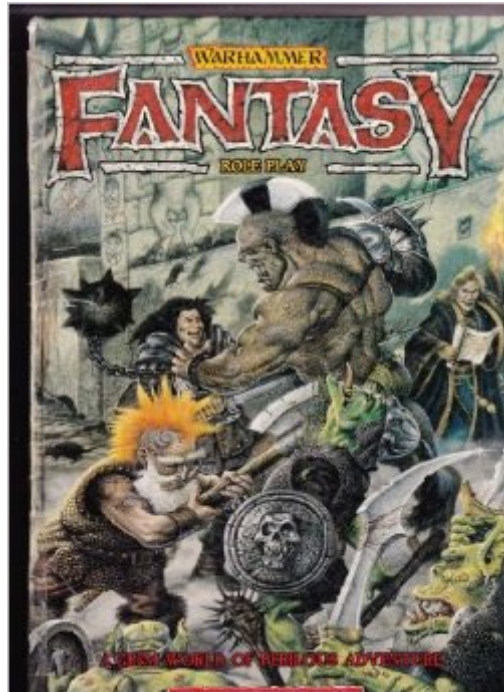


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# Warhammer Fantasy Roleplay: A Grim World Of Perilous Adventure



## Synopsis

Book by Halliwell, R

## Book Information

Series: Warhammer Fantasy Roleplay

Hardcover: 368 pages

Publisher: Games Workshop (November 8, 1986)

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Product Dimensions: 11.3 x 8.3 x 1.2 inches

Shipping Weight: 2.7 pounds

Average Customer Review: 4.8 out of 5 stars [See all reviews](#) (40 customer reviews)

Best Sellers Rank: #1,452,746 in Books (See Top 100 in Books) #70 in [Books > Science Fiction & Fantasy > Gaming > Warhammer](#) #1527 in [Books > Children's Books > Activities, Crafts & Games > Crafts & Hobbies](#) #3324 in [Books > Children's Books > Activities, Crafts & Games > Games](#)

## Customer Reviews

Warhammer Fantasy Roleplay This book was originally published by Games Workshop to compliment their popular Warhammer Fantasy Battle miniatures game. It has long been a gamers' favourite (including this reviewer) despite the lack of supplementary material. A complete system in one volume, this book covers all the rules and background required to play: characters, monsters, combat, magic, religion, and the history and geography of the Warhammer game world. A short adventure 'The Oldenhaller Contract' is also provided to introduce new players to the game. WFRP introduced the unique 'career' system where the players advance through progression in a series of careers. More than 100 varied careers are detailed, each with its own skills. This system allows players to create a truly unique character and offers more flexibility than the typical Fighter/Mage/Thief/Cleric choices common in other fantasy roleplaying games. Combat is deadly and realistic (at least as much as is possible in a fantasy game), which quickly teaches new players to seek less violent solutions to problems. The standard mechanics are simple percentile based which is both a plus and a minus. They greatly speed up play (no reams of tables and modifiers to consult) but have been criticised as being too simple especially as regards to non-combat skills which do not allow characters to improve over time. The magic system is the weakest section in

WFRP, being slanted towards the more martial applications - possibly since it was inherited from the Warhammer Fantasy Battle game.

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