

WARHAMMER: DARK OMEN

V1.0 by Songless

This world may already be familiar to you, Jumper - and you might have even visited it before. Stories of the endless struggles of the Empire against the forces of Chaos, of Bretonnian knights and Dwarven grudges have been told for years, and this is one of them. You'll be visiting the world of *Warhammer: Fantasy*, focused on a particular military campaign as shown in the 'Dark Omen' videogame.

Initially, it's merely rumors of migrating Greenskins from the territories of the Border Princes. But it won't be long before these brutes are shown to merely be the symptom of a vastly greater threat.

Far to the south, a nightmarish evil is stirring, and now a dark influence spreads across the land. The dead rise from their graves to haunt and devour the living, and many powerful necromancers and other creatures of undeath bow to a new master.

Unless it is stopped, it is only a matter of time before the *Dread King* and its servants overwhelm the forces of righteousness - and it has already begun to seek out the critical allies and sources of power it needs to ensure its dominance.

Unknown to him, the fate of the world will rest on the shoulders of commander Morgan Bernhardt and his mercenary army, the 'Grudgebringers'. Initially numbering only a small number of troops, the coming crisis will see Bernhardt expand his roster and face increasingly dire opposition as he fights not to save the world... but to get paid for doing so.

You could join up with the Grudgebringers and face this threat directly, or seek out your own glory and profit. Either way, a capable leader with men willing to fight is always a welcome addition to the ever-threatened people of the Empire.

You'll spend the next ten years in this world, and arrive here the day Bernhardt and his men get ready to defend a small town from a Greenskin raid. It won't be long before the coming conflict erupts in full... but fortunately, you won't start empty handed.

You begin with **1000CP**. Spend them wisely.

BACKGROUNDS

Now that you have an idea of the world you're going to - if perhaps an overly optimistic one - it's time to decide *who* you'll be during your time here.

Regardless of the background you choose, some details remain the same. First, you may choose your age from any suitable for your race and position (typically a middle-aged adult), and may likewise choose your gender.

The jump assumes you are a male human who is aligned with (though not necessarily loyal to) The Empire. However, you may also choose to be a comparably powerful resident of other nations, such as Kislev or Bretonnia, one of the Wood Elves, or even become a Greenskin, undead or other such typically 'villainous' individual. You may likewise choose a different gender if you wish. Your background, military forces, and other such details will adjust to match your choices here, but will generally remain equally effective regardless of your chosen nationality and race. Likewise, purchases such as Perks are not reliant on any particular loyalties or species; details such as these are given as context, not hard requirements. *That said*, the world of Warhammer is not particularly tolerant or open-minded - some combinations of choices may face considerably more distrust or outright hostility than others. A Greenskin in Bretonnia is going to get run through, not respected, pretty much regardless of their actual actions.

Finally, you may choose to become a Drop-In or take a more complete 'reincarnation' style insertion into this world as you choose. You will arrive (or awaken) somewhere within your chosen nation, in a place that's safe - at least for the moment - but that has plenty of danger, and therefore work, available for a military commander.

With the basics out of the way, there are four Backgrounds you may choose from for this jump. You won't necessarily take to the field according to whatever type of background you pick, but each has a particular focus that ensures you'll be well accustomed to managing an army utilizing such tactics.

Your first choice is to dedicate yourself to the **Front Line**. Making up the majority of troops in most armies, these are the fighters staying in the thick of things: swordsmen, halberdiers, and Imperial greatsword regiments are all found here. Trading hit for hit, no other type of soldier faces as much danger... and few know better how to survive amidst the carnage. Much like Gunther Schepke or Eusebio The Bleak's flagellants, you thrive in the chaos of battle - just keep an eye on those by your side, and start killing.

Your second choice is to focus on mounted combat in the **Cavalry**. Though typically more powerful and well armored than soldiers on foot, cavalry is often expected to outmaneuver enemy regiments, quite often putting them at great risk... but also making them some of the most potent troops when on the offensive. You might ride beside men such as Eric Ragnar or Sven Carlsson, or possibly even Morgan Bernhardt himself. Move fast, hit hard, and keep your horse happy.

The third option is to dedicate yourself to **Ranged** combat. Covering everything from archers to cannons, your focus is on raining death upon your foes from afar. Although this usually keeps your troops away from the heaviest fighting, most ranged attackers fare poorly in hand-to-hand combat. You'll probably have more than a few planning sessions with men like Wolfgang Schwartzkopf or Uter Blomkwist to figure out the best spots for firing lines and kill zones.

Finally, you can decide to focus not on a specific kind of combat or troop type, but on a more broad leadership approach. An army's **Command** structure seeks to provide the best preparation, logistical support, and battlefield instructions possible to those doing the fighting. Stay in this field exclusively and you're not as likely to become a hero through personal achievement... but you'll get paid, and paid well, nonetheless - and for that reason alone Klaus Zimmermann would be proud to work with you.

PERKS

Coin buys you soldiers and gear, but without some solid skills to back them up you'll at best be a foppish employer rather than a *leader*. Make sure you've got what it takes to not only survive, but thrive on the battlefield with the various Perks on offer here.

- Battlefield Awareness (100CP, free for Front Line)

As befitting the soldiers most likely to be in harm's way, you've cultivated a healthy degree of awareness of your place on the battlefield - as well as the means to react to changing circumstances. You're much better at handling an incoming charge, sudden ranged fire won't catch you off guard, and you might as well have eyes in the back of your head for how you deal with enemy flanking attacks.

