

Anger Mismanagement

This short adventure is designed to last only one or two sessions, and can be fitted into almost any campaign. For instance, it would fit nicely between *Through the Drakwald* and *Ashes of Middenheim*. If you intend to play in *Anger Mismanagement* you should stop reading now.

Introduction

This adventure is set during the aftermath of the Storm of Chaos. The area around Middenheim is still rife with the remnants of the Archaon's armies, packs of marauding beastmen and human bandits; travelling even a short distance can be extremely dangerous.

The adventure begins with the PC's in the foothills of the Middle Mountains. En route to wherever the next part of your campaign is set, the party traverses an isolated valley. Here, the PC's will encounter some unique Berserkers of Khorne and the corrupt remnants of a regiment of the local Elector's troops. The GM should read through this adventure carefully before running it, making notes if appropriate. The profiles for all NPC's are listed in an appendix at the end of the adventure.

*If your campaign is not set in the aftermath of the Storm of Chaos, **Anger Mismanagement** should be easily adapted to the wake of some other conflict, be it a Skaven incursion, Orc Waaaagh or maraudering Chaos warband.*

Plot Overview

To aid you in running this adventure, here is a brief overview of the background plot. The local garrison were engaged in running battles with a warband of Berserkers of Khorne, led by a fearsome mutant known only as "the Hound".

On discovering that this mutant was creating his Berserkers by "infecting" the victims of his tainted bite, a popular and ambitious junior officer, Lt. Küchenstein, mutinied against his Captain, killing him and assuming the mantle of command. He placated the other soldiers with a combination of threats and bribery.

They captured the Hound, and now keep him chained in their dungeon, where he has been exploited in Küchenstein's horrific money making scheme. The surviving soldiers of the garrison "rescue" travellers and merchants, before confiscating their goods and feeding them to the Hound. Many of those that he bites in turn become Berserkers, which are released into the valley to threaten more travellers, luring them into the "protection" of the garrison.

Structure & Outline

The main focus of this adventure is split between narrative, conversations with NPC's and combat (it is Warhammer, after all!). This is structured in a fairly linear fashion, although you should feel free to mix things up if the fancy takes you. The adventure is divided into three Acts:

- In Act 1, the PC's encounter a few, isolated Berserkers, (hopefully) rescue an NPC, before finding themselves facing insurmountable odds.
- Act 2 resolves this cliff-hanger through the arrival of an Imperial patrol. This leads to the main "investigative" section of the scenario, when the PC's can try to discover the secrets held in the garrison fort.
- Finally, Act 3 resolves the plot by revealing the corruption of the local watch commander. The PC's discover the truth and must decide what to do about it.

It should be possible to run *Anger Mismanagement* in a single session, although it could be easily stretched out to last two or three sessions if you prefer. The plot is unabashedly linear. It is only a brief adventure, after all!

The descriptions of the NPC's have been kept relatively simple; feel free to flesh them out as appropriate.

Act 1 – to the Rescue!

Zorn Valley

Zorn Valley cuts off from the road as a sharp, steep-sided ravine containing a narrow peddler's track and a stream. After a few hundred yards, however, it opens out into a wider bowl-like valley which is heavily forested. Remarkably, at first glance the Storm of Chaos, which has wreaked havoc on neighbouring settlements, seems to have left this peaceful valley comparatively unscathed.

To create a tone of anticipation you should juxtapose your descriptions of the peaceful, pleasantly forested Zorn valley with ominously secretive dice rolls. These don't signify anything, but ought to foster paranoia nicely.

Attack!

Once the PC's are suitably freaked out, they will find their suspicions justified when they are ambushed by two Berserkers of Khorne. Profiles for a sample Berserker can be found in *Appendix 1 – NPC's*. If your party is particularly potent in combat you may want to increase the number of Berserkers, although this is intended to be a quick encounter which is not overly challenging for the PC's.

The Berserkers will have *Surprise* on their side, as they burst from the undergrowth on either side of the track, unless the PC's have been taking precautions (moving silently, scouting ahead etc.). They will attack single-mindedly, and cannot be reasoned with. Indeed they are inarticulate with rage, blood-flecked foam and spittle dripping from their distended, gaping maws as they rush at the party.

