expensive, fashionable dresses.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	31	3	3	6	38	1	33	34	40	38	38	39



Skills: Etiquette, Cook, Dance.

Hans Muller

Hans is resigned to running Cannon Ball Express because he was too timid and afraid to leave Nuln to follow his youthful dreams of adventure and travel. However, now at the age of forty-five he is an expert business man and almost uniquely in this age, he values the respect and loyalty of his employees.

Hans is always in a rush, his mind occupied by facts and figures but he never forgets a name or face and if stopped in the street (otherwise he walks straight past intent on other matters) will converse happily about families and other gossip. He is unmarried never having found the time.

Hans values Gunter's life over mere money and will happily pay the ransom. He has never liked Helene finding her a touch cruel and aloof but he knows Hans loves her and will do his best not to allow any harm to come to her.

He is always dressed neatly in black with his thinning hair slicked back with hair oil. Every morning he buys a fresh flower to pin to his jacket.

Lord Henri von Winterstein

Henri is the third son of minor noble whose estate lies south of Nuln. Henri came to Nuln to study five years ago and has spent the time since drinking, gambling and partying. As a result of this he is deeply in debt to a local money lender and out of fear he has signed over his father's estate as collateral. Although this is not enforceable by law he does realise this and is desperate to pay the lender off.

Henri has been totally infatuated with Helene ever since they met and will never disagree with her or see any wrong in what she does.

Henri is twenty-six years of age and weak of chin and willpower. He will always be dressed in the latest fashions and enjoys insulting the lower classes. He is afraid of the rest of the gang.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	33	3	3	6	30	1	29	39	29	39	29	39

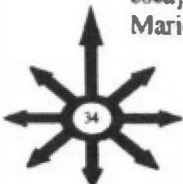
Careers: Noble.

Skills: Charm, Luck, SW-Fencing Sword, Read/Write.

Items: Good clothes, Fencing sword, Jewellery(25 GC's).

Sepp Gunzburg - Teamster Leader

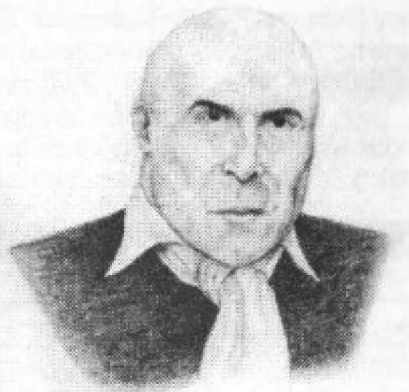
Sepp is presently Teamster but over the years has had a go at most things. He wishes to settle down and is looking for a nest egg to enable him to do so. Sepp's most treasured items are a pair of duelling pistols he won twenty years ago after deciding to ignore the 'turn and walk ten paces' part of the procedure. He escaped, shooting the second and to this day there is still a price on his head in Marienberg.



Sepp is bald, over six feet tall and owner of a twice broken nose. He enjoys the good things in life, drinking, gambling, whoring and fighting. He met Henri during a couple of card games and dislikes him.

He is a mean individual but does not kill for the sake of it. He has considered double crossing Henri and Helene after the robbery but has decided against it. He would not betray the rest of the gang, whom he trusts (more or less).

The Goslars and Red trust Sepp and look on him as the leader of this job.



M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	45	4	3	8	45	2	32	35	33	30	32	30

Careers: Muleskinner, Coachman.

Skills: SW-Fist Weapon, Street Fighting, SMB, Strike to Stun, SW-Pistols, Drive Cart, Ride-Horse, Marksmanship, SL- Thieves' Tongue, Animal Care, Dodge Blow.

Items: Sleeved Chain Shirt, Sword, Pistols (with powder & balls), Crossbow.

Dirk & Stefan Goslar - Trick Riders

Dirk and Stefan are brothers separated by only a year (ages 24 & 25) and have never been apart. They grew up in fairs travelling most of the Empire but have now been in Nuln for three years. Their show consists of various horse backed tricks and is popular with the crowds.

The brothers are a sullen pair, hardened by the rigors of the road but able to turn on the showmanship when necessary. Both cannot be mistaken for anything but brothers, standing 5' 6" tall with curly black hair and similar clothes. They have indulged in minor criminal activities when the opportunities arose and

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	47	3	3	7	30	1	49	29	29	29	29	40

once teamed up with Sepp to steal some thoroughbreds.

Careers: Entertainer (Animal Act, Acrobat, Knife Thrower).

