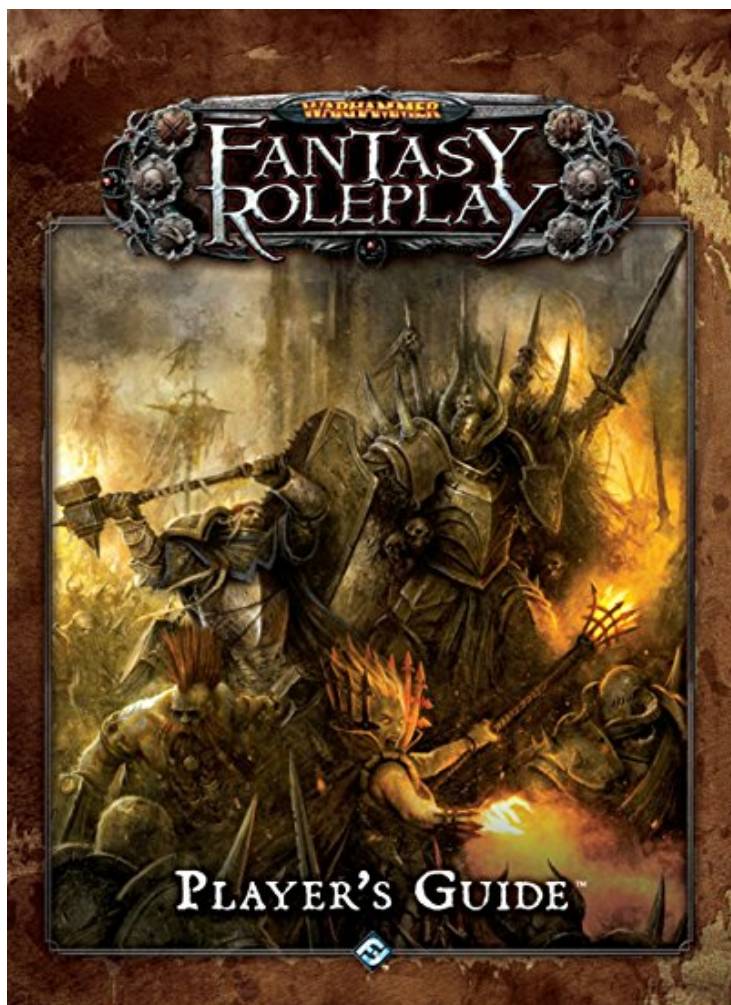


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Warhammer Fantasy Roleplay: The Player's Guide



Customer Reviews

I was initially skeptical about Fantasy Flight's new edition of WFRP. I had purchased and loved WFRP 2nd Edition from Black Industries, and news of the many changes led me to be wary of the new edition. With the news of them releasing a Player's Guide with all the basic rules for making player characters and playing the game, free from the boxed sets and multiple books of the basic set, I decided to make a leap of faith which I'm very happy to say was rewarded. The book itself is beautiful, as are all of Fantasy Flight's products. The binding is solid, and the book itself is full colour with glossy pages that make it an excellent addition to any gamer's shelf. In terms of the content, I'll begin with what it doesn't have - GM material and monster information, and the specific dice set. These are available in the Game Master's Guide and the Monster's Guide respectively, and there isn't anything within the players guide that deals with these aspects of play. As such, in order to actually play the game, you will need at least the Monster's Guide to provide characters with challengers, and a packet of the specific dice. You'll probably want the GM Guide also. The good news is that these are reasonably cheap, and similarly nice books. You don't need all of the components and tokens from the core set in order to play the game, I should mention here. It might make things easier for an inexperienced group, but any player familiar with RPGs will be fine to manage the required data on a good ol' fashioned character sheet (which you can now download free from the Fantasy Flight website). As for the dice, these are indicative of the core mechanic of the game which is surprisingly both simple and intricate all at the same time.

I purchased the big core set a couple years ago, and took sporadic stabs at learning enough to run a game. At the conceptual level, I was enticed by features like the proprietary dice, the use of action cards, the idea of the party being the way conservative and reckless stances added another tactical layer, and the idea of the party of being a sort-of meta-character with its own resources and abilities. However, at a practical level, I never actually felt like I had handle on it. The problem is, the core set has a very scattered approach to explaining the game's rules, and there's little in the way of examples to guide one through character creation or combat. Spellcasting is left out of the main rulebook and parceled out into two books (one for priests, one for wizards). And then there's the hassle of having to become familiar the various cards (actions, talents, careers, and more). It was just too bloated and abstruse. Also, the softbound books are pretty flimsy and I had pages fall out during the session. No thank you! Then came a fateful day when there were too many people absent to play our regular game. Since we had no other plans, I decided to bring the WHFRPG core set along. We muddled through character creation and played out a couple of scenes. The concepts

gelled in a way that just reading the books couldn't convey. I was emboldened enough to order the player's guide. What a difference it made! It's a big, beautiful, hardcover with top-notch production values. All the content from the various aforementioned cards is reprinted in a standardized table format, and I was thrilled to find that even careers from outside of the core set were included.

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