Once the Berserkers have been dealt with by the PC's, on a successful *Perception* test they will notice that, while the Berserkers are obviously followers of the ruinous powers, daubed with blood, unholy sigils and such like, their clothes are somewhat unexpected for followers of Khorne. One of the Berserkers appears to have been an Initiate of Shallya, while the other was a wealthy merchant, if the fine cut of his, now ruined, clothes is anything to go by.

If the PC's search they bodies they will find, among other things d10 Shillings, 2d10 Pennies, a bill of sale which identifies the dead merchant as *Oscar Gefielsche*, a blood stained wooden symbol of Shallya and a grisly collection of human ears and noses which, it is immediately apparent, were chewed off their victims by the dead Berserkers. The PC who unearths this unpleasant collection of body parts must pass a WP test or gain one Insanity Point.

The PC's can debate what to do with the bodies, but within minutes of the attack they hear the baying of more Berserkers mixed with human screams and should go to investigate. If they don't, feel free to herd or coax them there as you see fit.

Rescue

The PC's enter into a small clearing with a smouldering fire and a simple hut; a charcoal burner's settlement. The screams are coming from within the hut where Günter Gestankbrand (profile in *Appendix 1 – NPC's*) has locked himself. Outside there are three more Berserkers, plus the partly consumed remains of another charcoal burner.

The Berserkers are intent on breaking into Günter's shack; he pokes and prods at them with his rusty sword through the window and gaps in the wood (it is by no means a secure abode). A Very Easy (+30 %) Perception test will allow the PC's to notice that strewn around the clearing are numerous tools such as axes, hatchets and burning brands from the fire which could be used to evict Günter from his shack. Despite these accessible tools, the Berserkers are mindlessly attacking the shack with their bare hands in a frenzied rage. If the PC's leap to the (incorrect) assumption that these are, in fact, zombies, another round of observation and a Routine (+10 %) Perception test will let them notice their heavy breathing, and the steady flow of blood from their wounds which indicate clearly that the Berserkers are very much alive.

The PC's are now faced with a choice. The Berserkers are so focussed on Günter, that they will ignore the party unless one or more PC attacks them. If they do not intervene, the Berserkers will break into the shack within a few rounds and Günter will die shortly thereafter. At that point, the Berserkers will chase and attack the PC's anyway.

If the PC's do attack, they will have *Surprise* over the Berserkers for the first round of combat. The Berserkers will then break off from attacking the shack and focus on the PC's. Günter will, however, exit his shack and join in the fray.

Afterwards, overwhelmed with gratitude, Günter will gladly talk to the PC's in his thick, guttural accent. The key pieces of information Günter has to share are as follows:

- The Berserkers have been attacking for about 4 weeks now
- They don't seem to be all that intelligent, not like "normal" people
- One dead Berserker which Günter points out used to be a travelling peddler, while another was a servant at the fortress.
- The third is a stranger, possibly a soldier from another province based on his uniform (a tattered white Reikland uniform, almost unrecognisable under the blood, mud and grime).

After a few minutes of talking to Günter, or immediately after fighting the three Berserkers (if the PC's chose not to help the charcoal burner), the party will hear the baying of more Berserkers in the forest. A Very Easy (+30 %) Perception test will reveal that there are far more than the PC's can comfortably handle (at least 10 – more if your PC's have proved particularly adept at killing Berserkers), while a Routine (+10 %) Perception test will indicate that the party is, in fact, surrounded.

The PC's are free to act as they want, either scattering, hiding in Günter's shack, or preparing for a last stand in the clearing. Act 1 ends with the PC's in dire straits.

Act 2 – Imperial Might

The tense cliff hanger of Act 1 will be quickly resolved. As the PC's prepare to face their end in whichever manner they have chosen, a patrol of Imperial Soldiers will race in to the rescue.

The first the PC's will know of this will be when half of the Berserkers facing them fall suddenly in a hail of lead shot to the accompaniment of a thunderous roar and a dense pall of acrid smoke. The PC's should feel free to join in with the slaughter; the patrol will, however, easily deal with the Berserkers without assistance.

