

WARHAMMER
FANTASY
ROLE-PLAY

A WORLD OF
PERILOUS ADVENTURE.

Jurkson the lawyer leaned over the desk and fixed the wild eyed figure before him with a piercing stare.

"Hienrich Gotter you are charged with the foul murder of Johannes Batres, notable physcian and respected member of the town council. Unless you can prove your innocence you will be taken out and hanged."

Gotter's eyes narrowed until they were little more than slits, his lips twisted into a sneer as he spoke in a loud rasping voice.

"You *dare* accuse me of murder! When it is you who are the murderers and servants of Chaos. Long have I watched you. Always you hid behind your aura of respectability, but you did not fool me."

While he spoke Gotter's hands stabbed the air in front of him pointing at those he accused. All the time the light of fanaticism burnt fiercely in his eyes, making some of those present squirm uncomfortably in their seats.

"That is enough Gotter," Jurkson interrupted. "You are here to stand trial, not accuse your betters of witchcraft. I do not know what other folk allow in their towns, but here, you cannot murder people simply because you *suspect* them of some misdemeanour."

Gotter's body shook with strange convulsions and spittle formed around his lips.

"Misdemeanours! I accuse no one of misdemeanours! You are all damned by those foul gods you worship. You and the others like you. You all fall prey to Chaos' silver tongue and promises of earthly power."

Gotter's thin white hands shook with rage as he gripped the bar before him and his voice rose to a shriek. "Fools! You are all fools. *I have seen the true face of Chaos.* I have looked upon its twisted abominations and mindless spawn, and remained whole." His menacing glare swept the room, and all his hatred.

"You will bring the doom of Chaos down upon us. You masquerade as protectors of the town while harbouring the foul fiends in your homes. But I won't let you, I'll deal with you like I dealt with Batres and the others." Gotter leapt forwards, his hands reaching for Jurkson's throat. The lawyer stepped out of reach as the guards beat Gotter senseless.



Gotter thrashed around in the cell as ghastly visions flooded his mind. It was a dream he had often had before. A white globe hung against a backdrop of stars with strange balls of dark light flickering at its poles. Metallic birds flew out of the darkness and descended to the icy surface. Their bellies split open and sickening green and blue skinned amphibians spewed out onto the frigid wastes.

Utilising mighty magics the creatures created tall spiraling structures and shifted the globe closer to the sun. Greenery burst forth from the ice and rapidly spread across the world. Under the influence of the vile amphibians the world was changed and new races developed in the now warm atmosphere.

Elves began to appear in his dream. They moved north into the woodlands where they cultivated and nurtured the trees. But the elves' time there was cut short by the appearance of the metal birds above their villages. As the elves ran for cover the birds swept down and picked them from the earth with their shining beaks. Soaring into the sky they flew westwards to where green islands sat in a bright blue sea. Here the birds disgorged the elves and more of the strange amphibians. Gotter's mind reeled as he saw elves copying the ways of the amphibians, soon tall towers reached up into the sky as the elves mastered the frog-beings' magic.

The vision wavered and dwarfs cut their way through the rocks of the earth. Above ground, human savages hunted across the plains and in the once-elven woods.

Then the horror broke loose.

The dark polar lights erupted into fountains of mindless insanity. Horrible forms shot into the air and fell writhing to the earth. There, gibbering mounds of slime exploded into thousands of shrieking forms. Huge tentacled horrors squirmed and writhed around the pole as the dark lights sped down into the planet. Then, like an insane flood the squirming mass welled up out of the poles and swept south and north across the globe. Dark bridges burst outwards into space, reaching into other dimensions and bringing more horrors howling into the world. They flooded outwards, devouring each other and splitting into many diverse forms. Some maintained stable forms, but others metamorphosed into thousands of different shapes and deformities before Gotter's eyes. The sky turned black as dark dust filled the sky carrying the filth from the poles....



Gotter screamed, his mind cracking under the scenes that assailed his tortured brain. He lurched forwards, hoping to flee the terrors of his vision, only to stuggle uselessly against his chains.

Woken from his slumber, the gaoler fumbled for his lamp as he dragged his twisted body to where Gotter danced and howled.

