



FREQUENTLY ASKED QUESTIONS

CORE SET QUESTIONS

Q: IS WARHAMMER FANTASY ROLEPLAY REALLY A ROLEPLAYING GAME, OR IS IT A BOARDGAME?

The new edition is very much a roleplaying game. The Game Master (or "GM") and the players representing the adventurers work together to develop the stories that their player characters (or "PCs") will be moving through. The classic elements that make up a traditional roleplaying experience are still present, though they may now have an exciting new twist.

Q: SO HOW DO THESE COMPONENTS & CARDS FIT INTO A ROLEPLAYING GAME?

These components were designed to help players immerse themselves in their adventures, to allow them to focus on the story and their characters, and to add an exciting new dimension to the roleplaying experience. The use of components and cards allow the GM and the players to "interface" with the game mechanics and their story in new and interesting ways.

For example, the custom dice provide the GM and players with additional information to weave into their story, beyond just whether an action succeeds or fails. The action cards allow players to utilise skills and abilities more easily, and evaluate different options they have available by comparing information on the cards.

The stance meter is a tool that provides the player characters with additional context and risk management for their actions, and can give heroes an idea of how to approach the situation while providing a visual and tactile element to their decision making. The party sheets help provide additional flavour for the party, and act as a handy tool for party cohesion and a centre of focus.

Q: WHAT COMES IN THE CORE SET?

The large boxed core set includes the following:

4 Rulebooks, 36 custom dice, 152 action cards (which include spells and blessings, as well as special combat and social actions), 70 wound cards, 45 talent cards, 30 condition cards, 30 insanity cards, 30 career ability cards, 19 miscast cards, 12 location cards, 1 item card, 30 career sheets, 5 party sheets, 1 pad of character sheets, 3 character keeper boxes, 48 tracking tokens, 6 stance rings, 6 activation tokens, 2 large standups, 47 medium standups, 12 plastic bases, 39 fatigue & stress tokens, 40 puzzle-fit stance pieces, and 5 puzzle-fit centre pieces

Q: HOW MUCH IS THE CORE SET?

The *Warhammer Fantasy Roleplay* core set will retail for \$99.95.



(NEW) Q: HOW LARGE IS THE CORE BOXED SET?

The box is approximately 4.5" x 9.25" x 11.5" and weighs approximately 6.5 pounds. The large, sturdy box features a distinct Warhammer Fantasy design and is wrapped with an attractive full colour hinged slip case which opens to showcase many of the design elements and components found in the game.

(NEW) Q: HOW LARGE ARE THE FOUR BOOKS IN THE CORE SET?

The four softcover books provide 288 pages worth of content. The *Warhammer Fantasy Roleplay Rulebook* (the main rule book) and the *Tome of Adventure* (a guide to Game Masters) are both 96 pages. The *Tome of Mysteries* (a guide to magic and spells), and the *Tome of Blessings* (a guide to religion and prayer) are each 48 pages.

(NEW) Q: IS THE INFORMATION ON THE CARDS REPRINTED IN THE BOOKS?

No. The information on the cards is not duplicated in the books. Providing information on the cards makes it convenient for players to quickly refer to information related to their characters. It also allows for more space in the books to cover the basic game rules, provide detailed examples, and explore the setting with additional background information on the Warhammer Fantasy world.

(NEW) Q: HOW MUCH CONTENT APPEARS ON THE CARDS AND CAREER SHEETS?

The information printed on the cards and career sheets found just in the core set would take up its own 96 page book!



Looking at just the action cards as an example, there are 154 action cards in the core set. The majority of these features different information based on whether the action is being performed in a Conservative or Reckless stance. The content found on the action cards alone would take up more than 30 pages in a book.

Q: WHEN WILL THE CORE SET BE AVAILABLE?

The core set release has now been officially announced. Keep up to date with the most recent news and designer diaries by checking out www.fantasyflightgames.com.

Q: WHERE CAN I PRE-ORDER WARHAMMER FANTASY ROLEPLAY?

As with all of our products, *Warhammer Fantasy Roleplay* will be available through regular channels. You can check with your friendly local game store to see if you can pre order a copy, most stores allow and even encourage pre orders. As we get closer to the time of the release date you will also be able to pre order a copy from our online store.

(NEW) Q: WHAT IS THE EMPEROR'S DECREE?

To celebrate the release of the new edition of *Warhammer Fantasy Roleplay*, Fantasy Flight Games is proud to present the **Emperor's Decree Pre-release Event** at your Friendly Local Game Store the weekend of November 13th - 15th, 2009.

At the Emperor's Decree event, you will get a first look at a complete *Warhammer Fantasy Roleplay* Core Set, and, as a special bonus, take part in the special introductory adventure, "A Day Late, A Shilling Short." This adventure will introduce the rules to players and the Game Master alike, as well as to the wealth of roleplaying tools available right out of the Core Set.

Stores interested in participating in the **Emperor's Decree Pre-release Event** and getting a pre-release kit can find details on the Fantasy Flight Games web site www.fantasyflightgames.com.

Q: THE CORE SET DESCRIPTION PAGE SAYS IT IS "BEST SUITED" FOR 4 PLAYERS. WHAT DOES THAT MEAN?