The Patrol

The Patrol consists of eleven soldiers led by Corporal Gerhard Feigling (Profiles in for Corporal Feigling and a sample soldier profile appear in *Appendix 1 – NPC's*). Seven soldiers are armed with a handgun, a hand weapon and a shield, plus a breastplate. Four of the soldiers carry halberds instead of hand guns. The Corporal rides a horse and is armed with a pistol and a hand weapon and is more heavily armoured. An Average (+0 %) Perception test will notice that their uniforms seem slightly ragged, although given the cataclysmic nature of the Storm of Chaos this should not come as too great a surprise.

PC's of a sensitive disposition may be slightly off put by the aggressive behaviour of the soldiers. The last, wounded, Berserker is toyed with by three soldiers with halberds, who keep him between them as they push him back and forth with their pointed bills.

After a few rounds of this, the Corporal will shoot the Berserker before tersely ordering his men to head back to the fortress. If the PC's try to intervene before hand, the Corporal will act immediately, slaying the Berserker and preventing the soldiers from acting on the obvious aggression they will display towards the “nosy” PC. While the PC's have been rescued, and this is a good thing, you should try to foster an air of unease and discomfort.

Journey to Castle Käserbsen

Assuming the PC's don't resist, the Corporal will insist that the PC's return with him to the fortress of the local garrison, Castle Käserbsen. He will try his best to make the invitation seem sincere and innocent, insisting that they must enjoy Captain Küchenstein's hospitality. If they do resist, the levelled guns of 11 soldiers ought to convince them to comply.

As the Corporal knows Günter, he will give him the choice of staying or going. He'll very politely say that since the immediate threat seems to have been dealt with, he'd rather stay here. A Challenging (-10 %) Perception test will reveal that he is more scared of going to the castle than staying in the forest on his own – he knows something the PC's do not. Günter will scurry off into the woods before the PC's can act on this.

As the PC's travel to the Castle (a journey of some 2 hours), the Corporal will talk to them quietly. If any of them voice any concern over the behaviour of the soldiers, or if they are suspicious about the Berserkers he will beg them quietly to keep their thoughts to themselves. If the PC's insist he will ride ahead of them, out of earshot, leaving a vicious looking subordinate to watch the PC's.

A Routine (+10%) Charm test, or Challenging (-10%) Gossip Test will reveal that the Corporal is worried about something; he seems to be in a moral dilemma. If confronted over this, he will ride off as indicated above.

The Castle

The Castle consists of a modest stone keep and a clutch of wooden out buildings, surrounded by a high wooden palisade. In front of this palisade is a 10' wide, 10' deep trench filled with sharpened wooden stakes. No test is needed to notice the dark stains of old, dried blood on the wooden spikes, and the decomposing remains of dozens of Berserkers.

An Average (+0 %) Perception test will let the PC's notice how well defended the fortress is; any PC's with military experience should treat this as a Very Easy (+30 %) test.

The ground floor of the keep is an entrance hall, guardroom and barracks. The first floor is solely devoted to the Great Hall, and the third floor consists of the captains chambers. There are two levels of basements, the first of which is used to store goods (foodstuffs, arms, black powder etc), the second of which is the Dungeon.

The outbuildings contain guest quarters, kitchens, smithy, stables and other such subsidiary functions, although they are mostly empty.

Once inside the PC's are escorted to the Great Hall where, after a short wait, they are greeted by Captain Küchenstein (profile in *Appendix 1 – NPC's*).

Küchenstein will, at first, be charming to the PC's, and will listen with polite (and slightly creepy) interest to their story. He will insist that they join him for dinner and stay the night, and will explain at length the danger represented by these Berserkers.

He tells the party that the valley is plagued by these mindless brutes, in seemingly inexhaustible numbers. As such, he and his men have fortified their position here and venture out only in small, armed patrols to protect travellers and merchants. The PC's were, Küchenstein insists, very lucky to have survived as long as they did.

If the PC's offer to leave, to get word to Middenheim, or the local Elector, Küchenstein will gently, but firmly, insist that this is too dangerous and that, for the time being, they must remain his honoured guests. He then advises them that dinner will be in four hours. One of the soldiers shows the party to guest quarters in the outbuildings where they are given water to clean themselves up should they require it. They are also warned in no uncertain terms to "stay out of the Dungeons...".