Skills: Acrobat, Escapology, Ride-Horse, SW-Throwing daggers, Animal Care, Juggle.

Items: Leather jacks, Swords, 4 Throwing Daggers.

Red Grobschmeid - Blacksmith

Named for his mass of bright hair and beard, Red stands over six feet tall



and looks every bit the blacksmith. Red is a good, honourable man whose greatest priority in life is his family. He has tried hard to make the Blacksmith's work but is finding it difficult to make ends meet.

The PC's can use his love for his family against him by reminding him of what he stands to lose should he be caught. However, threatening his family's safety will have the opposite effect, sending him into an uncontrollable rage.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	27	25	5	3	9	30	1	29	24	24	24	29	24

Careers: Artisans' Apprentice, Artisan (Blacksmith)

Skills: Smithing, Metallurgy, Ride-Horse, Drive Cart, Very Strong, Consume Alcohol.

Items: Hammer.

Johann Zwayne & Burdt Renoldstein

Johann and Burdt are the best team that Canon Ball Express has and after ten years of working together are firm friends. Both are extremely loyal to the company and like both Hans and Gunter, neither has met Helene.

Johann Zwayne

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	45	4	3	6	36	1	29	39	29	39	31	31

Age: 42. Skills: Animal Care, Drive Cart, Musicianship-Coach Horn, Ride Horse, SW-Blunderbus

Items: Blunderbuss, Sword.

Burdt Renoldstein

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	42	3	3	6	42	1	29	35	34	40	30	32

Age: 33 Skills: Animal Care, Drive Cart, Musicianship-Coach Horn, Ride Horse, SW-Blunderbuss

Items: Blunderbuss, Sword.



Violence does, in truth, recoil upon the violent, and the schemer falls into the pit which he digs for another.

Sir Arthur Conan Doyle, The Speckled Band.



CAMEOS

Rough Justice by Martin Oliver



Dust puffed up in clouds around the adventurer's feet as they strode into the village. No-one hailed them. No-one asked what news they brought. No-one even noticed them.

All attention was centred on the scene ahead - and scene it might have been: the people seemed almost overacting, and the bystanders no more than an awed audience. Almost - but not quite.

"Burn him! It is the only sure way, it is the will of Alluminas!" So said the tallest, his heavy travelling cloak and dark stubble giving the impression of a shadow even in this harsh light.

"Pah! Waste of time. I will slay him at once, as befits such an abomination!" And the man in battered platemail made to draw his sword. The two thugs who had been holding the peasant down moved for their blades, but the shadowed man gestured them still.

"The Light must burn forth, through the Darkness of this corrupted soul. You may kill him, but only I can save him!"

Away to the side, lying crumpled and forlorn, a woman started sobbing pitifully.

The PC's have just stumbled upon some summary justice. The judge, jury and executioners in this case are Erbeherht Wittlestein, a Witch Hunter sworn to Alluminas, his two trainees, Pyotr and Nicolas, and the Templar of Solkan, Manfred Mannson. Erbeherht and Manfred have been travelling around this region for some weeks now, and each is trying to out-do the other, using any birthmark, any psychological problems, or even any eccentric behaviour as an excuse to carry out another execution.

The centre of their attention is Sebastian Messner, who (as the villagers will surreptitiously inform the PC's in a guilty whisper) bears the mark of Chaos in the form of having one brown and one blue eye. The villagers will also mention that he was born that way, and has never been anything but a good and hardworking farmer. The tearful woman is his wife Anna, who was shoved aside by Pyotr when she tried to defend her husband. She is resigned to the fact that no-one in the village will stop the execution, and in her hatred is determined to get her revenge, sooner or later.

There are many ways the PC's can handle this. Violence or threats lead the Witch Hunters to close ranks against this lover of Chaos. Entreaties to their better nature just don't work - neither of them wants to lose face by being the first to relent. It should soon become clear that reasoning with them is not an option. Combat should not be easy for them either, and victory will set the authorities on them. However, even a defeat will allow Sebastian to make a break for it, and any



show of strength against the Witch Hunters will gain the peasants' support.

Should Sebastian be killed, Anna will go home, grab a knife, and wreak revenge on the murderers as best she can. If she survives this, and the PC's did nothing to help Sebastian, she will turn on them next.

