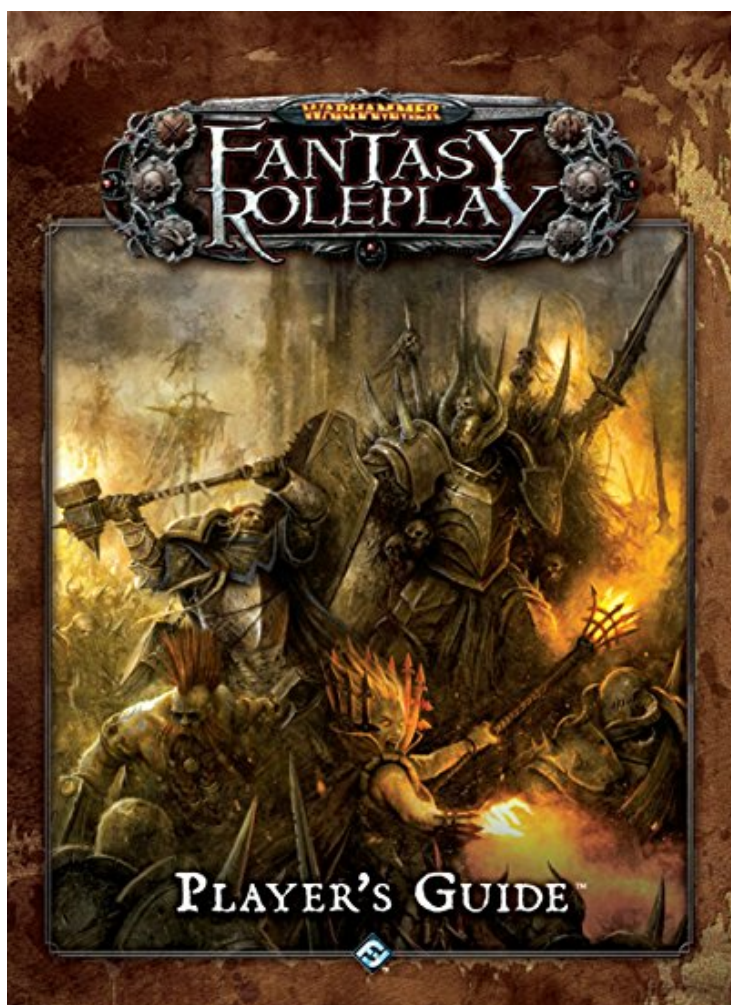


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Warhammer Fantasy Roleplay: The Player's Guide



Customer Reviews

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. Spellcasting is covered as well, making it a true single-source reference for all things player-character-related. The chief downside is that most of it's reprinted material from the core books, so the scattered approach still remains an issue. It can be hard to find an answer to a basic question. However, they do make an effort to include examples of character generation and gameplay. Bottom line: if you're going to play this edition of WHFRPG, this an essential product. EDIT: It's been a while. Decided to add a couple of addendums. First, there's a hardbound player's guide with much greater durability, and it's enhanced with features like examples of gameplay. I recommend it. Second, I do find one flaw playing it. Damage is not varied by a dice roll. Rather, it uses a fixed value. Usually, when you attack you can only inflict that damage value, or if you roll extra successes, you can do a little more damage. But that's pretty much the limit. Since armor reduces damage, it's perfectly possible to find yourself in a situation where inflicting damage is impossible without a critical hit.

Honestly, I was quite skeptical of a new book that was potentially just a rehash of the previous rules. I'm a complete convert now though. The Player's Guide is a brilliant addition to the line. You

could play the entire game just using the Player's Guide and one set of WHFRPG dice using the new WHFRPG Lite rules. The Player's Guide has copies of all of the abilities, skills, etc. from the previously published box sets. The Lite version is similar to a standard RPG using character sheets with the abilities annotated on the sheet rather than using the cards and counters from the various previous products. I appreciate that Fantasy Flight Games took this step. It is a wonderful bridge for players who might find the wholesale switch to the tracks, cards, and counters to be too much a leap. Additionally, it lets the Game Master (GM) pick and choose from amongst supplements that he might not already have. I found the rules clarifications to be helpful as well. It turns out that I had been using the recharge rules slightly differently than intended. The production quality is top notch. These sturdy books will survive many campaigns. I highly recommend this both as an entry level product for WHFRPG 3.0 as well as a capstone document for those of us who have bought the earlier materials. in service, Richzhalindor.com

This book is an excellent value, even if you already own the Core Set like myself. It has added errata as well as additional rules from the boxed sets that were out at the point this was released. It also has many more examples explaining the rules. The appendix has all of the Careers, Action Cards, and Talents from the Core set, as well as Signs of Faith, The Winds of Magic, The Gathering Storm, Edge of Night, and Adventurer's toolkit, in a tabled format. The book has gorgeous full color artwork and high quality binding. It has a full table of contents, and a pretty good index. It makes an excellent table reference or planning sourcebook! I am very satisfied with this product.

Warhammer Fantasy Roleplay: The Player's Guide is Fantasy Flight Games' second take on the basic rules of 3rd edition of Warhammer Fantasy Roleplay (WFRP). This set of rules improved in several areas over their original boxed Warhammer Fantasy Roleplay Core Set. Notably in cleaning up the rules, providing examples, and including an index. However, there are two areas which still require improvement. First, consolidation of rules. Rules are sprinkled throughout the book. For example, Chapter 3 covers character creation, but: racial bonuses are found in Chapter 2 with the race backgrounds; skills and starting fortune points are in Chapter 1 with Characteristics; and encumbrance limits are found in the back of Chapter 10, Economy & Equipment. Flipping between four different chapters makes character creation much more difficult than it need be. Second, remove the repetition. Charts for "Challenge Levels" and "Opposed Check Difficulty" are in both Chapter 5 and 7. Wound Thresholds and Corruption Thresholds for starting characters are provided in Chapter 1, then again in Chapter 2, but not in the aforementioned Chapter 3, "Character

Creation."This edition of the WFRP is relatively simple for the variety of options available and, with the cards for character class, actions, talents, etc (purchased separatelyÂ Warhammer Fantasy Roleplay Player's Vault), its easy to handle. Being a licensed Games Workshop product, the book is beautifully illustrated and Fantasy Flight's layout matches the style of the game. If they can improve the organization in a third revision of this third edition game, it will be five stars.

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