Something Rotten...

The PC's now have a few hours to kill. If the PC's are a feckless lot and decide to while away the hours pleating each others' hair or polishing their weapons then skip onto **Dinner is Served**. If they decide to have a look about the Castle, and speak to some of the soldiers there is a list below of things which they can discover. The Captain can occasionally be seen within the Keep or touring the ramparts of the palisade, joking with his men.

If your PC's role-play this section well there is no need to force dice rolls on them. If you, or your players, are more comfortable using mechanical means to determine what they find out, your players should make Perception, Charm or Gossip Tests, modified accordingly based on their role-playing.

- Any attempts to leave, even just to the other side of the ditch, are barred by soldiers, who say the Captain has ordered that their guests must stay within the perimeter. "'Tis not safe out there."
- If any female members of the party are alone with any of the soldiers they may make inappropriate suggestions...
- Captain Küchenstein's uniform doesn't seem to fit very well a Hard (-20 %) Perception test, or Easy (+10 %) Trade (Tailor) test will spot a crudely stitched repair in the back (under cloak) and the remains of a dark blood stain there.
- Captain Küchenstein is apparently a minor noble, a direct vassal of the local Elector Count.
- Küchenstein's manners, and the coarse jokes he shares with the soldiers seem inappropriate to this background
- In the basement there are crates of supplies which are marked with the name "*Gefeilsche Trading: Wissenland*". (this is the name of the former Trader who was among the first of the Berserkers which the party encountered)
- Several of the soldiers have odd personal possessions; one has a nice, expensive ear-ring obviously meant for a noble Lady. Another, despite being illiterate has several gilt-edged books. A third possesses an expensive and intricate eye-glass. They are all close mouthed yet possessive of these items if questioned.
- There are a lot of soldiers here. At least thirty, possibly more.
- The soldiers are wild – wilder than normal. They seem somehow reckless, aggressive and drunk on their own power. There is a sense of lawlessness to their behaviour.
- Some of the soldiers can be overheard talking about Corporal Hinterkopf (who is out on patrol). He sounds even more wild than the soldiers.

- There is apparently a prisoner in the dungeon; the leader of the Berserkers. Whenever he's mentioned the soldiers snigger and laugh, making a harsh, barking sound. There is a trace of fear beneath the humour.
- There are no servants here. The soldiers do all the domestic chores, often badly.
- Many of the soldiers will be curt / rude to the PC's. Others will be pleasant, if a little nervous and distracted.
- If any of the talkative soldiers are pressed over any of the PC's suspicions, they will insist they are busy preparing dinner, and that they "mustn't upset the Cap'n."

Hopefully the PC's will uncover some, if not all, of these clues and will begin to realise that something is amiss. If the PC's decide to speak to Corporal Feigling then he will avoid their questions, but will promise to seek them out later.

Dinner

Dinner is served four hours after the PC's arrive in the castle. The food is mostly bland, with a few impressive looking (but disgusting) centrepieces. When the Captain tastes these, he reacts explosively, sending the soldier responsible from the hall.

Captain Küchenstein will engage the PC's in discussion, talking about what they've seen, the war, etc. If the PC's say anything offensive, confrontational, or relating to their suspicions, his "pleasant" demeanour will change. Growing steely, he will rise, say that dinner is "not to his taste", and ask the PC's to come with him. Progress to "the Hound".

If the PC's remain pleasant throughout dinner, and talk to the Captain, he will end the dinner pleasantly, with a glass of fine Bretonnian Brandy. He will then ask the PC's to join him; he want to show them something special.

The Hound

Küchenstein takes the PC's to the dungeon, accompanied by 4 armed guards. He shows them the Hound, a massively mutated champion of the ruinous powers, and explains that he keeps him alive in the hope he can "understand the mind of the enemy". An Average perception test will reveal he is lying.

While talking, the Captain will pick up a spear which rests against the dungeon wall, with which he will idly torment the Hound, prompting snarls of impotent rage.