- Resolute (200CP, discounted for Front Line)

Stand tall, stand proud, and *stand your ground*. The battlefield can be a terrifying place, and the faint of heart had better find a place elsewhere. You're up to the challenge, though, with nerves of steel and an unbreakable discipline. You excel at keeping your cool in the chaos of battle, and can easily rally your allies for an (organized) withdrawal or to stand fast against nightmarish foes. Even being blanketed in supernatural fear won't shake your resolve,

- Put Your Backs Into It (400CP, discounted for Front Line)

Those who think ordinary soldiers couldn't hope to stand against unnaturally tough beasts like Trolls have obviously never seen more specialized troops in action. Whether it's a regiment of Imperial Greatswords cutting their way through their opposition, the near-superhuman strength of the Flagellants' religious frenzy, or one of Rotgut's boys flattening a Greenskin with one swing, those fighting on the frontlines have often found ways to hit *hard*. You are no different, as in battle you'll find yourself hitting well above your 'weight class' when it comes to heavy armor, tough hides and any similar defenses that might otherwise let your foes shrug off your attacks. Even better, those fighting near you will likewise find an inner strength they didn't know they had... and who needs a cavalry charge when you can plant your feet and *smash some skulls*?

- The Anvil (600CP, discounted for Front Line)

A mercenary army spends in blood and earns in gold, but no payday is worth it if you don't live long enough to see it. You're determined to get your money's worth, though, and your frankly ridiculous degree of resilience certainly helps. Whether it's armor, parrying skills, being as tough as a Troll or just refusing to die through sheer grit, you'll find it much easier to shrug off attacks. Perhaps just as importantly, your example inspires those on your side as well, and every ally that can expect to find itself 'in the thick of things' is now just a bit tougher and capable of defending itself. As for those who would think you an easy target... *let them come*.

- Animal Handling (100CP, free for Cavalry)

For cavalry, training soldiers is only half the fight: the war horses and other beasts used in battle need to be just as skilled and experienced if your mounted forces are to be of any use. With this Perk, you'll find that you're not necessarily more effective as a cavalryman... but your mount or mounts certainly *are* much more capable. Your presence seems to instill a degree of calm - or courage - few others could hope to achieve, ensuring that so long as your own resolve remains strong, your mount will not panic or give in no matter how terrifying the field of battle becomes. Even injuries won't deter your mount, though do keep in mind that literally driving your warhorse to death isn't very effective either.

- Fleet (200CP, discounted for Cavalry)

Speed is power, be it on the offensive or when positioning yourself, and whether you've spent many long hours in the saddle or not, you certainly learned this lesson well. You're immensely skilled when it comes to flanking targets and repositioning your regiment, in part due to your awareness of where you are in relation to other forces on the battlefield. As a side effect, this also makes it much easier for you to predict when enemies might catch up to you... and when or where you need to move to avoid getting flanked yourself.

- Momentum (400CP, discounted for Cavalry)

Keep your eyes forward, your weapon bared, and get ready for a clash of bodies and steel like no other. Charging an enemy is one of the most glorious, not to mention terrifying, actions one might take on the battlefield, but the difference between an enemy's crushing defeat or your entire cavalry regiment getting bogged down in melee combat can be down to the first few heartbeats. But few would stand against you once you get ready to trample a target, for you'll find your charges to work considerably better than before. Whether you're mounted or just running in on foot, you and those beside you can charge from considerably farther with no loss in time needed... in part because you'll get a surge of speed that lets you close the distance much faster than before. And although being faster doesn't make you hit *harder* per se, it *does* mean enemies can't defend as easily against that first blow when regiment meets regiment... and that first blow can make all the difference.

- Crush Them! (600CP, discounted for Cavalry)

Strike a soldier's body and you might wound or kill them, but strike their *spirit* and you could guarantee your victory before first blood has even been drawn. An army's morale is as vital as

arms and armor, and you... you might well be the most terrifying person in the battle for how you drain your enemies' will to stand and fight. Strike from the back or catch your victims in a pincer attack, let loose a good war cry, and see your enemy fold in moments as they realize their doom.

Furthermore, your inspiring (or horrific) example has made all your allies more intimidating as well. Where before only the most outmatched foes might break and flee, under your leadership even relatively close battles could suddenly turn into a rout, enemy ranks buckling in fear - and merely setting them up to be crushed under your cavalry's hooves as they desperately try to escape with their lives.

- Target Practice (100CP, free for Ranged)

You won't give any good support fire if you can't hit your target, right? This Perk ensures you'll always have a good idea of how wind or other such environmental factors might affect your shot and how to compensate. More than that, you're especially talented when it comes to 'leading' targets, and for you even fast, hard-to-hit opponents like cavalry or undead chariots are only marginally more challenging to strike than a stationary enemy.

- Perceptive (200CP, discounted for Ranged)

One of the most dangerous things that can happen on the battlefield is being caught off guard, while spotting targets 'early' yourself can be a major advantage. Nowhere is this more true than when archers are involved, as a surprise volley can both deal substantial damage and have a severe impact on enemy morale. Complementing your ranged combat skills with scouting is consequently a good idea, and with this Perk you're one of the best in the business. Your ability to detect others nearby - be it through seeing them or by using your hearing or even smell - is top-notch, and the speed at which you can estimate distances or relative locations of enemy forces, major landmarks, or similar points of interest is far greater than before. And don't think this doesn't make you any deadlier in a fight either - knowing how far you need to fire your arrows is the first step in making sure they *hit* after all, so being quick at 'ranging' targets will likewise make you just that little bit faster at firing, too.

- A Hail Of Arrows And Lead (400CP, discounted for Ranged)

An ordinary arrow from an ordinary bow isn't going to scare a blood-drunk Greenskin, but two dozen? That's a different story. Ultimately, there's only one shot that kills a target, but although it's usually impossible to predict *which* one... you're a lot more certain. The more of your allies shoot a given target, the more likely your own are to hit their mark - and if not yours, then it'll be one of those launching the rest of your volley. Even more amazingly, any misses along the way aren't total losses either - the more shots you and your close allies miss, the harder the one that hits will land. Perhaps all that dodging left that Greenskin *just* where that last arrow or bullet could do the most damage? Regardless, where you're involved, quantity really *does* have a quality of its own.