"Shut your bloody screaming!" he yelled, hitting Gotter across the mouth. "save it for the gallows!"

Gotter convulsed under the blow and his head snapped round. Drool trickled down his chin mingling with the blood from his freshly cut lip. His lips moved but only a low moaning emerged. His eyes glazed over and Gotter collapsed into his chains. Satisfied that the prisoner would be quiet, the gaoler returned to his chair and dreams of endless ale.



Within his scrambled brain Gotter knew, as he had always known since first experiencing the dream, that he was witnessing the coming of Chaos to the world. The amphibians had tapped into other dimensions and unwittingly released the *things* that lurked there into the world. Now they swarmed down from the poles, threatening to engulf the world.

But Gotter also saw that which gave him hope. Through the dimensional rifts at the poles came creatures of light and beauty. Were they opponents of the fiends, or just one more form of Chaos? Whatever they were, they fought the demons, singleminded in their purpose.

Uncountable battles raged across the world as the Chaos forms fought amongst themselves and against other beings. As the forces of Law and Chaos battled, the Chaos stuff around the poles ebbed and flowed like some insane tide, Chaos dust fell from the skies accompanied by the warpstones - denser chunks of pure Chaos. Great changes were wrought in the young race of humanity and the dwarfs too were affected. Even the mighty amphibians were not safe from the cataclysm they had wrought - their civilisation collapsed and vast amounts of their lore and magic perished. Only the elves seemed to be able to resist the changes wrought by Chaos, they allied themselves with many of the new entities, worshipping some and directing others by means of their magic.

Elvish ships appeared on the sea, trading with the dwarfs - until the seeds of Chaos bore fruit in a bitter war between them. The war was hard and both sides suffered badly. The elves withdrew to their isles and the depleted dwarfs claimed a victory, but the age of prosperity was over. The lands to the east of the dwarfs' mountain homes exploded into fuming volcanoes and hordes of goblinoids and demons poured out of the newly created darklands into the mountains. Many dwarfs were driven from their homes in the ensuing battles and fled to more distant mountain ranges. Gotter saw Chaos sweep down over the northern dwarfs, perverting their souls and turning them to worship of Chaos Gods.

But Gotter knew that of all the races, humanity was the most affected by the force of Chaos. His vision showed the savage mutations wrought by the Chaos dust and warpstones as they rained down on the helpless humans. Beastmen appeared - disgusting amalgams of man and beast. Other humans revelling in the strength that Chaos brought them, worshipped the more powerful Chaos creatures as gods. Bands of Chaos warriors slaughtered all in their paths and laid waste to vast tracts of land in the service of their new gods.

In areas more remote from the poles, the Chaos dust wrought less immediate changes, but it did imbue humanity with the lust for power, conquest and riches. A trait that Gotter knew would be the race's downfall if it was not stamped out.



A deep snoring filled the room as Gotter opened his eyes. His body ached and blood still dribbled down his chin. Slowly he moved his body and wondered how long he had been chained up.

Silently he cursed himself for being so foolish as to let them catch him. He had been bent over Batre's body with the knife still in his hand when Jurkson and the Town Watch had burst through the door. Caught red-handed, he had been unable to persuade them that Batre, Jurkson and the others were Chaos spawn. Now he was awaiting execution - or a fate far worse.

Gotter had been a witch hunter for five years. When the vision had first appeared he had been a monk, but he knew that he was chosen to track down the servants of Chaos wherever they hid.

This search had taken him to the northern borders, where he had fought against powerful Chaos incursions which threatened to overrun the Empire's northern expanses.

After the fighting was over Gotter headed south to seek for Chaos agents within the Empire itself. So prolific and bold had they become, that their spoor was easy to find. Some had the mark as clear as day - mishapen limbs or animal-like heads. Others were not so easily discovered, their deformities were slight, easily concealed by their clothes. Worst of all were the ones without visible signs, whose corruption lay deep within them.

Behind locked doors the Chaos spawn worshipped their foul gods and sacrificed all who fell into their grasp. They plotted and schemed with creatures so foul that Gotter's blood ran cold at the thought. The rot of Chaos lay deep within the Empire, eating into its very soul. Now that he had been caught there was no one to stop the cancer from spreading.