No profiles are given for Erbeher, Mannfred, Pyotr or Nicolas, to let you gear the level of this to your own characters. The suggested career paths are as follows:

Erbeher:	Witch Hunter, Ex-Cleric Lv11, Ex-Initiate.
Pyotr and Nicolas:	Bounty Hunters, Ex-Bodyguards.
Mannfred:	Witch Hunter, Ex-Templar, Ex-Freelance, Ex-Squire.

This encounter can be used on its own, but would work well as part of "The Empire in Flames". It could also become the basis of a scenario in itself. Erbeher and Mannfred could be the advance parties for a full-scale inquisition, and anyone who challenged them would then become a good example of what happens to those who side with Chaos. And why did the Witch Hunters start picking on Sebastian, anyway? Is he as innocent as he seems? Perhaps he has been acting a bit suspicious of late, now that the villagers think about it. Maybe he has been touched by Chaos, and Erbeher and Mannfred are completely justified.

Or maybe his guilty secret is that Anna has been touched by Chaos. Another option is to have one or both Witch Hunters working as an agent of a third party, using the hunt as a cover. Maybe Sebastian is blackmailing someone with influence, or has challenged the local crime boss, or just spoke out against the authorities.

One way or another, this is a problem the PC's just can't walk away from.



(Continued from page 13)

willing to join almost any party of travellers/adventurers, even if the pay is low or non-existent. (See Page 48 for more insight into Daedalus Kreiger)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	56	31	5	6	10	41	1	40	65	40	64	60	35

Careers: Engineer, Artisan (Carpenter)

Skills: Carpentry, Drive Cart, Dodge Blow, Drive Cart, Engineering, Haggle, Magical Sense, Metallurgy, Mining, Read/Write, Scroll Lore, Secret Language - Guild, Secret Signs - Artisan, Secret Signs - Dwarven Engineer's Guild, Set Trap, Smithing, Spot Trap.

Possessions: Tools, Writing implements, Breast Plate, Arm Greaves, Mail Leggings, Mail coif, Axe, Shield, Gold medallion (family crest), Gold ring (Grungi insignia), 210 GC's.



SPECIALIST WEAPON - NET: A Reviews Special

In the last few years the internet has become a part of the public consciousness, even though only a relatively small proportion have access to it. However, everyone has an opinion as reams of column inches can attest and these range from love to outright loathing.

Even the most regular users will admit that the Internet has a way to go before it can realise it's full potential. At present it can be slow, cumbersome and difficult, not to mention dull. So is it worth checking out? well yes. After all there is still lots of useful information out there and for WFRP players some real gems to be found.

So where do you start? Getting yourself on-line requires a PC and modem as well as some good advice, garnered from a local shop or from some of the many magazines on any newsagent shelf. Of course there are those who do not wish to go down this path and for them access can be gained a number of ways but the most likely one, is to pay a visit to one of the growing number of Internet cafes that are springing up.

Being PC and on-line deficient, this is what I did. I visited the first of the UK's public access Internet cafes 'Cyberia'. Cyberia is located in the centre of London but has sites in Kingston and Edinburgh (ring 0171-209-0982 for info). The staff are friendly and helpful but for those who have had no experience it is really very simple. There is no facility to print any information but it can be downloaded to disk.

There are some interesting WFRP projects taking shape and hopefully the this article will give you some pointers to what's out there. Development of areas outside the Empire is a popular theme and apart from scenarios, perhaps the most important. As official releases cannot cover non-Empire areas until Games Workshop do, these works can be of real benefit for GM's whose players decide to go on a world tour.

There are also plenty of new rules, skills and careers to be found but these are all matters of personal taste. Also to be found are the WFRP archives and various discussions of which more details can be found in 'Mentioned in Despatches'.

This is not as comprehensive a review as I had originally hoped to do due, to a mixture of deadlines and the general slowness and cost of using the system. At some point in the future there may be fuller reviews on single pages.

However, with a list of Websites in my hand I decided to head to the Woodelf page to begin my search even though it is a general RPG site, it provides a number of links to WFRP pages.

<http://dax.cs.wisc.edu/~woodelf/RPG/wfrp.html>

Definitely the best place to begin any search on roleplaying. This will



eventually bring you to all the following sites.

<http://www.cs.tu-berlin.de/~rossi/wfrp.html>

Perhaps the best site for useful information. Contains Addendum, Religion and Herbs among others. Two items worth mentioning is the Old World Encyclopaedia and the Adventure Collection. The Adventure Collection is a set of at present, nineteen adventures and they can only be accessed by password, which is available to anyone submitting an adventure to the site.