If the PC's don't say anything to rouse the Captain's anger, he will release the PC's to their own recognisance. They will, however, be trailed at all times by the four guards, who will remain outside their chambers if they retire for the night.

If they criticise or condemn him, he will immediately have them taken to their quarters, where they will be placed under guard.

The Truth

If the PC's haven't already figured out the Captain's scheme, they will receive a visitation from Corporal Feigling, who speaks to them in hushed, urgent tones.

He has obviously been drinking, and has come to the momentous decision that the PC's may be able to help him escape the terrible position he is in. He mumbles about the Prisoner, the Berserkers, a secret, thieves...filthy thieves, brigands...mutiny...

Eventually the PC's should be able to understand what Küchenstein has been up to. The danger should be obvious to them, if not, the Corporal will explain that in the morning they will be "fed" to the Hound...

At this point, Corporal Hans Hinterkopf arrives and insists Feigling accompany him. Captain Küchenstein "craves a moment of his time." (Hinterkopf's profile can be found in *Appendix 1 – NPC's*).

Hinterkopf is brutal and brooks no argument, ordering the PC's beaten if they try to intervene. The PC's can see Feigling being dragged off towards the Keep, while Hinterkopf mutters "dogmeat..." under his breath.

Decisions, decisions...

As the third act begins, the PC's now need to decide what they want to do. They have the night to come up with a plan, although if they fear for Corporal Feigling's life they may wish to act sooner.

There are two guards outside their rooms (the other two having left with Corporal Hinterkopf), which can be overcome physically, or avoided through stealth. Both have been drinking, so suffer -10% on all tests. If the PC's offer the soldiers another drink, they will accept gladly, but insist on at least one PC matching each drink. Make Consume Alcohol tests as appropriate – see *Warhammer Fantasy Roleplay, page 115*.

The PC's will probably be unable to fight their way out. They are in a well guarded keep. If they make a particularly impressive plan, then perhaps this may succeed. Equally, a stealthy escape is unlikely. The Soldiers on patrol have **not** been drinking. Also, there should be some consideration for Feigling's survival.

Once out of their quarters, the PC's can move relatively freely as long as they are discreet. Most of the Soldiers are asleep, or on the walls of the palisade. Getting to the dungeon will be easy, and this **should** be their first course of action.

Release the Hound!

If the PC's go to the dungeon they will find Feigling, suddenly sober, in the cell opposite the Hound. If they don't have an ingenious plan, he will suggest releasing the Hound. As he says this, it becomes apparent that the large, dog-faced mutant is paying attention to his words, placidly and with apparent intelligence.

If the party releases the Hound he ought to create a big enough diversion to allow the PC's time to escape. Assuming, of course, he doesn't kill them in the process. This is the safest option for the PC's (unbelievably!) but it must still be executed with care. The heavy chains which bind him to the wall will need to be broken or unfastened, and there is always the risk that he will attack anyone nearby once free.

PC's may make an Average Charm, Charm Animal or Hypnotism test or a Very Hard (-30 %) Intimidate test to approach the lock on the Hound's chain without being attacked. If a PC approaches the Hound without any visible weapons, slowly, and showing the key with which they intend to free him, the Charm or Charm Animal test becomes Easy (+10 %).

Feel free to reward ingenuity here... for instance, if the PC's decide to hide in the next cell over and shoot the chain, don't unduly penalise them if it would be suitably dramatic. If the PC's are reluctant, Feigling will volunteer.

Once the Hound is out, he will race from the cell, howling loudly. Unbeknownst to the PC's, this howl is summoning his Berserkers to him. If Feigling is the one who freed him, he will grab the Corporal in his massive jaws and take him with him. He will attack any soldiers he sees, and Hinterkopf and Küchenstein once they join the fray. Once they are all dead, he will turn on anyone else (the PC's...) if they are still in the keep. Otherwise, he will only attack the PC's if they are directly in his path, and try to stop him. He has a score to settle with Küchenstein and his men.

The PC's should be able to retrieve their gear quickly, and get out with only a few soldiers getting in their way, plus some Berserkers if they take too long. Make your descriptions of the Hound and his Berserkers suitably bloody and terrifying. The PC's should not want to idly hang around! En route to the exit they may encounter lone Berserkers / Soldiers – these should be only minor threats.