Frustrated by his captivity, Gotter howled and struggled against his chains. The jailor woke with a start and brandishing a club advanced on Gotter. Before the blow landed, the cell door opened revealing Jurkson's menacing silhouette.

"You may go, Boris." Jurkson said, throwing a small pouch of coins to the floor, gesturing impatiently towards the door. The jailor, bowing obsequiously low, scooped up the pouch and left. "Well, witch hunter, it seems you caught more than you reckoned for. Please do not struggle, you will not have long to wait."

The sound of grinding stone filled the room as a panel swung out from the wall. A large rat snout appeared around the stone's edge. Two red eyes peered down a scarred snout at Jurkson and Gotter. The colour drained from Jurkson's face and his hands began to tremble. "Welcome master, I have the one you want." The rat creature moved over to Gotter who spat defiantly in its face.

"Hushhush, manthing." The Skaven hissed, placing a scabrous hand on Gotter's lip. "Laterlater, plenty time to howl." The Skaven ravenously licked Gotter's blood from its hand and beckoned into the shadows. "Quickquick. Taketake." More Skaven appeared and gathered round Gotter. His world went dark. Footsteps echoed on stone floors and the ratmen twittered, but Gotter no longer cared. His world filled with nightmare visions and Chaos demons danced in his head. As his howls of anguish echoed around the damp passage the Skaven chuckled with glee.

The stone slammed back into place and Jurkson shuddered. He raised a shaking hand to mop cold beads of sweat from his brow and headed for the door. Gotter was a menace, likely to expose them all. But did anyone deserve to be handed over to the Skaven? Leaving the cell he adjusted his robes, taking care to cover his tail. Gotter was gone, but there would be others....



All the information and rules required to game-master adventures in any one of the myriad settings of the Old World. Includes full details of the original, fast-moving combat system with detailed critical hits system and a complete scenario to introduce the Old World to both players and gamemasters.

GAMEMASTER'S SECTION 4

Terror This is an extreme form of fear and the first it takes in exactly the same way they experience which are almost completely unshared and terrifying will come later in the bestiary.

Characters falling a terror test will allow everything and control a suffering but usually whatever caused the terror is not destroyed or goes away. They may do something nothing, but they do not do anything to themselves in combat and count as prone.

Furthermore, terror is so mind-wrenching treatment that it can cause necrotic or mental damage, occasionally resulting in personality disorders. Every time a character fails a terror test, he gains -1 insanity points per session. Failure and insanity.

Understand Language: When characters will be confused by talking to someone speaking another language, they may try to make out the gist of what is being said by listening carefully, and being very patient.

The gamemaster must decide if there is time for the player to make out what is being said. The GM then asks the player to make out what is being said. A successful test indicates that the character has gained some understanding of what is being said, while a failed test means the character has not gained any understanding of what is being said. Success is never achieved in this manner.

If a test is failed by a player, the GM may take the opportunity to introduce confusion and misunderstanding. The player may be very confused, or may be angry.

TIME AND MOTION

As well as controlling the flow of the world, the gamemaster must also keep track of game time.

GAME TIME AND REAL TIME

Game time is different from real time. When a player acts in the game, the gamemaster will usually have a certain amount of real time to act in the game. The gamemaster will usually have a certain amount of real time to act in the game. The gamemaster will usually have a certain amount of real time to act in the game.

NARRATIVE AND DETAILED TIME

Most of the time during an adventure, the gamemaster will usually have a certain amount of real time to act in the game. The gamemaster will usually have a certain amount of real time to act in the game. The gamemaster will usually have a certain amount of real time to act in the game.

knows that a large bear has taken residence, but the player is not yet aware of this.

GM You come to a clearing in the woods. You can see a small camp about 20 metres ahead.

Player I walk and look at the camp, and there are no lights, smoke or signs of habitation.

GM No nothing at all, none of the windows are broken, and it looks deserted.

Player We approach the door cautiously, weapons drawn, and I reach the door - will no signs of life. The door is closed by the GM with his hand.

GM I push the door open and quickly step inside. The GM is ready with his hand.

Player I think you see a large mound of fat, which is a sheep's head, and the creature prepares to attack.