<http://www.ifl.uio.no/~mortenk/WHIntro.html>

Contains the WFRP archives which are well organised and contain a vast amount of information, covering everything from new careers, Gods, adventures and probably everything else. There is a lot of interesting ideas here with some real gems, some put together better than others but overall very impressive. Some of the gems include Morten Krog's Norsca and G.G. Leppers Book of the Rat.

<http://www.elsee.fr/~chayviad/english.html>

This page contains information for the French Warhammer magazine 'Le Grimoire'. There will be a review of the magazine next issue.

Some other sites to visit

<http://www.kjemi.unit.no/~steinhaw/wfrp-sys.ps>

<http://www.cs.vu.nl/~wouterw>

<http://www/~gorebrainrot>

<http://www.telebyte.nl/~tomsaf>

<http://www.informatik.uni-oldenburg.de/~henry/spiele/Warhammer/>

To summarise, there really is a lot of information out there and it shows the level of interest there is in WFRP. Once again I apologise for the lack of a really comprehensive review but I've given you some pointers if you haven't gone exploring before.

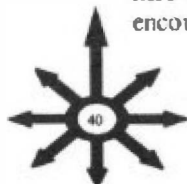


RECOMMENDED

The Elizabethan Underworld by Gamini Salgado
(£9.99 Alan Sutton Publishing Ltd)

This is an excellent book covering the life's of criminals, vagabonds in Elizabethan England. There are details on every aspect of criminal activity from their methods all the down to the prison they might end up. The author gives a real flavour of the life these people led and this alone would be enough to recommend it.

The details can be easily transported to WFRP and there is masses of material here to use for inspiration. At the very least you get plenty of ideas for NPC's and encounters but the real benefit is in filling out some general background.



THE WARPSTONE INTERVIEW



An Interview with James Wallis, Director of Hogshead Publishing

I had arranged to meet James Wallis in Oxford Street amongst the bustling crowds of tourists and shoppers dodging out of each others way, not to mention the occasional bus and taxi. Leaflet distributors, advertising the skills of an English language college continually attempt to thrust flyers into your hand while you wonder how despatch riders stay alive with such a disregard for such simple road safety rules as say, red lights.

If some poor 14th century peasant had been kidnapped and bought here they would use the word chaos or maybe hell. However if we travelled back to visit it would certainly be a lot quieter but you would have to put up with plague, starvation and the occasional knight beating you up.

It was from here (Central London not the 14thC) that we retired to a nearby cafe to talk. In interviewing James Wallis I hoped to find out where Warhammer FRP is going, how it was wrenched from Games Workshop's grasp and something about the man that had done so. "If you ever want somewhere quiet to sit-down in Central London, this is a good place." said James. However in central London this can be a bad sign, nevertheless it was empty and so began the interview. The conversation even had a musical soundtrack which seemed to increase in volume the longer we sat there.

James Wallis is a trained and experienced journalist having written for White Dwarf, Adventurer and Arcane amongst others within the gaming industry. He has however done plenty of work outside, mostly for Publishing magazines. "Journalism paid the bills and in the meantime I was doing roleplaying supplements." even now, "Hogshead does not pay my bills and I have now been freelancing again for about a year."

His publishing career started with Fanzines, the first being "Werman" published in 1982. "Werman was awful but my second 'zine was actually pretty good. Occasionally I reread it and think why can't I write like that these days." James believes that Fanzines are the ground root of the hobby and have a very important part to play. A large proportion of the people who are influential in the British market started off as Fanzine Editors but yet Fanzines remain under exposed. This is partly due to the fact there are two good professional Roleplaying magazines out there. "So people are getting their monthly fix."

The Dying of the Light credits for James Wallis stated that he did not like to mention his previous work. The dark secrets in his gaming cupboard turn out be supplements for Palladium. Not Teenage Mutant Ninja Turtles! I hear you cry. "Mutants in Avalon was one of mine. It was actually the first gaming



supplement I wrote and I'm still quite pleased with it, given the brief that I was: It's after the Apocalypse and all the animals have mutated in humanoids and Arthur's back. Erm...I think I did a reasonable job. I also did 'Mutants in Orbit' which is exactly what it sounds like really. Less King Arthur in that one. They sold pretty well and before it was over merchandised it was a nice little system. Palladium are good employers but people in the industry seem to have this thing about them. You either love their stuff or hate it."

