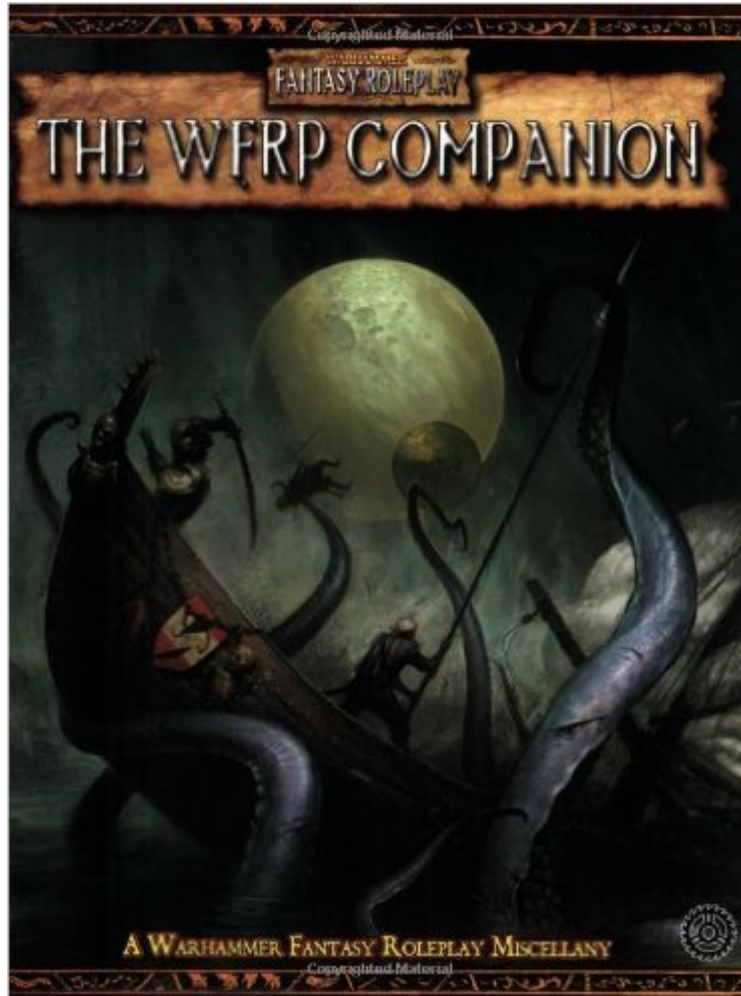


The book was found

Warhammer RPG: The Warhammer Fantasy Roleplay Companion



Synopsis

Inside The Warhammer Fantasy Roleplay Companion, you'll find a detailed look at life on the Empire's Waterways, a disturbing look into the Old World Carnivals, extensive rules for trade and commerce, an overview of Old World Astrology, Old World Medicine, details on a new threat of The Cult of Illumination, an expansion of the Old World Bestiary, and more.

Book Information

Series: Warhammer Fantasy Roleplay

Paperback: 128 pages

Publisher: Black Industries (November 7, 2006)

Language: English

ISBN-10: 1844163105

ISBN-13: 978-1844163106

Product Dimensions: 8.5 x 0.2 x 11 inches

Shipping Weight: 1.2 pounds

Average Customer Review: 3.2 out of 5 stars Â Â See all reviews Â (4 customer reviews)

Best Sellers Rank: #501,295 in Books (See Top 100 in Books) #19 in Â Books > Science Fiction & Fantasy > Gaming > Warhammer #9308 in Â Books > Children's Books > Science Fiction & Fantasy > Fantasy & Magic #29184 in Â Books > Science Fiction & Fantasy > Fantasy

Customer Reviews

It seems like a bunch of extra stuff that was on the editors floor that they swept up and put in a book. This material would have been better used if it had made it to other books previously published (like the Bestiary) or yet to come out (Like Nights Dark Masters). Some is really just material for a magazine or for posting on the publishers website.

This supplement really helped flesh out rules for the exciting and at times cruel world of Warhammer. I found the new social rules, medicine, and trial info especially helpful, as well as the expanded surrounding areas and new monsters. Some info needs other supplements to understand, like boat stats need the Old World Armoury, but otherwise still a good read.

Unless you have a burning desire to know about birth signs, or carnival freak in the old world. Do yourself a favor and buy something else. The book might be worth it if you want to run a merchant based campaign, or if you're like me and have money to burn. Sigmar's Heir's is a better book for

back ground material. While the Tome of Corruption, or Childern of Horned Rat are better books for GM. Player's will find this book useless.

It's a nice book but You can easily play without it. You need it only if you are interested in learning some adds about the Old World.

[Download to continue reading...](#)

Warhammer RPG: The Warhammer Fantasy Roleplay Companion Warhammer RPG: Karak Azgal (Warhammer Fantasy Roleplay) Warhammer RPG: Renegade Crowns (Warhammer Fantasy Roleplay) Warhammer RPG: Lure of the Liche Lord (Warhammer Fantasy Roleplay) Warhammer Fantasy Roleplay: The Gathering Storm Warhammer Fantasy Roleplay Rulebook Warhammer Fantasy Roleplay: Old World Bestiary, Vol. 1 Warhammer Fantasy Roleplay: The Player's Guide Knights of the Grail: Guide to Bretonia (Warhammer Fantasy Roleplay) Paths of the Damned: Ashes of Middenheim (Warhammer Fantasy Roleplay) (v. 1) Paths of the Damned: Forges of Nuln (Warhammer Fantasy Roleplay) Paths of the Damned: Spires of Altdorf (Warhammer Fantasy Roleplay) Warhammer Fantasy Roleplay: Signs of Faith Warhammer Fantasy Roleplay: The Game Master's Guide Plundered Vaults (Warhammer Fantasy Roleplay) Daily Fantasy Sports: How to Dominate & Win Fantasy Baseball, Fantasy Basketball and Fantasy Football Leagues to Turn Profitable Seasons The RPG Maker VX Ace Help Guide for Beginners: Tips and Tricks You Can Use For Your Very Own RPG Warhammer Battle Book 1996 (Warhammer fantasy) Dark Heresy Second Edition Core Rulebook Game (Warhammer 40,000 Roleplay) Warhammer 40,000 Roleplay: Dark Heresy

[Dmca](#)