GM The first part of this sequence is played out as pure narrative. The player simply state what they are doing, and the GM then tells the results of their actions. Some things will have to be played through in detail as they either fight the bear or try to get away from it.

It is not necessary, or desirable, for the GM to rigidly impose game turns on the player. It is not a game turn, but a game turn. It is not a game turn, but a game turn. It is not a game turn, but a game turn.

UNITS OF TIME

Game time is measured in two standard units.

Game Turns: A game turn is equivalent to approximately a minute. During a game turn, a character may accomplish what a real person could do in a similar circumstance in a minute. Many of the actions permitted in the rules are described as taking a certain number of Game Turns.

Hours: Some actions take only a few seconds, such as climbing a tree, working a horse, or cooking or speaking a few words. In some situations, the few seconds is equivalent to a minute between life and death. A round is a similar unit of time, but a real person could do in a similar circumstance in ten seconds. Many of the actions permitted in the game are described as taking a certain number of hours. As you will have noticed, there are no minutes in a turn. Hours are used in combat and other situations where time is of the essence. Hours, to one minute, and work out combat.



CHARACTER SKILLS 5

Acrobatics: This skill allows a character to be highly trained athlete, capable of such feats as tumbling, leaping, jumping, etc. Characters with this skill should add a +2 modifier to any roll for jumping from lumps and falls. In addition, they can climb all but sheer surfaces (horizontal force and movement). Although characters with Acrobatics can perform such feats, Acrobatics can perform such feats, Acrobatics can perform such feats, Acrobatics can perform such feats.



Animal Care: Characters with this skill are used to dealing with domestic animals, including riding animals and beasts of burden. They are aware of the requirements of the animal in regards to care, feeding, grooming and other things. They will be likely to spot any developing illness or signs of discomfort. Typically, this skill applies to horses, other equines and cattle.

Animal Training: Characters with this skill can train animals to perform certain skills or tricks. The skill is general, and does not require a specific animal. Any long as it has an intelligence of 6 or more (unless noted otherwise in the Bestiary), the more complicated the training, they may take longer to teach, and may also add a +2 modifier to the normal duration of the training.

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A complete listing of over 130 character skills, from Acrobatics to Wrestling, uniquely quantifying each adventurer. The book also details over 150 spells for magic users of all kinds, from Clerics to Necromancers.

BACKGROUND

The above is only part of the background of the new Warhammer Fantasy Role-Play game. A game in which the player characters are plunged into a brooding medieval world where nightmares come true and malignant entities stalk darkened streets. In many towns strange rituals take place behind closed doors, safe from the eyes of prying neighbours or those of the ever-vigilant watch. Dark gods, whose very forms are an abomination, are worshipped by those who seek an easy route to power or are easily swayed by glib promises of wealth.

Warhammer Fantasy Role-Play is set in the same world as that already known and loved by thousands of Warhammer Fantasy Battle gamers. The rulebook covers the area known as the Old World in detail, and this is where the characters will start - although projected supplements will cover the rest of the Known World in due course.

The Old World has a rich and colourful background - one where many types of adventure are possible. Orcs and

Goblins are constantly threatening to cross the World's Edge Mountains from the Dark Lands. Petty kings and robber barons squabble constantly among themselves in the Border Princes. The armies of Chaos raid the Grand Duchy of Kislev, and its agents work in more subtle ways among the cities of the central and western Old World, preying on those who seek an easy path to wealth and power.

Adventures can range from hack-and-slay raids on Goblin bases to nerve-racking investigations of dark and blasphemous cults, from exploring uncharted wilderness to stopping the political machinations of the agents of the Chaos gods. For those who like their carnage on a grand scale, the game is compatible with the Warhammer Fantasy Battle rules, and can deal with invasions, revolts and full-scale wars.

THE CHARACTERS

Warhammer Fantasy Role-Play offers a unique character system with over 100 careers, reflecting the full colour and variety of the Old World setting. A player can choose



4 major career groups are divided into over 100 Character Careers from Alchemist to Wrecker, all illustrated and catalogued with full description, Trappings and Skills lists and potential Advanced Careers.