James started playing RPG's in 1981 and these days, apart from play testing WFRP products, he plays a version of 'Lace and Steel' and also 'Empire of the Petal Throne'. "For my money the best game ever published. Its hard to describe but its one of those completely mapped out fantasy worlds and its such a rich environment. Three companies have put it out but none have been able to make it work, its not a commercial game."

He also plays Ghostbusters "Horrible admission but it is a brilliant game, about the only comedy game that works as a comedy game." What about Paranoia? "Its funny the first two or three times but the jokes get a bit tired."

So is FRUP (forthcoming Hogshead comedy game) going to be a one joke concept. "Yes but it's going to be a bloody good joke!"

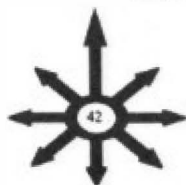
Hogshead Publishing (HP) was formally incorporated in October 1994, although James was running a Roleplaying company previous to that publishing 'Interaction' (now IF: Interactive Fantasy). HP was formed after he had been working on the game Bugtown for three companies at the end of which it ended up with Wizards of the Coast. When six weeks later they decided to produce all future games in house. "So I was left with four years work and no publisher in sight, so I though, sod it! I'll do it myself."

Hogshead started life with three full time staff but around June 1995 he realised it wasn't working. "We were losing money hand over fist quite frankly." So he stopped paying himself and all the others went freelance. Obviously publishing a game involves a large amount of people from writers to proof-readers to typesetters. "Some of these are paid or take payment in kind, some of them just do it because they love the game, which is great. Its one of the tremendously satisfying things about it, people really enjoy Warhammer."

To date HP have only published IF and the Warhammer material, which has been very good, keeping up the quality and feel of the original releases. So why re-release Warhammer? "A friend of mine who used to work for GW came to me and said that they were looking for someone to take over the license. I phoned Phil Gallagher said I was interested and that was it. It was a business decision, I knew it would sell well. Its a good game and its got a good fan base. We knew that no British RP company would succeed as a start up company unless it attached itself to a recognised name."

Warhammer is a way of funding other smaller games although James is keen to stress that he is dedicated to the continual development and growth of Warhammer.

Do you like WFRP? "I think it's great, one of the few games from the



eighties that can hold its head up. Some of the mechanics are a bit dated but the background is very crisp, very original, there's still nothing else like it." It's the only game that successfully blended horror and fantasy. Earthdawn tried it but it was just sort of AD&D with squiggly things in there. It didn't work for me and from what I can tell it didn't work for FASA, apparently it sold like a cold, wet, dead dog."

TSR owns the world when it comes to the fantasy RPG genre, others have tried to encroach but no-one as yet has made a real go at it. The main problem is that to most people D&D is roleplaying, how many conversations have you had where you've tried to explain what roleplaying is and ended up saying after many blank looks (however much you tried to avoid it), oh you know Dungeon and Dragons.

Hogshead sold about 6,500 WFRP rulebooks in a year, which is not as many as they hoped but still enough to see them in profit. What has amazed James, is how well the supplements have sold. After all, conventional wisdom is that you'll sell half as many supplements as rulebooks but Apochya Now! has gone back to the printers already (1st printing run being 4000). Even with such sales James has no illusions about challenging TSR's dominance of the market.

HP prints it's products in America for business reasons as over half of WFRP products are sold there while the UK counts for about ten per cent. Due to existing contractual agreements they cannot sell to Japan, France or Italy. WFRP sells well for HP in Scandinavia, Iceland, Poland and Germany. "Germany's the number two customer. I don't understand why there isn't a German language edition."

Of course as a whole Europeans tend to speak far better English than we do French or German. "It's true, quite frighteningly true. What's also embarrassing is that they don't seem to understand that. I had a phone call this morning from someone saying why don't you put out a German Edition. Well, I speak about five words of German and two of those are Actung and Spitfiren."

Hogshead did not release the rulebook as a Second Edition, because it would have taken too long. Development of an RPG takes about two years and Hogshead wanted to get the game into the market and re-establish it.

How much creative control have GW retained? "They get approval over everything we do, adverts, the lot. Anything which uses their trademarks, Games Workshop is Warhammer. Without Warhammer it would be nothing. Those trademarks are worth millions so they are very concerned about anyone that is using them, so they demand approval. We deal with Phil Gallagher who was one of the original writers and who now looks after all their licensing and Andy Jones whose one of their games designers. There both people who are very clued into the Warhammer world and if we send up something that's wrong or breaches continuity, they will stop it and ask for it to be changed. Occasionally they

**"It sold like
a cold, wet,
dead dog."**



say this doesn't fit in with something you don't know about but which we are going to be releasing in eighteen months time and I go OK...fine. It's useful. They are a good bunch of people, they're not unreasonable at all."