It's important to note that while the Hound will let them pass while there are still soldiers to fight, if the PC's do hang around, they will eventually be attacked by him. They may want to do a spot of looting on the way out. While this is certainly an option, be sure to escalate the number of foes facing them every few rounds, until they decide enough is enough, and flee.

Aftermath

Assuming the PC's manage to escape they'll find the valley much safer. All the Berserkers are being summoned to the Hound, and will ignore the PC's in their blind rush to their leader. As before, however, this shouldn't be taken as a licence to hang around. In a short while they'll be a functioning Chaos Warband again.

The PC's are now free to carry on their original destination. They may decide to warn officials once they get there, or even detour to a closer garrison or town. If the PC's released the Hound, and confess to doing so, they may be in trouble. Investigation by Imperial Forces reveals no trace of Küchenstein or his men, and evidence that the Hound's warband has moved North, returning to the Chaos Wastes.

The Imperial Authorities will not acknowledge any wrong doing on Küchenstein's part, possibly even declaring him a hero. Any PC who makes too big of a stink over this, may find themselves "encouraged" to get out of town. If Fiegling survived and fled with the PC's, he will comply with the cover up, denying any knowledge of any wrong doing. He just wants a quiet life from now on.

Rewards

All PC's who survived should get + 25 Exp for each Act in which they participated (i.e. + 75 Exp if they took part in the whole adventure). Additionally, if the PCs suggested releasing the Hound, they should each gain an extra 25 Exp. If any PC engaged with the questionable morality of releasing him – whether by arguing, or discussing, adopting a favourable or negative stance – they should gain a roleplaying bonus of 10-50 Exp at your discretion.

In terms of material gains, the PC's will gain little, unless they stopped for a little looting on their way out. If they did so, feel free to reward them appropriately. Suggestions for things which they could easily find:

- Horses
- Weapons & armour (nothing too exotic)
- Jewellery
- Money
- Cases of fine Brandy etc.

Whatever rewards should be at your discretion, to prevent unbalancing your campaign. Feel free to have Imperial Officials confiscate any goods if you are feeling evil.

Appendix 1 – NPC's

Günter Gestankbrand

Günter is a burly, short (5'3") man, with grey eyes and tousled brown hair. His skin is dark, weather-beaten and grimy, and he wears the leathers and furs of a seasoned outdoorsman.

– Günter Gestankbrand –							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
32	29	37	36	30	37	29	38
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	5	-	2	-

Skills: Common Knowledge (The Empire), Concealment, Gossip (+10%), Haggle, Outdoor Survival, Perception, Scale Sheer Surface, Search, Secret Signs (Ranger), Speak Language (Reikspeil).

Talents: Flee!, Fleet Footed, Very Strong

Trappings: 6GC, furs & leathers, Hand Weapon (Rusty Sword), tinderbox, charcoal burner's camp (wooden shack, blankets, firewood, tools etc.).

Career Path: Charcoal Burner

Captain Magnus Küchenstein

The Captain is a tall (5'10"), wiry man with a hard face, short blonde hair and cold, blue eyes. He smiles rarely despite, or perhaps because of, his perfect white teeth which seem sharp, almost vulpine. Since his mutinous action he has relished his power as de facto commander of the garrison, and he spares little thought to the heinous deeds he commits daily. His one, genuine, concern is that one day he too will be usurped, perhaps by one of his Corporals...

– Captain Küchenstein –							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
58	36	42	40	39	33	43	51
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	15	4	4	4	-	5	-

Skills: Academic Knowledge (Strategy/Tactics), Animal Care, Command (+10%), Common Knowledge (The Empire, +20%), Consume Alcohol, Dodge Blow (+20%), Drive, Gossip (+20%), Heal, Intimidate (+10%), Perception (+10%), Read/Write, Ride, Secret Language (Battle Tongue, +10%), Speak Language (Kislevian, Reikspeil, Tilean), Swim.

