

REPORTS FROM THE HEART OF CORRUPTION

Reviews

2

Round up of recent Black Industries releases and WFRP material.

"It depicts Middenheim well enough to give the GM an overview to which they can add their own detail."



The Free City of Carroburg

32

A look at one of the primary Imperial cities, a home to craftsmen and guilds. Is based on WFRP1 background, but still relevant to WFRP2.

"Carroburg is dominated by the low hill known as the Schlaefanstieg."



Interview with Ian Miller

6

We talk to Ian Miller, one of the artists who helped define the look of Warhammer.

"My involvement with Games Workshop sprung initially from an invitation from John Blanche to visit Nottingham."



Nightmare on Helmstrasse

39

A bad night's sleep at the Old Smithy Inn. Next issue we bring you the sequel: *Freddy vs. Sigmar*.

"A long and terrifying scream is heard in the feasting hall."



Fragments

8

Latest news from Black Industries, Warpstone and elsewhere.

"A world of piracy, world war and the rights of man"



Arrows of Outrageous Fortune

44

He shoots! He scores! An archery tournament brings some old rivalries to the surface. We feel sorry for the ducks

"He let this vision guide his arm and shot an arrow much further than was thought possible."



Doktor Brauer, Volume. II

9

We are pleased to welcome back the good Doktor with his latest book of Fable and Fancy.

"A thankfully obsolete group calling themselves the Guardians of Purity, though they were better known as the Company of Killjoys."



Conspiracy

51

The final part (of three) of our epic Marienburg scenario comes to an apocalyptic end.

"Almost all the fires have been extinguished when the fog gives way. The darkening clouds indicate that a storm will likely be arriving by evening."



The Harpies of Vindell's Folly

11

Something worse than bats in the belfry as Wandstadt is terrorised.

"The bell ripped free of its support, fell though the opening below it and took out two floors and the bell-ringer."



Mountains of Madness

68

Terror in the pastures and peaks as the PCs look for the truth behind the legend.

"Her legend grew with each advancing year and some said Astrid was capable of destroying cities with a wave of her hand."



Full Board at the Three Oaks

14

Letting sleeping dogs lie in a scenario of betrayal, treasure and planks.

"He will greet them, then say, 'You look like people I could use.'"



A Country Practice

77

A short story set out in the sticks, where the citizens of the Empire have to stand together against the threat of Chaos.

"He could just make out the smell of onion among the other stench in the hag's graveyard mouth."



Lowebräu

17

If the local council read this scenario it will be given an ASBO. Dwarfs vs Ogres in a drinking war. Drink! Feck!

"It's a grudge match between Ogres and Dwarfs: is it really worth trying to break it up?"



Back Issues & Subscriptions

Does what it says on the tin. All back issues are steadily going, so if you are missing some then now is the time to get them. It will also help clear the editor's shed.



ABBREVIATIONS

A	Number of Attacks	Fel	Fellowship	Int	Intelligence	R	Range	W	Wounds
Ag	Agility	FP	Fate Points	IP	Insanity Points	S	Strength	WFB	Warhammer Fantasy Battle
AP	Armour Points	gc	Gold Crown	Ld	Leadership	SB	Strength Bonus	WFRP	Warhammer Fantasy Roleplay
BS	Ballistic Skill	GM	Game Master	M	Movement	SL	Secret Language	WFRP1	WFRP First Edition
Cl	Cool	Gu	Guilder (Marienburg Coinage)	Mag	Magic	SS	Secret Signs	WFRP2	WFRP Second Edition
CR	Complexity Rating	GW	Games Workshop	MP	Magic Points	SW	Specialist Weapon	WP	Will Power
Dex	Dexterity	I	Initiative	NPC	Non-player character	T	Toughness	WS	Weapon Skill
ES	Effective Strength	IC	Imperial Calendar	PC	Player Character	TB	Toughness Bonus	xp	Experience Points