- Roaring Fire (600CP, discounted for Ranged)

None will honestly claim that black powder cannons 'sing', really, but if they did you'd be a virtuoso beyond compare. Few can hope to match your talent at using artillery, be it catapults,

cannons, mortars or any other such long-range siege weapon, to the point you'd probably outperform an entire four-man veteran cannon team on your own. If someone needs to blow a necromancer's head clean off their shoulders with a nice, heavy chunk of iron, you're the one to entrust that task and people know it.

Your superlative performance also serves to inspire others to follow your example: even if you don't personally involve yourself in raining death from afar onto some deserving Greenskin raiders, all your allies will fire their artillery just a bit faster, farther and more accurately than before.

- Mercenary (100CP, free for Command)

If someone asks you to fight and die on their behalf, they'd better be ready to pay for the privilege: you're good at what you do, and professionals ain't cheap. You're an expert when it comes to negotiation, insinuation, and outright intimidation anywhere it involves getting paid for your work - especially the kind of work where a whole lot of bodies are left for the crows when you're done. As a side effect, this also gives you a sixth sense for who might need your services... and who can or can't pay for them.

- A Name Known To All (200CP, discounted for Command)

Fighting battles is only part of a mercenary company's job. After all, to get paid you need an employer, and to get hired you need to be *known*. It's easy going for you, though, because you have a keen understanding of how to improve your reputation, and word of your exploits always seems to spread just a bit farther than it should have. Becoming famous - or feared - for your deeds has never been easier, and if you play your cards right you might just find yourself working for the greatest kings and emperors.

- Readiness (400CP, discounted for Command)

Battles may be won on the battlefield, but victory is often pre-ordained by whoever comes *prepared* for the challenges ahead. You are a talented strategist, but rather than commanding in the heat of battle your skills are particularly honed when it comes to establishing favorable conditions for your side. You'll know just how to position your forces to best cover the combat zone, are a master at planning for contingencies like unexpected enemy reinforcements, and know how to use the terrain to your advantage regardless of whether its impassible rivers, cliffs, cover, or just some trees that block easy cavalry approaches. Think ahead, get ready, and by the time the swords clash the result may well be a foregone conclusion - and hopefully in your favor.

- Opportunist (600CP, discounted for Command)

Diligence, discipline, a rigid chain of command... professional soldiers are well accustomed to these, but hirelings tend to be a bit more flexible than those sworn to country and crown. And for good reason, because initiative and independent thinking can be invaluable to those without the explicit support of entire nations. Through your cunning example, those you fight besides have a keen eye for spotting (and seizing) opportunities, easily noticing enemy troops left out of position, caskets of gold and other valuables you can 'liberate', or even having a sixth sense for where to find hidden artifacts like magical tomes or weaponry. Even better, allowing your forces

to make more independent decisions so they can seize whatever advantage they spot will never disrupt your overall strategy or leave *your* troops at risk due to, for example, forces being flanked or left out of position.

- I Expected Nothing Less (Free)

As the expression goes, a leader's tongue can be as sharp as their sword - and yours is honed to a razor's edge indeed. You are a master of sarcasm and 'verbal sparring', effortlessly coming up with snappy retorts to counter the words of your rivals. *Especially* if you keep having to deal with the same people again and again, and you just don't want to deal with whatever stupidity, hypocrisy or cowardice draws your ire once more...

- Battlefield Communication (Free for all)

Keeping command of a dozen different types of troops, each fighting a pitched battle against hostile forces, is not an easy task. But you'll have to manage somehow, because an army without effective tactical leadership is one that's likely not going to survive for much longer. You have a great talent for maintaining communications with your subordinates, even in the middle of a battle and with only very limited technology available to you. Whether it's horns blown in a certain rhythm to deliver orders, raised or lowered flags to deliver observations from the field, or something like a handful of minor magical items to stay in contact with regimental commanders, you'll usually find *some* way to maintain a firm grasp over the goings-on on the field of battle - and the more limited such measures might normally be, the better you are at pushing them to their very limit of effectiveness. It'll never be as easy as simply playing a game on your computer screen, but at least you'll have more options than yelling your throat hoarse.

- To The Bitter End (200CP)

Casualties are inevitable in conflicts such as these, and many a battle ends only when the ground is littered with corpses. Yet it's nonetheless rare that leaders and other figures of great importance are counted among the dead, and with this Perk that is doubly true for you. You'll find that any time you're fighting side by side with a number of allies - like leading a cavalry regiment into the fray - you'll always be the last of your group to fall. Any time you would have been killed due to a killing blow, a hit from a hostile archer or catapult, a necromancer's spell or any other such hazard, you'll find your life miraculously saved... but your survival still comes at a price. Whatever attack would have claimed your life will instead strike one or more of your allies, claiming their lives instead - and should you find yourself without anyone else to take the blow in your place, you'll be no more likely to survive than before.

- Battle Hardened (200CP)

War is in your blood, and regardless of your previous experience (or lack thereof), you are an absolute master when it comes to combat. You can wield more or less every kind of combat equipment regularly seen in this world with a level of skill normally found only after a lifelong career on the battlefield. This includes all the more common weapons, such as the standard sword-and-shield combination or various designs of now, but also more esoteric styles such as the massive scythes favored by undead Wraiths, the 'wrecking balls' used by Night Goblin fanatics, and even fighting entirely unarmed. You are likewise comfortable in any kind of armor

(or at least suits made for your physical stature) and will rarely experience any detriment to simply armoring up instead of relying on mobility or long range for your safety.

