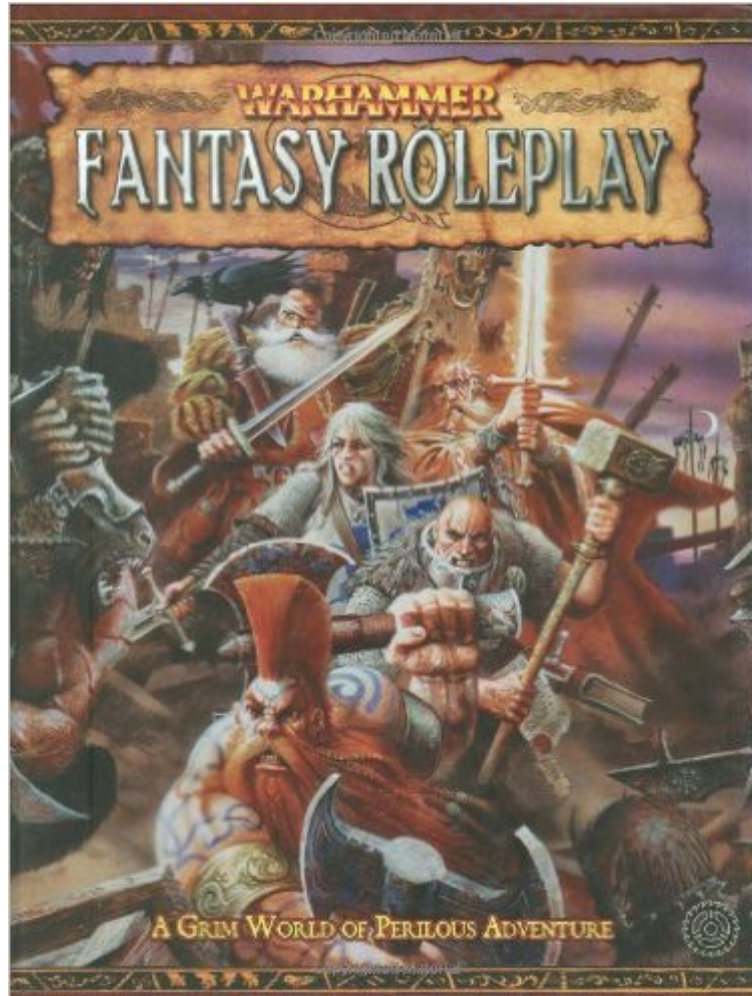


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# Warhammer Fantasy Roleplay Rulebook



## Synopsis

Warhammer Fantasy Roleplay (WFRP or WHFRP) is a roleplaying system created by Games Workshop. It is set in the Old World, which bears some resemblance to late medieval / renaissance Europe. The world is threatened by the forces of Chaos. The major power in the Old World is the Empire, in which most of the adventures are located. The Empire itself is a country full of intrigue, conspiracies, and dark plots. This is the core set of rules that everyone needs in order to play the RPG. BL Publishing is the publishing wing of the world famous Games Workshop group of companies. As well as its new Black Industries imprint, the division is also home to the Black Library, which has been producing best-selling and award-winning novels, comics and artbooks set in the worlds of Warhammer since 1997. It also includes the Black Flame fiction imprint for non-Warhammer titles, and Warhammer Historical Wargames. Warhammer Fantasy Battle was originally published in 1986 and subsequently licensed to Hogshead Publishing. This is the second edition of Warhammer Fantasy Roleplay.

## Book Information

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## Customer Reviews

I've seen a lot of fantasy games, and a whole heck of a lot of RPGs in general. Probably over a hundred. And this is the best fantasy game I've ever seen (and easily the best I've ever played). It supports political intrigue, mystery, horror, adventure, even black comedy, all with a strictly defined setting. It does not do "epic" fantasy, a la Lord of the Rings, but all its tropes still apply. People used to more epic fantasy should definitely not try to take metagame logic from that system to WFRP (if,

say, a band of goblins that outnumber the party approaches, it's alright to outright attack them in most fantasy games. Better to negotiate or hide in WFRP, as combat is quite debilitating). The combat system is detailed enough to give the tactics one wishes for, but also light enough that one doesn't fall asleep waiting for his/her turn. Even better, the incentive to dodge combat all together, as it tends to be quite deadly. WFRP doesn't have the reputation of "Call of Cthulu: The Dark Ages" for nothing, though this title is a bit misleading. In Warhammer, it's good to keep in mind that even the weakest peasant with a rusty dagger can still kill the mightiest hero in the land in one stab (it's possible, just highly improbable). The magic system is corruptive and elegant. There is a price to pay for the powers one wields in the game. The magic system is not of the "Fire and Forget" variety (see D&D). All the standard fantasy monsters are present, from Orcs to Dragons, some with very similar intentions, some with a twist.

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