Games Workshop obviously had to be convinced you would look after WFRP. "Yes, a large cheque. No, Phil needed to know I knew what I was doing. I sent him copies of other books I had written and IF so he knew that I could put a book together. I had to convince him I was going to be a decent business man not just some fan who had dreams of seeing it back in print."

A lot of fans still harbour resentment towards GW for their decision to cordon off their own market and retreat from the rest of the hobby (Virtually becoming the British hobby). Whilst James finds GW a pleasure to work with, WFRP suffers from associated snobbery. "Some people think Warhammer:GW, GW:THE GREAT SATAN." Due to this HP have had some problems convincing people they are not a division of GW. There are people who will not touch the game because of the GW name including distributors in America who recently took GW to court over their decision to distribute their own products themselves. (James believed the case was thrown out).

Some of the original writers have remained involved in the development of the game. Graham Davis is still involved and Phil Gallagher has creative input through GW although does not actually write anything. A number of the original artists are working with Hogshead, although not necessarily on WFRP products.

All the supplements to date have been released late, indeed Death on the Reik was promised for February 1996 and four months later there is still no sign. This is partly due to the effects of the company's rationalisation and technical problems. As James explained "DOTR has hit fairly significant printing problems. I won't get boringly technical because it is boringly technical but its all to do with the incompatibility between British and American printing film. Think of one thing and think of it's complete opposite and you've got the sort of dichotomy we're dealing with. DOTR doesn't exist on disk. We are trying to find a way to convert the film without spending more than it will cost us to actually print the book."

It is doubtful that the first printing of the Enemy Within Volume One will ever make a profit, but there is still enough demand to make DOTR worth releasing once the technical problems have been overcome. It is hoped that DOTR will be out late summer.

Hogshead have proposals for new supplements coming in all the time but a number of other projects have been briefly mentioned as future supple-

“Some people think Warham- mer:GW, GW:THE GREAT SATAN.”



ments:

Carrion up the Reik (great title): James stated that this depends on the reception of DOTR. He is unsure whether this will be set before PBT or serve as a replacement because of PBT's relative unpopularity. "I have an idea for CUTR which will not be the title its published under, it will probably be 'The Man in the Golden Mask.' Alexander Dumas meets Ian Fleming."

Warhammer City the Middenheim Source book: "It all depends with what happens with PBT. Its not one of the ones a lot of people have asked for. I suspect there are enough copies out there to satisfy demand."

Marienburg Source book: This is being written by Anthony Ragen who wrote some of the Marienburg material in WD and is in the style of the old Blade City source books. It will possibly see the light of day later this year.

Brettonia Source book: This will not be started in earnest until after GW release their forthcoming WFB supplement.

Realms of Sorcery: This is being written by Ken and Jo Walton two very experienced writers and there is a possibility of an August release date. James mentioned that it may also be released as a limited edition hardback (black with gold letters) to celebrate ten years of WFRP.

Realms of Chaos: Hogshead did submit a Realms of Chaos supplement but this was rejected by GW as they were not happy about the idea of Chaos PC's. Indeed as part of the Licensing agreement James gained access to Flame Publications' archives which included The Horned Rat, an entire supplement never released for the same reason.

As a ten year old game Warhammer does hold its head up, mainly because of its excellence but also due to the fact that fantasy Roleplaying developments have come to a virtual stop. "I do see an awful lot of people doing what's already been done and I think people are looking around for a new direction."

As most of us well know roleplaying tends to be very popular with those that do and virtually unheard of by those that don't. Of course in Britain RP tends to be a very secluded hobby with this subculture labelling players as the atypical 'nerds'. "It has got stuck with the nerd tag and we're never going to get away from that now. So what! If it worries you why are you roleplaying. Its never going to become a mainstream pursuit, it demands too much input, too much intelligence, too much participation to become a mainstream hobby."

As gaming has remained such a small and diverse hobby in Britain this has resulted in a severe lack of conventions and until recently Independent magazines. Some great ones have come and gone and early White Dwarf is still held up as the ideal by many people. At the moment two (both good) professional independent magazines are providing the gaming community with their news and views.