- Victory Favors The Faithful (400CP)

Fortune can be a fickle thing indeed, but sometimes simple luck succeeds where the greatest skill and talent fail. You and your subordinates are blessed with good fortune, and can consistently - if only slightly - beat the odds on the field of battle. A halberdier's glancing blow digs a little bit deeper. A crossbowman steps to the side *just* in time to avoid the arrow that would have maimed him. A mortar shell accidentally sent into a skirmish will veer slightly off course, with the resulting carnage just that bit more on the enemy's side. None of it is immediately noticeable, and the impact will only ever be minor. But even the tiniest of 'lucky breaks' add up over time, and with the kind of battles seen in this world, there are plenty of times where a small nudge is all it takes. Whether you fight cautiously or prefer to take more risks, it might just be the edge you need to turn mere success into something *great*.

- Wielder Of The Winds (400CP)

One might argue that the most important individual on the battlefield is an army's commander... but none will deny that the greatest impact on the fight itself comes from *magics*. Though typically unarmoured and largely unsuitable for close combat, even a single spellcaster can often decimate entire regiments with the magics they wield. With this Perk, you receive all the skills of a master wizard, specializing in one Wind Of Magic and its associated spells and traditions. You could wield the devastating magics of *Aqshy* and fight with flaming blasts and firestorms much like Luthor Flamestrike, master the chilling powers of ice magic like Kislev's Vladimir Stormbringer, or choose one of the other styles of spellcasting known to the Imperial Colleges Of Magic. This comes with all the required credentials where appropriate, so you shouldn't need to fear accusations of heresy... at least no more than anyone else.

Alternatively, instead of mastering the winds of magic through the Imperial system - or something similar to it - you could instead learn to wield an entirely different style of magical power. The powers of darkness used by Necromancers can be exceedingly lethal, for example, as can the bizarre magics of the Greenskin Shamans... but do be careful how you show off your talents if you opt for such alternatives. Not everyone will be very accepting of such heretical abilities, and more than a few imperial witch hunters would be happy to put your head on a spike if you reveal the wrong power at the wrong time.

Regardless of your chosen specialization, you'll find that you can harness the unpredictable energies you draw your power from far more easily than other wielders of such magic, giving you greater reservoirs of magical power to expend and much better control over how your spells manifest. As such, you'll not need to fear most of the deleterious effects these kinds of magic frequently incur (such as marked eccentricity, physical changes or your magic consuming you through overuse or a loss of control) and can more reliably access whatever spells or rituals the problem at hand requires.

ITEMS

Strength and skill might see you through, but solid gear is just as important... not to mention the benefits that magical artifacts can bring. In this section you can buy a variety of weapons, armor and other loot, all of which (unless stated otherwise) will slowly restore itself to pristine condition or be replaced after a week if permanently lost or destroyed.

- Ale Money (50CP)

Wealth is power - or at least it lets you buy some. Keeping an army running can be an expensive endeavor, but with this at least you'll have a means to pay everyone their dues. You receive a steady income of approximately 100 gold pieces per week, but with each additional purchase, the total income provided is doubled. For context, a commoner is unlikely to earn more than fifteen gold per year, while hiring and equipping a common soldier costs roughly fifty gold, while a cavalryman with warhorse can cost two hundred and fifty gold pieces. By default this income will be delivered to you in the form of a chest full of Imperial 'crowns', though you can freely adjust this to include different coinages (such as silver shillings) and other kinds of currency, as well as the manner in which it is delivered if the 'chest full of coins' approach is not to your liking.

- Shields, Blades and Steel Plate (200CP)

The bigger your army, the better - but a mob of poorly outfitted troops won't stand up well to a smaller force equipped with the best gear available. With this purchase, you gain a steady supply of weapons and armor, sufficient to fully equip an entire regiment with top-of-the-line gear each week. Whether it's swords or bows, lightweight chainmail for archers and other ranged combatants or heavy barding to protect your cavalry's warhorses, you'll never have much trouble getting your troops sufficiently well armed and protected. Although this equipment only includes mundane items and no magically enhanced pieces, the incoming supplies automatically adjust to whatever forces you field so you won't have to fear being stuck with stockpiles of unusable gear.

- An Artifact Of Power (50CP)

Enchanted artifacts are uncommon, but hardly unknown to those who make a living on the battlefield. Even a fairly small increase in your odds can pay off handsomely over time, and with each purchase you receive a minor magical item to aid you in battle. You may freely choose the exact benefits provided, though these magical items will usually function on an *individual* scale. One of the more iconic examples of artifacts like these is the *Grudgebringer Sword*, after which Commander Bernhardt's mercenary company is named. This blade strikes with great force, making its bearer more lethal in combat, and can launch a blast of magical fire at a single target over a considerable distance.

By default, any items that have an 'activated' power like the sword's fireball mentioned above, can be used roughly once every half minute. However, you may opt to make your item substantially more potent at the cost of it likewise being more difficult or time consuming to use. As an example of this latter type of item, the necklace known as the *Heart Of Woe* can release a

devastating blast of magical fire to annihilate anyone near the user, with a considerable 'area of effect'... but it will do so only when the bearer is slain in battle.

- Regimental Relics (100CP)

A substantial step up from the previous option, magical artifacts of this kind are powerful enough to affect entire regiments at once, be it offensively or defensively. Typically carried by the leader of a particularly skilled regiment of troops, even one such artifact can, if used well, shift the course of a battle. Examples of enchanted gear of this kind include the *Shield Of Ptolos*, which improves the armor of the entire regiment as well as making them vastly more resistant to light ranged attacks such as arrows and pistol shot, the *Banner Of Wrath*, which can be activated to instantly strike multiple foes with bolts of lightning, or the *Horn Of Urgok*, which can be used to simultaneously rally allies and strike enemies with great fear over a considerable area. Much like 'An Artifact Of Power' above, you may choose the exact effects for any purchases here. Likewise, activated effects can be used roughly twice per minute by default but you may opt for greater power at the cost of limiting the item's ease of use.

