

WARHAMMER
FANTASY
ROLE-PLAY

OLD WORLD ADVENTURES



◆ THE EMPEROR'S WRATH ◆



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INTRODUCTION

The Emperor's Wrath is an adventure following the disappearance of an Imperial Steam Tank, one of the great technological marvels of the Empire. The search for the Steam Tank will take Characters into the marshes of the Furdienst along the Reikland-Middenland border, where the war machine is immobilised and assaulted by Bog Mummies. If the Characters free the Steam Tank, they may become embroiled in a scheme to steal the pay chest of a tyrannical mercenary captain from a nearby village. They may even end up crewing the Steam Tank themselves whilst embarking on this heist!

At the end of the adventure is an Appendix, describing how to use a Steam Tank in games of **Warhammer Fantasy Roleplay**. It is best for GMs to familiarise themselves with this before running the adventure, as Steam Tanks are complicated mechanisms.

ADVENTURE SUMMARY

Ludwig von Uberdorf, former engineer commander of the Emperor's Wrath Steam Tank, recruits the Characters from his sickbed at the Imperial School of Engineers in Altdorf. Two weeks ago, the Emperor's Wrath and her crew headed north to reinforce Graf Todbringer's campaign against the Beastmen of the Drakwald. No one has heard from her since. Von Uberdorf wants the Characters to discover what became of the tank and her crew and rescue his comrades before the reiksmarshal has them court-martialled for desertion.

Following the trail of the Emperor's Wrath leads the Characters into the Furdienst, a patch of marshland along the northern bank of the River Reik in Middenland. The tank's crew are suspicious of new arrivals, but accept the Characters' help out of necessity. The Emperor's Wrath is stuck in the mud, and Bog Mummies are closing in to finish off the crew if they can't get moving soon.

After escaping the swamp, the engineers cut the Characters in on their scheme. A mercenary deserter has tipped them off about her former employer, who

has set himself up as despot in the nearby village of Schattenlas. The crew intend to liberate Schattenlas, steal the mercenary captain's pay chest, and continue on to the northern front. If the Characters sign up to the plan, they'll earn themselves a generous cut of the loot — and enjoy a once-in-a-lifetime opportunity to wage war from inside a Steam Tank's metal shell!

STEEL BEHEMOTHS

Steam Tanks are amongst the deadliest weapons in the Empire's arsenal: thickly armoured, fully enclosed vehicles, each driven by the piston-pumping power of its internal steam boiler. This water pressure also fuels the Steam Tank's complement of heavy weaponry, the very best Imperial engineers have to offer. The noise and belching smog of a Steam Tank's advance are so terrifying that many armies flee at its mere appearance. This is just as well, because Steam Tanks are temperamental machines, liable to break down or overheat in prolonged engagements.

The Steam Tanks are the magnum opus of Leonardo de Miragliano, founder of the Imperial School of Engineers. Though each tank is a potent military resource, they are also rare and precious technological achievements, and the school is always hesitant to risk them in combat. When a Steam Tank is wrecked or disappears, it is an immediate cause for alarm, and search parties are hastily assembled to recover whatever remains of the machine. In **The Emperor's Wrath**, the Characters undertake such a search.