Talents: Ambidextrous, Disarm, Lightning Parry, Marksman, Menacing, Quickdraw, Sharpshooter, Specialist Weapon Group (Flail, Gunpowder, Two Handed), Strike Mighty Blow, Strike to Injure, Strike to Stun, Wrestling.

Trappings: 30GC & Jewellery worth 47GC, uniform, Foil, Main Gauche, Full Leather Armour, Sleeved Mail Coat, Mail Coif, Breastplate and Helmet, a brace of pistols.

Career Path: Soldier, Sergeant, Captain.

NB: although he carries a Main Gauche to better “look the part”, the Captain does not possess the talent Specialist Weapon Group (Parrying).

Corporal Gerhard Feigling

Gerhard Feigling was a good man, a good soldier, but as he grew older, he grew soft and fearful. Now, though still tall at 5’11”, he walks with a stoop, and his muscle is turning to fat. His dark brown eyes are bloodshot and weary, and his ragged brown hair and beard grow longer and less well managed than in his prime. He was too afraid to speak out at Küchenstein’s mutiny, but as “The Captain”’s atrocities grow more and more intolerable, he seems only to be waiting for the right spark to ignite the fire of his anger, and reawaken his slumbering sense of justice.

– Corporal Gerhard Feigling –							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	39	40	39	43	38	32	39
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	12	4	3	4	-	3	-

Skills: Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (The Empire, +10%), Consume Alcohol, Dodge Blow (+10%), Drive, Gossip (+20%), Heal, Intimidate (+10%), Perception (+10%), Read/Write, Ride, Secret Language (Battle Tongue, +10%), Speak Language (Reikspeil), Swim.

Talents: Disarm, Excellent Vision, Rapid Reload, Seasoned Traveller, Specialist Weapon Group (Gunpowder), Strike Mighty Blow, Strike to Stun, Sturdy, Wrestling.

Trappings: 12GC, uniform, Hand Weapon, Shield, Full Leather Armour, Mail Coat, Mail Coif, Breastplate and Helmet, pistol, hip flask filled with Brandy.

Career Path: Soldier, Sergeant.

Corporal Hans Hinterkopf

Corporal Hinterkopf was only recently promoted by Küchenstein, thanks to his brutality, and ruthless efficiency. He is a cold man, with dead, grey eyes, his face and head are both clean shaven, and he bears a tattoo atop his skull, of two candles – a symbol of Morr. He is essentially irredeemably evil, and lacks his superior officer's veneer of civilised urbanity.

– Corporal Hans Hinterkopf –							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
53	47	36	47	40	25	32	30
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	13	3	4	4	-	5	-

Skills: Common Knowledge (The Empire, +20%), Consume Alcohol, Dodge Blow (+10%), Gamble, Gossip (+20%), Heal, Intimidate (+10%), Perception, Ride, Secret Language (Battle Tongue), Speak Language (Reikspeil).

Talents: Mighty Shot, Quick Draw, Resistance to Disease, Resistance to Poison, Specialist Weapon Group (Entangling, Gunpowder), Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Strong, Wrestling.

Trappings: 17GC, uniform, Hand Weapon, Shield, Full Leather Armour, Mail Coat, Mail Coif, Breastplate and Helmet, Whip, Dagger.

Career Path: Soldier, Veteran.

Sample Soldier

The following is a generic profile representing the typical soldier in the garrison. Feel free to modify the individual profiles if you would like, or stick to the typical profile for convenience's sake.

– Sample Soldier –							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	36	31	31	36	31	36	31
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	3	3	4	-	3	-

Skills: Animal Care, Common Knowledge (The Empire, +10%), Consume Alcohol, Dodge Blow, Drive, Gossip (+10%), Intimidate, Ride, Speak Language (Reikspeil).

Talents: Disarm, Mighty Shot, Specialist Weapon Group (Gunpowder, Two Handed), Strike Mighty Blow, Strike to Injure, Strike to Stun, Wrestling.

Trappings: 8GC, uniform, Hand Weapon, Shield, Full Leather Armour, Mail Coat, Mail Coif and Helmet, Hand Gun (firearm) or Halberd.

Career Path: Soldier.