- A Marked Target (200CP)

Although it's only a piece of paper - and not an especially clean one at that - you should be careful when using this 'wanted' poster. As soon as you finish putting a rough likeness of any particular person onto its surface, it will mark your victim as a target, be it for kidnapping or death.

Soon after, all manner of brigands, scoundrels or other such lowlifes might seek out your target in hopes of gaining the promised reward - even if you never put the poster up to begin with. At the most basic use you will not need to actually pay anything (a minor reward is included for free), though the scum drawn to these meager rewards areq unlikely to achieve much success on their own either. However, you can entice greater numbers or more capable attackers by backing the bounty with funds of your own.

Once used, you will receive a new blank poster either when your previous target has been captured or killed, when sufficient failed attempts have fully dissuaded any other potential takers, or when one month has passed, whichever comes first.

- Bleak Beauty (300CP)

Though a magnificent piece by any standard, the relic known as the *Jewel Of Morrslieb* is a gem of the purest Warpstone, an artifact of dark and terrible power that is tied to the essence of death and necromancy. You now possess this very jewel... or at the very least an identical copy. Prized by necromancers, vampires, and all manner of practitioners of the dark arts, the Jewel Of Morrslieb can be used to enhance the power of necromantic spells, provide energy to fuel dark rituals, catalyze various kinds of blood magic, and likely any number of other wicked purposes besides. Unlock and master its power, and you could become one of the greatest dark wizards this world has seen... yet for all its terrible uses, the jewel itself has no ambitions of its own. Much like it might strengthen an evil master, in the hands of someone more keen to *eliminate* heresy rather than practice it, the jewel's connection to (un)death could allow its bearer to fight or ward away such dark powers with an equally tremendous potency.

- Forbidden Knowledge (300CP)

Only one copy of the dread tome known as the *Liber Mortis* is still confirmed to exist, all others having been destroyed - and for good reason. This last copy is held at Altdorf under heavy guard, only to be opened under the most dire circumstances... yet it seems the empire's witch hunters missed the artifact in your possession, one with an eerie similarity to this cursed tome. Much like the *Liber Mortis*, this heavy book contains vast troves of information, and is seemingly capable of providing details for almost *any* question the reader needs answers to. However, this knowledge is neither safe nor freely given, as your book carries the same dreadful risks of the *Liber Mortis*. Anyone who browses its pages must face great and terrible dangers proportional to how rare and powerful the desired information is - even incomplete details on the location of potent artifacts might already spawn deadly monsters or soul-rending blasts of magical power for the reader to contend with.

COMPANIONS AND FOLLOWERS

A general without an army is merely a fool with a nice title; if you're going to make a mark on the world of Warhammer, you'll want people to back you up - preferably ones armed to the teeth and ready for a fight. The various options below allow you to purchase a variety of supporters, with the default assumption being that these are drawn from the various peoples of the Empire and its allies. However, you may also buy enemy faction units and redesign them as friendly ones, within reason. For example, you could purchase one of the dreaded Undead *Screaming Skull Catapults* seen in Warhammer: Dark Omen, and implement this in the form of an Imperial catapult launching barrels of lamp oil or similar incendiary munitions.

You may replace one individual (and take a leadership position if you wish) in one regiment you buy from this section, and may likewise assign Companions a role in a purchased regiment for free (these need not be the same regiments).

Becoming part of a regiment of troops will grant whatever skills or abilities such regiments typically possess (including mounts and equipment where applicable). However, doing so means said regiment will not receive a replacement for your absence if you choose to go elsewhere, meaning it is only ever at full strength with you fighting beside them.

All followers bought here will start at a basic level of proficiency and equipment, but will automatically improve their skill through training and slowly gain upgraded armor (up to their normal maximum) over time. Any casualties are replaced by fresh recruits after a week.

- Mercenaries, Fanatics And Allies Of Convenience (variable cost)

A trusted sword by your side can be invaluable, and good commanders are hard to find. With this purchase you may import an existing Companion or create a new one according to your wishes, at a cost of 50CP per individual or 200CP for eight Companions at once. Each receives a background, 300CP to spend on purchases, and they may gain more points by taking Drawback(s), so long as these only affect them personally.

Alternatively, you may leave one or more slots 'open' to recruit someone from this setting (such as Commander Bernhardt himself). They must accept the invitation, but you may ask any number of people until you've filled your roster's available positions. Once made into a

Companion, such individuals receive the same benefits (including CP) that newly created or imported Companions do. They may make their purchases immediately, but may not take Drawbacks.

- Foot Soldiers (50CP)

Making up the bulk of most armed forces, this purchase allows you to gain command over conventional troops of various types and backgrounds.

The first and most obvious choice you can make here are swordsmen, halberdiers, and most other forms of melee infantry, which can be acquired as a regiment of twenty such troops by default. Archers and similar kinds of ranged attackers are likewise available.

Whether you choose such ranged support or close quarters soldiers, you may choose to opt for more specialized troop variants instead of the 'standard'. For example, the *Grudgebringer Crossbows* pack a stronger punch and fire at greater range than conventional *Imperial Bowmen*, but due to their longer reloading speed their volume of fire with each volley is lower as well. Likewise, the *Dwarven Warriors* led by Azguz Bloodfist are stronger and tougher than ordinary soldiers but suffer from a substantially slower movement speed compared to most conventional infantry. Choosing to improve *all* aspects of a regiment's performance to create an elite force is possible, but comes at the cost of lowering the total number of soldiers available in said regiment.

At the very extreme end of this process, you may opt for the very limit of what can still be considered 'foot soldiers': rather than a sizable group of recruits, you instead gain a very small number of inhumanly powerful melee troops. Examples of this type of force include Urblab Rotgut's immensely strong and resilient *Mercenary Ogres* or the terrifying *Giant Scorpions* sometimes encountered in Greenskin warbands. Such 'regiments' are made up of only a handful of troops (or even just a single individual), but the sheer power and resilience each member brings to bear still makes them a match for much larger groups of conventional soldiers.