6 CAREERS SECTION

BOATMAN

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WP	Fel

25% chance of Consuming Alcohol
25% chance of Boat Building
50% chance of Very Strong

Trappings
Hand Saw
Leather Jacket
Rowing Boat (can be used as a rowing vessel)

Career Exits
Merchant
Soldier
Wrecker

BODYGUARD

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WP	Fel

50% chance of Very Strong
50% chance of Very Tough
50% chance of Very Brave

Trappings
Leather Jacket
Sword
Shield

Career Exits
Merchant
Soldier
Wrecker

BOUNTY HUNTER

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WP	Fel

50% chance of Very Strong
50% chance of Very Tough
50% chance of Very Brave

Trappings
Leather Jacket
Sword
Shield

Career Exits
Merchant
Soldier
Wrecker

7 RELIGION SECTION



GRUNGI
Dwarven God of Mining

Description: Grungni is the principal deity of the dwarves of the Old World. He is a bearded dwarf with a long white beard and a crown of gold and silver. He is the god of mining and the god of the underground. He is also the god of the earth and the god of the mountains. He is the god of the earth and the god of the mountains. He is the god of the earth and the god of the mountains.

Alignment: Neutral

Symbol: Grungni is a dwarf with a long white beard and a crown of gold and silver. He is the god of mining and the god of the underground. He is also the god of the earth and the god of the mountains. He is the god of the earth and the god of the mountains.

Area of Worship: Grungni is worshipped in the underground. He is worshipped in the underground. He is worshipped in the underground.

Temples: Grungni is worshipped in the underground. He is worshipped in the underground. He is worshipped in the underground.

Friends and Enemies: Grungni is worshipped in the underground. He is worshipped in the underground. He is worshipped in the underground.



LIADRIEL
Elven God of Song and Wine

Description: Liadriel is the male deity of the elves. He is a handsome elf with long, flowing hair and a crown of gold and silver. He is the god of song and wine. He is the god of song and wine. He is the god of song and wine.

Alignment: Lawful

Symbol: Liadriel is a handsome elf with long, flowing hair and a crown of gold and silver. He is the god of song and wine. He is the god of song and wine.

Area of Worship: Liadriel is worshipped in the underground. He is worshipped in the underground. He is worshipped in the underground.

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Friends and Enemies: Liadriel is worshipped in the underground. He is worshipped in the underground. He is worshipped in the underground.

whether a character will be a skilled Warrior, a hardy Ranger, a wily Rogue, or a respected Academic the *Basic Career* shows the character's background and gives a range of skills acquired during the character's past life. A Warrior can come from a military background as a Soldier or Mercenary, or have learnt basic fighting skills as a Bodyguard or an Outlaw; a Ranger might have spent some time as a Hunter or Trapper, or might have plied the waterways as a Boatman; a Rogue might have made a living as a Footpad, an Entertainer or even a Tomb Robber; while an Academic may have been apprenticed to an Artisan, such as a Smith or Carpenter, a Merchant, or even an Alchemist or Wizard.

Having chosen to become an adventurer, the character is able, by gaining and spending experience points, to develop new skills and enter new *Advanced Careers*. The Warrior may become a renowned Mercenary Captain or a proud Knight; the Ranger may become a feared Bounty Hunter or a bold Highwayman; the Rogue may become a wily Forger,

a brutal Racketeer, or a cunning Charlatan; while the Academic may become a sought-after Physician, a fabulously rich Merchant, or a powerful Wizard. The possibilities are almost unlimited, and no two characters will ever be alike.

The career system allows characters to progress in power and knowledge without forcing them into abstract, confining or stereotypical roles - players have a real say in how their characters develop. The system works for any style of play - it can either be handled abstractly, simply allowing players to enter new professions. Or it could be played out as part of a gaming session, with a player character having to find a teacher or convince a local guild that he or she is a suitable candidate for membership.

The nonhuman races have their own distinctive cultures, careers, and history; they are much more than just humans with pointed ears or short legs. Elves, Dwarfs and Halflings all have their own strengths and weaknesses, carefully balanced and consistent with the Old World background.