The Hound

The Hound is a Champion of Khorne. He is a potent warrior, standing over six feet tall, and almost as broad at the shoulder. His face and neck are heavily mutated into that of a fearsome mastiff. This fearsome visage makes him a dangerous opponent, but also renders him inarticulate. Thus, verbal communication is not possible with the Hound. Unlike the Berserkers, however, the Hound is not in a perpetual rage. He can be reasoned with, to a degree. He is, however, still a mutant and a champion of the Dark Gods...

– The Hound: Champion of Khorne –							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
85	45	60	65	61	48	55	49
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
4	26	6	6 (9)	4	-	-	-

Skills: Animal Care, Common Knowledge (The Chaos Wastes + 20%, The Empire, Norsca + 10%), Concealment, Consume Alcohol (+10%), Disguise, Dodge Blow (+20%), Evaluate, Gossip (+20%), Intimidate (+20%), Perception (-20%), Ride, Scale Sheer Surface, Secret Language (Battle Tongue), Shadowing, Silent Move, Speak Language (Norse, Reikspiel), Swim.

Talents: Frenzy, Lightning Parry, Lightning Reflexes, Menacing, Specialist Weapon Group (all non-ranged, & Entangling & Thrown), Street Fighting, Streetwise, Strike Mighty Blow, Strike to Injure, Strike to Stun, Swashbuckler, Warrior Born, Wrestling.

Special Rules: **Mutation (Mastiff)** - The Hound's mutated head makes him cause Fear on anyone facing him in combat. He may choose to attack with it as a Standard Attack Action; if he hits, he may choose to lock his jaw in addition to rolling for damage. His opponent is trapped, and must make an opposed strength roll to break out. The Hound receives + 30% on this roll. **Create Berserker** - The Hound's bite can infect his victims. If the Hound bites a character, and does not kill them, they must make an immediate WP test. If they fail, they immediately become frenzied (as detailed under the frenzy talent). Over the next 24 hours they will remain frenzied continually, and will gradually transform into a Berserker. There is no known cure. **Fell Howl** – the Hound's call is mystical in nature, and travels further than normal sound. Any Berserkers within a five mile radius are immediately summoned to him, ignoring all other creatures in their haste. **Control** – any Berserkers in the same area as the Hound can be directed by him at will. **Leathery Hide** – the Hound's tough, leathery hide effectively gives him 3 armour points on all locations (reflected in brackets in his profile above).

Berserker of Khorne Template

The following bonuses should be applied to any PC or NPC who is infected by the Hound and becomes a Berserker of Khorne. These advances are **not** in addition to any other Talents/Career bonuses – rather they replace the characters previous advance scheme. Apply all bonuses which may be taken as the character succumbs to their Berserker status. For instance, if the character has taken no advances to WS, they should immediately gain +20% WS. If, however, they have already received +1 A, they gain no further attacks. No further progression is possible, as they are, in essence, mindless slaves to Khorne.

– Berserker “Template” Advance Scheme –							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+20	-	+15	+15	+15		+15	
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+4	-	-	4	-	-	-

Skills:

Talents: Strike Mighty Blow, Strike to Injure, Strike to Stun, Wrestling.

Special Rules: Mindless – Berserkers are almost completely mindless, and inarticulate with perpetual rage. Any skill or action which requires more thought than “ATTACK!” is beyond them. When within close proximity of the Hound, they are capable of restraint, and attack only when, and where, he directs them.

Sample Berserker of Khorne

The following profile represents a typical Berserker of Khorne. Feel free to adjust the stats slightly if you’d prefer.

– Berserker “Template” Advance Scheme –							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
56	31	46	46	46	31	46	31
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	16	4	4	4	-	-	-

Skills: Common Knowledge (The Empire, +10%), Consume Alcohol, Dodge Blow, Drive, Gossip (+10%), Intimidate, Ride, Speak Language (Reikspeil).

Talents: Strike Mighty Blow, Strike to Injure, Strike to Stun, Wrestling.

Special Rules: Mindless – Berserkers are almost completely mindless, and inarticulate with perpetual rage. Any skill or action which requires more thought than “ATTACK!” is beyond them. When within close proximity of the Hound, they are capable of restraint, and attack only when, and where, he directs them.