- Heavy Forces (100CP)

More expensive and specialized but also more capable in their specific roles, this purchase grants you one of two possible choices to bolster your troops.

The first option is to gain a regiment of cavalry comparable to the *Grudgebringer Cavalry* or the Bretonnian *Knights Of The Realm*. Fast and both well-armed and armored, such mounted forces are excellent rapid-response regiments, though they are costlier than soldiers on foot and the size of their mounts means they sometimes struggle somewhat with sudden reorientations on the battlefield. Each purchased regiment is sixteen riders strong by default, but much like the purchase above you may opt for somewhat modified regiments instead - perhaps a dozen of the more powerful, blessed *Grail Knights* are what you're looking for?

Your second option with purchases here is to receive a single artillery unit comprising both the weapon itself and a crew of four to operate it. Though nearly useless in a direct fight, these

forces can deal immense damage at extreme distances - if perhaps at a somewhat slow rate of fire. Direct fire weapons like the *Imperial Cannon* have better range and fare somewhat better against faster, mobile targets, while an indirect siege weapon like the Greenskin *Rock Lobber* can fire over obstacles without the need for direct line-of-sight to their targets.

These artillery pieces can't easily move once deployed, but keep them safe and you'll have a way to rain unrelenting death on your foes from afar.

- Singular Potency (150CP)

This option allows you to purchase the deadliest individual units available, each of which can potentially shift the course of a battle if used well.

Your first choice is to gain the might of one of the empire's *Steam Tanks* to aid your forces. Although slow to move, these bulky war machines are nigh invulnerable to melee (simply crushing anyone in their path) and sufficiently heavily armored that all but the heaviest ranged attacks will simply bounce off. The tank can also engage targets with a powerful, short-ranged cannon, meaning that few - if any - targets can survive their ire for long... though much like you can opt for alternate variants of conventional troops, you can likewise change this cannon for an equivalently lethal weapon (or a combination of several) instead.

Finally, you may choose to gain the services of a single spellcaster, such as an Imperial *Bright Wizard*. Though these knowledgeable individuals usually fight without armor and have only limited skills relating to direct combat, their magical talents make them exceedingly dangerous. Capable of manifesting a variety of spells, such spellcasters can hurl lethal bolts of magic, manipulate enemies or even decimate entire regiments in moments with the right spells. Most of their offensive power bypasses armor entirely, though certain creatures are resistant to magic. All spellcasters are also versed in disrupting enemy magics or warding regiments from hostile spells, making them vital when facing enemy necromancers, shamans, and other magic-hurling foes. Their one limitation is that these spellcasters can only hold on to a limited amount of raw power at a time, which recovers somewhat unpredictably once spent. As such, knowing when, where and how to use these mighty individuals is key to utilizing their full potential. You may choose the exact magical discipline your new subordinate has from any commonly found in the setting, be they the Imperial Colleges Of Magic or comparable traditions found among other societies.

SCENARIO

Chances are that if you've decided to visit this jump, it's so you can take part in the main story of Warhammer: Dark Omen, the campaign of the Grudgebringers against the Dread King and its servants. This section allows you to do just that in one of several different ways.

Regardless of which of the following options you choose, the Scenario places you in the position of Morgan Bernhardt as leader of the Grudgebringer Mercenary Company (though your exact details might be altered somewhat based on your background, purchases, and so on). You will be tasked with investigating and - eventually - eliminating the threat of the Dread King, much

like Morgan was in the original series of events shown in the game. Succeed, and you may - if you wish - leave this jump at any time following your victory, including before your normal ten years here are up. Any assets the Grudgebringers had at the start of their campaign will be available to you initially, but only those you purchase for CP will actually receive the various benefits of 'fiat backing' such as following you to later jumps or being repaired or replaced over time.

The following three options are available for taking this Scenario, but you may only choose one:

First, you may embark on this journey 'as is', with no additional requirements or limitations but likewise no additional rewards or consequences aside from the option to leave early once you achieve victory.

Second, you can choose to face this challenge as a Gauntlet. You (and any of your Companions) lose your initial CP stipend, gaining only whatever you can acquire with CP taken from Drawbacks. You lose access to any Perks, Items, or other benefits you might have gained from other jumps, and are effectively reduced to solely your Body Mod plus your purchases here. You likewise cannot access your Warehouse, or take the 'Blood, Steel And Gold' Drawback. In return, standard Gauntlet rules apply in that your death, should it happen, will no longer end your chain and will simply allow you to move on to your next jump without any of the benefits you might have acquired here.

Taking the Scenario as a Gauntlet allows you to start with up to 200CP worth of purchases of your choice, selected from the Grudgebringers' most iconic assets: the Grudgebringer Sword (as per *An Artifact Of Power*), the Grudgebringer Infantry and/or Crossbows (each as per *Foot Soldiers*), and finally the Grudgebringer Cavalry and/or Grudgebringer Cannon (each as per *Heavy Forces*), granting these forces all the benefits associated with such purchases.

And finally... you may opt to make this road as dangerous - and profitable - as it was for Morgan Bernhardt. This option requires you to take the 'Blood, Steel And Gold' Drawback alongside this Scenario, though you still receive full points for doing so.

Starting this daunting campaign grants you *all* available starting choices from the Gauntlet mode described above - though you'll likely need them. Furthermore, successfully achieving victory over the Dread King will also reward you with your choice of either *Bleak Beauty* or *Forbidden Knowledge*, and you are allowed to keep the legendary Runefang blade (as per *An Artifact Of Power*) that Morgan received for the final battle - a worthy trophy to show your military prowess and leadership to any who might doubt you.