James provides a voice of pessimism/realism here. "There are two pretty good magazines but they will go bust and I say that with some confidence." This is an opinion backed by experience. "Since 1980, twenty-two professional RP magazines have started up and of those three are still in existence and none have been running longer than two years. I think that says something." He



believes that Arcane is the closest that anyone has got to getting it right, if they don't over stretch themselves and sees Valkyrie as a good solid magazine but one that's never going to set the world alight.

At present UK conventions are in quite a sorry state (although individuals ones are good), compared to say Germany's 'Spiel' which attracts over 100,000 visitors. Ireland puts together more frequent and bigger events than the UK. "It shows what an appallingly state, Britain's Roleplaying industry is in. Gaelcon is brilliant. Three days of Guinness basically. Its got the atmosphere of the old Dragonmeets (we're all here because we really enjoy what we're doing) and that's what I'm not getting out of the hobby now. That's what I'd really like to put back in."

"If someone came to me and said would you sponsor our convention? If I happened to have the money, then yes. There is some word that Arcane (Future publishing has its own conventions branch) they may be putting something together, that would be ideal." Fingers crossed folks.

With Hogshead James would like to prove that a British games company can succeed and put down some foundations for a decent British Games Industry, with a lot of small companies working together. "One of my bugbears is a lot of British companies start up with quite good products but will not talk to other companies so they don't make the mistakes they are about to make. They make mistakes and they go bust and it happens again and again. If your thinking of starting a company for gods sake come and talk to me. I've been in this industry for six years and writing for eleven. Please come and talk to me I do not want to see you go bankrupt."

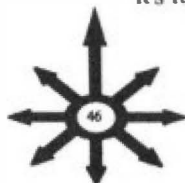
In order for the British Games Industry to flourish there needs to be a solid retail and distribution structure. James is happy with the retailing side but some of the distributors "should pull their bloody fingers out." Virgin for example, always seem to take a long time to restock. "They've [Virgin megastore] had no copies of the rulebook since January. Virgin is deeply fucked up. The buying has been taken over centrally by a guy whose name I won't repeat but if a good game slapped him round the head he wouldn't buy it."

"SDVM are a very good distributor, they know their stuff, order in good quantities, helpful, friendly and pay their bills on time. If everyone was like SDVM I would be a very happy man but many aren't."

HP have no targets for how many copies of WFRP they wish to sell but believe in two years they will have sold 12,000 to 14,000 as well as publishing eight supplements. This should firmly re-establish WFRP and hopefully secure it's long term future.

Other forthcoming Hogshead releases are Bulletproof and of course

“They will go bust and I say that with some confidence”



FRUP, which James is writing on his own. Talking of FRUP there was once a time when you were supplied with dice on purchasing a game but know its more likely to be cards or.. (wait for it). "The only roleplaying game with a Jellybean mechanics system."(?!?!?) However, these won't be supplied free due to EC regulations, possibly? Rumours are that TSR eagerly await its release. IF will be re-launched soon and has just been nominated for an Origins award as best professional magazine and so we wish them luck.

James also stated that he would like to develop intellectual properties in much the same way as FASA have done with Battletech. However you are unlikely to see FRUP the movie but Bulletproof? Well maybe!

My impression of James Wallis is that he certainly knows what he is doing and is ideally suited to re-establishing WFRP and maybe even, as he hopes playing a vital part in the re-emergence of the UK industry. Of course James recognises that WFRP has a large enthusiastic fan base on which a solid foundation can be built, but for the game to flourish things must move forward. "We depend on the old market while the new one establishes itself but we cannot depend on it forever." Let us hope this happens and WFRP doesn't die again.

FOOTNOTE: This interview took place in April and some things have changed since then. Release dates have slipped back again but everything seems on course (see news) and Virgin even had some new stock in, which has sold out again and has yet to be replaced. The final words I shall leave to James Wallis, these were posted recently to the WFRP mailing list. "Hogshead is doing okay and more to the point, I'm enjoying myself. Don't expect me or Hogshead to stop any time soon."



RECOMMENDED

Ran (Dir. Akira Kurosawa, 1985)

Kurosawa's reworking of King Lear, starring Tatsuya Nakadai, Akira Terao and Mieko Harada among a cast of thousands. When a powerful Warlord carves up his kingdom between his two eldest sons leaving nothing to the youngest and most loyal. With the manipulations of Lady Kaede the kingdom falls into chaos(Ran). There follows a civil war on a grand scale with some of the greatest battle scenes on film (how many bodyguards?), some of which can only be described as colour coordinated.