THE GAME

Warhammer Fantasy Role-Play uses a system of game mechanics which is both fast and easy to play while capable of great flexibility and detail. Most situations are dealt with using a system of percentage-based characteristic tests, modified by a range of over 100 skills, and the referee (Gamesmaster or GM) can modify the tests further to reflect the precise complexities of the situation.

With each career comes new skills and the opportunity to increase a character's abilities. Skills are tied to ability scores, so the better the ability score the more chance a character has of using a skill successfully. As each career allows a character to improve his or her abilities they also increase the chances of successfully using a skill.

To progress in **Warhammer Fantasy Role Play** a character needs to spend experience points. These points are awarded for good roleplaying and for reaching objectives; not just for simply killing monsters, encouraging characters to come up with novel ways of overcoming problems.

Once earned, experience points can be spent on increasing abilities, though the abilities which can be increased are dependent on the career the character is currently following - a mercenary can increase abilities related to combat but little else, while a wizard is limited to academic and magic related abilities. Those characters dissatisfied with their current career can (by spending experience points) enter new career paths, so characters who wish to, may experience all four career classes.

COMBAT

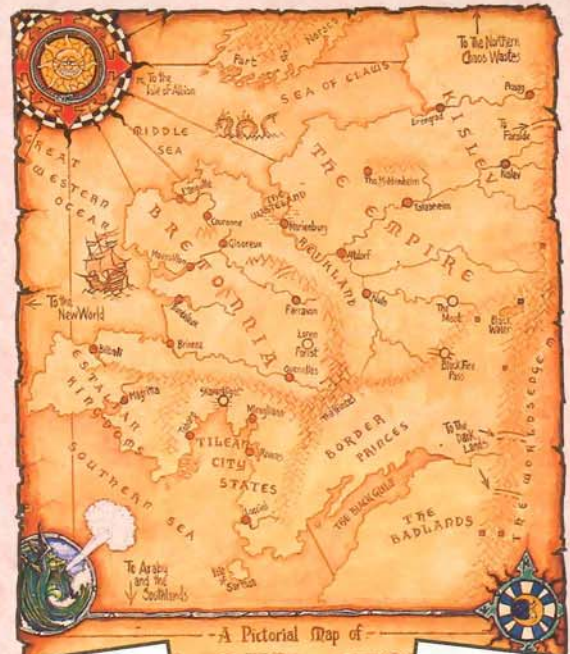
Combat is fast, detailed and extremely bloody, with a unique set of Critical Hit Tables - designed by Rick (Chainsaw) Priestley - that will make the most foolhardy adventurers think twice.

Armour absorbs damage inflicted on a character, and is worn at various hit locations: wearing a chainmail shirt does not protect the legs or head, greaves and a helmet are needed to protect these areas. Even with armour, sooner or later characters are going to take damage and wound points. When these reach zero the character is not automatically killed, but any additional damage is likely to cause crippling wounds or death. The Critical Hit system cross-references the amount of additional damage to the body part hit. This can result in instant death, the loss of limbs or merely unconsciousness. Once wound points are down to zero or one, character's with a desire to live are advised to run screaming for cover.

However, characters are destined for greater things than to die an ignoble death at the hands of a marauding ogre. During character generation, characters gain Fate Points which can be spent to offset death. Additional Fate Points can be earned during adventures but only for acts that further a character's alignment or religion. Characters may be fated, but the gods may soon despair of reckless characters, and once the Fate Points are gone death can be very final.

MAGIC

The magic system is very diverse and highly-detailed, with nine classes of spells ranging from the Petty Magic of the lowly Apprentices to the powerful Battle Magic of experienced Wizards. Characters following the wizard career path can elect to become elementalists, illusionists, demonologists or even necromancers.



Clerics and Druids are completely integrated into the Old World, with fully-defined deities and doctrines. They are closely tied to their deities and must ensure that they observe the strictures required for proper worship. In return they receive a wide range of magical powers and other benefits unique to their religion.

THE PACKAGE

Warhammer Fantasy Role-Play comes in a hardback book with 8 colour plates and profuse interior art by Tony Ackland. It contains everything you need to play the game (except for dice), and features **The Oldenhaller Contract**, a starter scenario by Richard Halliwell, which has been specially designed for the inexperienced GM, but which hardened RPGers will find equally satisfying and entertaining. All this, plus a coupon entitling you to a free set of dice.