Of course, these magnificent rewards come with the greatest of dangers... for you'll operate under standard jump rules, without any exotic powers that might tip the balance in your favor. You'll be at the center of some of the most dangerous battles in the coming decade, relying on your skill as a commander and soldier, knowing that if you die your death will be *final* and end your chain as normal.

DRAWBACKS

This world is dangerous regardless of who you are or what you intend to do, but if you think you have what it takes, you can make things a bit more challenging in return for additional CP to spend. Just be careful - overconfidence is a sin most only redeem themselves of in death.

- What's All This About Pumpkins Then? (+0CP)

Given the sheer number of ways one can visit this particular slice of the multiverse, there's a good chance you've been to the world of Warhammer Fantasy before. With this toggle, you may choose to keep your actions from previous jumps here rather than arriving in a version of the setting you never visited before. If you've previously worked with Karl Franz he'll remember you from then, accomplishments and setbacks from your earlier visits will carry over, and you'll otherwise get to continue on with whatever changes you've caused to the setting previously. This can also be used to toggle which details of the setting that have yet to happen are 'canon' or not, so you can decide if (for example) you'll see events leading up to the calamities of the Vermintide games, like having a certain Franz Lohner, spy/mastermind-to-be, in the Grudgebringers... though whether he's using that name or if he's already dealing with those pumpkin-based shenanigans is uncertain.

This toggle can't be taken if you opt to do any of the Scenarios, or if you've taken the 'Blood, Steel And Gold' Drawback below.

- Armies On The March (+0CP)

For a threat so great that Emperor Karl Franz sees the need to *personally* hire an army to face it, the battles depicted in the game might seem a tad less... grand than expected. For an undead lord of tremendous power, having the army that would eventually face the Dread King barely field a hundred individuals - if that - just doesn't fully capture the spirit of the conflict, does it? With this toggle, you can adjust the scope of the Dark Omen conflict to anywhere between the level seen in the game or the vastly greater numbers implied by the lore. This will appropriately change every aspect of the jump, including both positives like purchased regiments as well as negatives like your chosen Drawbacks (if any).

- Gainful Employment (+100CP)

The one problem with mercenary troops is that they're... well, *mercenary*. Without a good reason to stay, typically plentiful coin in payment, soldiers can simply decide to leave for other opportunities - and few are the powers that would entrust their subordinates to you long term. With this Drawback, it will take much more effort to keep your army's size up, most new additions being temporary affairs at best. You can still convince some troops to stay permanently, of course... but likely not without a service in return, or a big bag of gold to sweeten the deal.

- Detours, Delays And Distractions (+100CP)

Choices, choices, choices... you can't be everywhere at once, and deciding whether you want to pursue a brief opportunity or push on for your main objective will be a common dilemma. Yet whatever option you pick, it will always be the worse one in hindsight - at least in terms of time

spent. No matter your plans, no matter your preparations or contingencies, it seems that you'll always be just a little too late when the clock is ticking. And no, refusing to be distracted by secondary goals doesn't help - you'll just have to choose between two different approaches to your main objective instead.

...perhaps some solid firepower can compensate for your enemies' extra prep-time?

- Operational Limitations (+100CP)

Nations might be expected to field vast armies, but they have the support to do so as well. For mercenaries, it's more important to be lean and adaptable, using what they have effectively rather than relying on sheer weight of numbers. And you'll *definitely* need that mindset. With this Drawback, you'll face increasingly prevalent issues with fielding your forces the more troops you draw on. Things will be just fine when you deploy only a handful of regiments, but if or when you grow beyond that, you'll increasingly see problems like equipment breaking down, regiments getting minor food poisoning, or local terrain simply not allowing for certain units (like being unable to bring mortars into an underground catacomb). It's almost as if reality conspires against you to limit you no more than maybe a dozen different regiments at a time...

- Craven (+100CP)

Yellowbelly. Spineless. No guts, and likely no glory either. There's no way around it, Jumper: you're a coward. Although it's not so bad when you're safely behind the front lines, the dangers of battle are a terror you are ill equipped to handle... especially considering how many creatures out there can cloak themselves in auras of supernatural fear. As for your men, well, it's results that matter most, but a leader too scared to fight by their side is unlikely to inspire much loyalty and confidence either.

- Hidden Dangers (+100CP)

You know they're out there. Somewhere. But getting 'eyes on' is a lot tougher than it used to be, be it because enemies somehow manage to find just the right amount of cover to stay hidden, inexplicable fog banks that make the 'fog of war' a more literal phenomenon, or your own side just having the poorest eyesight out of any army on the continent. Of course, that doesn't mean you won't notice them at all, but merely having a general idea that there's something *out there* doesn't help much when the first sign of a more exact position is that volley of Night Goblin arrows raining down on one of your regiments. Keep your eyes open and your reflexes honed, because once the enemy makes themselves known you'll have to respond quickly.

- In The Wrong Place At The Wrong Time (+200CP)

Making sure you and your troops are where they're *supposed* to be is one of the bigger challenges presented by the battlefield - and that presumes they actually start in a good position to begin with. Unfortunately, it seems you're cursed with always having your forces be just a bit out of position. Artillery and archers won't get line-of-sight to their targets nearly as often (and will have to guess where they fire as a result), footmen are more likely to be caught in flanking maneuvers where there's a risk of the entire regiment getting routed, and you'd better expect your cavalry charges to occasionally get stuck unable to reinforce whoever needs it at a

particular time. Nothing's impossible to compensate for... but it's an extra difficulty in a career where mistakes are paid for in lives.

- Rookies (+200CP)

Battle-hardened veterans can be a priceless advantage, and the benefits to combat prowess, discipline and overall effectiveness cannot be understated. Sadly, it seems you'll have to do without. All your forces start with basically zero actual combat experience, having only their initial, rather basic training to see them through. They'll also take much longer to hone their skills, so it'll be a good long while before you've got grizzled old soldiers fighting for you... assuming they survive that long, anyway.