Indeed all of Kurosawa's films come highly recommended and not just by me. The hidden Fortress was the inspiration behind Star Wars, while The Seven Samurai and Yojimbo were remade as The Magnificent Seven and A Fistful of Dollars.

Both of these films can offer a good scenario idea although they may well be overly familiar. Ran gives plenty of pointers for using subterfuge and intrigue as well as well as showing some of the flows of how wars can be staged within a game. At the very least it may give some help for running noble NPC's.



NO WAY OUT by John Keane

"At last" thought Daedalus Kreiger as he stopped at one of the numerous notice boards of Middenheim. But what would stop him leaving this time be thought to himself as he scanned the notice board. He'd lost count of how many times he'd tried to leave Middenheim, but this time would be different, by the grace of Grungi nothing would stop him leaving. Each time he was let down, he took comfort in the fact that it was Grungi keeping him out of danger, that Grungi was watching over him like he'd thought as a child.

He recounted some of the many occurrences that had kept him in Middenheim, like the first time when just as he was packing to leave, his uncle was struck down with illness and he was forced by his honour to stay and take care of the business. When Gordrell died several months later he had no choice but to continue in the job. A few years later, with his cousin fully trained and set to take over, the Dwarven Engineer's Guildhouse suffered severe damage as part of a well-orchestrated racial attack. Every Dwarf was needed to rebuild the Guildhouse (and repay the debt) and he was no exception.

And so he continued for twenty years, building up hope only to see it taken away at the last moment, he'd even managed to get just outside of the gates at one time, but once again he was denied his escape from tedium. It wasn't just the fact that he craved adventure and excitement, it was that he was denied his creativity as a member of the Guild. The Guild abhorred new ideas and inventions, and his head was just swimming with them, such as his thoughts on machines which can fly! And so he is forced to keep his ideas and inventions a secret. "Aha!" He said aloud as he spotted the notice he was looking for:

HIRED HELP WANTED FOR TRAVELLING GUARD DUTY TO BRETONIA

Minimal Experience Required

2GC's per day plus food

MUST supply own armour and weapons.

Apply to: Gotfried Richthoven

25 Ubahn Strasse, Middenheim.

By Angestag 2nd at the latest.

"Three days" he pondered for a moment as he scratched his heavily bearded chin "Yes, I should be ready by then!". And so with a glint of freedom in his eye he wrote down the address and made his way there. The interview for the job was easier than he could have imagined. As soon as they saw him they said. "A Dwarf, goud, your hired." And that was it, he was in.

After twenty years and countless attempts, Daedalus had his packing and farewell's down to an art form and one he undertook with relish. It was going to happen this time, he was sure of it. The business was doing fine, better than fine in fact, and he'd just finished the last contracted piece of Guild work two days ago. Adventure was so close now he could almost smell it, or was it just the sewers overflowing again. Whichever it was didn't matter, nothing mattered now except his forthcoming adventure.

Dawn on Angestag came slowly, or at least it did for Daedalus, but by the time it did arrive Daedalus was ready. Fully armoured and standing beside his equipment laden mount was how the Caravan found him. By the time the stragglers had all arrived and the Caravan was ready to depart it was significantly later than dawn, and Daedalus had hated every second. With everyone mounted, the Caravan set off through the city gates, and Daedalus breathed an undiscovered sigh of relief. Passing through the city gates was like a rebirth to Daedalus, who had been in the relatively safe womb of Middenheim his whole life. In the distance behind him, as the city gates closed Daedalus could hear a familiar voice shouting. "Wait, wait, hold the gates. Daedalus, Daedalus, don't go there's been an accident. Daedalus..."



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- Persecution - A brief scenario
- & More
-

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Late News Late News Late News Late News Late News 10% GAMES DISCOUNT

Caliver Books, the RPG mail order company have kindly stated that Warpstone readers can gain a 10% discount from their catalogue by mentioning 'Warpstone - The WHFRP magazine' (plus all recent GW material is post free). They have a comprehensive range of games and manage a 'wants' list for out of print material and also offer a painting service.

To obtain a catalogue (send 3 1st Class stamps) or order contact:
Caliver Books, 816-818 London Road, Leigh on Sea, Essex, SS9 3NH
Telephone: 01702 739986

HOGSWASH 2

The second issue of Hogshhead's free publication Hogswash will be available very soon. If you are not on the mailing list write to Hogwash, Hogshhead Publishing, 29a, Abbeville Road, London, SW4 9LA