THE FUTURE

Warhammer Fantasy Role-Play will be supported by an extensive range of modules, supplements and campaign packs, opening up new areas of the Known World and exploring parts of the Old World in detail. Many will also be useable with the **Warhammer Fantasy Battle** rules, developing **Warhammer** into the most complete and enjoyable fantasy game available.

Bursting onto the unsuspecting world are two adventures which reveal the innermost mysteries of the Empire.





Shadows Over Bogenhafen

On the surface, Bogenhafen is just another bustling market town, but all is not as it seems. From the market and fair of the Schaffenfest, the players are drawn into a series of mysteries, slowly uncovering evidence of a sinister organisation whose roots run deeper than appears on the surface. The tentacles extend deep into the society of the town, and in order to save Bogenhafen - the adventurers must tread a fine line, infiltrating society without arousing suspicion, sorting the guilty from the innocent, the misguided, and the deceived, and purging the canker from the highest levels of society.

This is the first adventure set in the Empire and continues the *The Enemy Within* campaign.



The Enemy Within - A Guide To The Empire

The Empire - greatest of all the realms of the Old World. Its four mighty city states are not just bustling trading centres, but important centres of learning, culture, and religion. In his towered palace in Altdorf, Emperor Kark-Franz I holds court - and ponders the growing shadow that lurks on the north-eastern frontier...

Included in this supplement are, guidelines for running **The Enemy Within Campaign**, information on Orders of Knighthood, Religious Orders, local customs, political structures and much more.

This pack is a must for all Warhammer players. It forms both the backdrop and the basis of an epic campaign that will lead the bold adventurers into an awesome confrontation with the Forces of Chaos.

Realm of Chaos

There are those whose very souls belong to Chaos, beings who fight for the glory of Chaos, creatures who clearly bear Chaos' mark. They travel the Chaos wastes, fighting each other and occasionally pouring down to raid civilised lands. **Realm of Chaos** describes these Chaos spawn, enabling them to be used as player characters or as enemies to threaten more civilised characters.

Blood For The Blood God - a battle pack for use with **Realm of Chaos**

The army is camped in the Chaos wastes preparing to raid the Empire, but dissension is growing and blood must be spilled before the differences can be resolved. Scheme and battle your way to supremacy of the Chaos army in this unique adventure which combines the **Warhammer Fantasy Role-Play** rules with the **Warhammer Fantasy Battle Rules**.



■ **WARHAMMER FANTASY ROLE-PLAY** will retail for **£14.95** and will be available from November at all good games stores and hobby stockists.

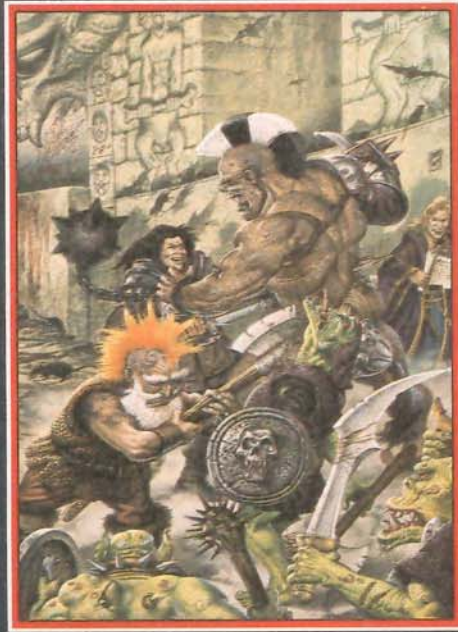
■ If you have difficulty finding a copy contact; Games Workshop, Chewton Street, Hill Top, Eastwood, Nottingham NG16 3HY

■ Use the coupon below to reserve a copy at your local stockist or to mail order direct from Games Workshop.

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Please reserve/send me a copy of **WARHAMMER FANTASY ROLE-PLAY** as soon as it is available.



Dark tendrils of mist crept slowly over the dockside, and coiled sinuously around the rotted moorings. Dim lights appeared over the top of the jetty accompanied by a faint creaking and a repulsive slavering face. With a shriek of terror, the adventurers turned and fled.....

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