- It's Personal (+200CP)

Rage, pride and other such feelings can be powerful - and useful - motivators, but you'd do well to try and rein yourself in. You're very prone to letting your emotions dictate your actions, and feelings such as impulsiveness born from anger, hate-fueled stubbornness or risk-taking out of greedy desire will rarely stay strangers to you during your time here.

- Destitute (+200CP)

Wealth and power often go hand in hand, but regardless of where you stand with the latter, the former seems to always elude you. No matter what you do, you'll never reach far beyond the poverty line, your meager profits always having some urgent reason to be spent on supplies, reinforcements or other expenses. You'll have to be careful balancing the books - even a simple investment like heavier armor for one of your regiments is going to be a major challenge.

- Vendetta (+200CP)

Not all dangers are found on the battlefield... and some of your supposed 'allies' might serve you better occupying an unmarked grave. Much like the hostility between Bernhardt and the Witch Hunter General Matthias, you have the misfortune of having crossed someone of particular power and influence - or perhaps they just hate you for some unrelated reason. Whatever the case may be, this person will do anything they can to sabotage your efforts, undermine your accomplishments and otherwise disrupt your long-term plans. They won't escalate to outright assassination attempts or similarly direct action unless they get truly desperate... but for whatever reason you can be sure that opposing them directly - say by having them killed in turn - is *never* going to end better than just enduring their meddling.

- Watch Your Fire! (+200CP)

Ranged fire can be invaluable to thin enemy numbers before your soldiers clash, but careless use can be as dangerous to your own forces as to your foes. With this Drawback, events will conspire to guarantee a much greater risk of 'friendly fire'. Likewise, any such instances that do occur will be unusually damaging to your own side. You'll have to be much, much more careful with how you utilize archers, artillery and so on - and perhaps hold back on their support entirely in situations where you can't guarantee safety for your own subordinates.

- Ambush Tactics (+300CP)

Your soldiers are fighting well, your plans are in motion, and the only thing standing in the way of your victory is time... or so you thought. With this Drawback, your enemies become much more proficient at surprise attacks and 'dirty tricks'. From seemingly vulnerable groups of Night Goblin archers releasing the wrecking balls of their fanatics to lay waste to your cavalry to Necromancers raising regiments of rotting undead troops behind your lines just when your troops are tied up and unable to rush to your cannons' defense, expect a lot of unexpected surprises. It's like every enemy knew you were coming just long enough to prepare some *nasty* little tricks, and put them right where they might catch you at the worst possible time...

- Eerie (+300CP)

Wraiths will let your mundane weapons pass through them without harm. Trolls shrug off magical attacks with ease. Broken morale is meaningless for unthinking corpses with nothing to fear. Now, such issues are but the very start, because with this Drawback you'll have no choice but to rely on versatility. Enemies will rapidly adapt to any tactics you employ, sending just the right kind of forces or using just the right strategies to counter your preferred approach. Although your foes likely can't counter *everything* at once, you'll have to mix things up to stand a chance. Adapt, innovate, *improvise* if that's what it takes, but relying on trusted techniques will just get your people killed.

- Dark Power (+300CP)

Although vast armies of bellowing Greenskins or shambling, rotting corpses can be fearful sights, almost nothing is more terrifying than seeing a lone enemy take to the field, bolstered by heretical power. You'd better keep your fears in check, because with this Drawback you'll be fighting far more Necromancers, Greenskin shamans and other such spellcasters. Worse, these magical foes are unusually capable, and can utilize their spells in greater numbers than one would otherwise expect.

- Unstable Equilibrium (+300CP)

A single catapult stone hits your archery group, their reduced volume of fire allows a regiment of Greenskin Big 'Uns to close the distance, and your troops are caught in a melee long enough that they get surrounded and massacred in the resulting rout. When things go right, they just go right, but when they go wrong... they usually get *worse*. With this Drawback, mistakes and other setbacks become much more dangerous, threatening to pull your forces into a downward spiral of calamities. You'd better be flawless, because otherwise it'll take a lot of effort - not to mention some quick thinking - to avoid disaster.

- Blood, Steel And Gold (+300CP)

Forget bizarre powers or eldritch artifacts - you'll not need them to face the dangers of this world. Hopefully, anyway, because you lose access to any Perks, items or other advantages you might have brought with you from previous jumps. You likewise can't make use of your Warehouse, and are effectively reduced to nothing more than your Body Mod and whatever purchases you have made for this jump. Trust in your blade and your allies... or become little more than a footnote in the history books.

ENDING

It may not be the End Times (at least not yet), but your time in this world has come to an end regardless. Now, it's time to make a choice as to what the future might hold for you. Regardless of your choice, all Drawbacks cease to affect you as usual. You may also opt to have any corruption and other deleterious effects (such as that caused by the influence of the Chaos Gods) be removed at this time, in case you have any worries about taking anything... *undesirable* with you wherever your decision leads you.

First, you may choose to **go home**. The world of Warhammer: Fantasy is not for the faint of heart, and perhaps this jump simply drove home you're not cut out for this? Regardless, you return to your reality of origin with everything you've acquired during your chain, and will spend the remainder of your existence there. This is the only choice available to you if you ended your time here dead - as well as if you were reanimated as an undead creature by the Dread King or any other such necromantic power.

Second, you may choose to **stay here**. Though there are great and terrible events coming in the future, perhaps you intend to fight for this world and those within it no matter the danger? You will remain in the setting of Warhammer: Fantasy, ending your chain here with whatever you've brought with you from other worlds.

And finally, there is obviously the choice to **move on**. There are other worlds to see, other battles to fight and command, and you move on to your next jump using whatever mechanism your chain employs. Who knows what adventures and glory still await you in the future?

NOTES

All else fails, fanwank responsibly but have fun.

There's some good information on things like troops, artifacts and other details of the game that can be found at <http://en.dark-omen.org/>.