The number of cards, dice, and components included in the core set are designed to easily accommodate a group of four players – one game master and three player characters. However, you can still enjoy the *Warhammer Fantasy Roleplay* experience if your group has more (or fewer) players.

Some groups may be able to easily manage five or six players using just the core set, depending on their playing style and setup. As with more traditional roleplaying games, players can freely share components or information with each other to facilitate gameplay.

Also, *The Adventurer's Toolkit* features additional components, cards, and other options, making it easy for groups who would prefer to have more components available to expand their game. Additional dice will also be available for purchase for players who prefer owning their own set.

(NEW) Q: CAN YOU SPOIL A FEW OF THE CAREERS FOUND IN THE CORE SET?

From the various designer diaries and articles posted online already, we've been able to provide a sneak peek at the following careers – Agent, Agitator, Apprentice Wizard, Barber-Surgeon, Boatman, Coachman, Commoner, Dilettante, Envoy, Gambler, Hunter, Initiate, Mercenary, Roadwarden, Scout, Soldier, Thief, Thug, Troll Slayer, Watchman, Witch Hunter, and Zealot.

WFRP PRODUCT LINE

Q: WHAT IS THE ADVENTURER'S TOOLKIT?

The *Adventurer's Toolkit* lets players easily add more excitement and options to their *Warhammer Fantasy Roleplay* game. The *Adventurer's Toolkit* is also perfect for new players in your campaign. Included in the toolkit are more than 50 action cards (including copies of key basic actions from the core set), 30 new talent cards, 10 new careers, 4 new party sheets, an extra pad of character sheets, new character standups, extra tokens to help manage your heroes, and much more!

Q: WHEN WILL THE ADVENTURER'S TOOLKIT BE AVAILABLE? HOW MUCH WILL IT COST?

Based on the production schedule, FFG is anticipating a Fall 2009 release, coinciding with the release of the core set. The *Adventurer's Toolkit* will retail for \$29.95.

Q: WILL THERE BE ADDITIONAL DICE AVAILABLE?

Yes. Dice accessory packs will be available when the *Warhammer Fantasy Roleplay* core set and *Adventurer's Toolkit* are released. The dice accessory packs will retail for \$11.95. Each dice accessory pack features 12 additional dice:

- + 3 Characteristic dice (blue d8)
- + 2 Reckless dice (red d10)
- + 2 Conservative dice (green d10)
- + 2 Fortune dice (white d6)
- + 1 Expertise die (yellow d6)
- + 1 Misfortune die (black d6)
- + 1 Challenge die (purple d8)

(NEW) Q: WHAT OTHER PRODUCTS ARE PLANNED?

Fantasy Flight Games has a large number of projects currently in the development cycle for *Warhammer Fantasy Roleplay*, with many more being planned. Fans should stay tuned to the FFG web site for information on new products as they are announced.



DESIGN QUESTIONS

Q: WHO IS THIS NEW EDITION DESIGNED FOR?

One of the design goals for *Warhammer Fantasy Roleplay* was to provide a lot of options and tools to a wide variety of players. Players new to roleplaying or *Warhammer Fantasy* will find an accessible, customisable and engaging roleplaying system full of tools and resources to help them get started, allowing them to immerse themselves in the *Warhammer* setting easily.

Veteran roleplayers will find some new and interesting options to add to their roleplaying experience. Fans of the *Warhammer Fantasy* setting will find new information on the key races, threats, and locations that make the Old World and the Empire such engaging places to adventure.

Q: IS THIS GAME ONLY ABOUT COMBAT?

No. However, the *Warhammer Fantasy* setting is a dangerous place, where violence could erupt at any moment. Over the course of their adventures, the heroes may find themselves fighting against daemons, greenskins, beastmen, or other dire threats – but there are a lot of other ways to experience the *Warhammer Fantasy* setting. Investigating Chaos cults, exploring ancient cairns, tracking down wanted criminals, unravelling mysteries... these are just a few of the challenges and encounters heroes may face.

The heroes may need to engage a local scholar in a test of wits. Or the party may find itself addressing rival barons in an attempt to broker peace between them, or treating with a High Elf ambassador to establish trade arrangements, or perhaps pleading their innocence before a Sigmarite priest... or one of numerous other exciting possible encounters.

(NEW) Q: IS THE GAME STILL DARK, GRIM, AND GRITTY?

Yes. The game is designed to portray the grim and perilous world of *Warhammer Fantasy*. The exact level of dire peril, dangerous threats, or dark humour depends on the players and the style of campaign the Game Master runs.

There are many times when the players will have to think carefully and approach encounters with a mind toward self-preservation. Combat is still quite dangerous, and critical wounds can occur at

any time during battle. As a character accrues critical wounds, insanities, or other impairments, he may wonder why he ever left the relative safety of the Altdorf docks or the Blackfire Pass!

The player characters's lives are at risk whenever they choose to engage their enemies in combat. A goblin with a shoddy spear may not be as intimidating as a Chaos Warrior clad in horrific black armour fused to its body by the Ruinous Powers, but that goblin still poses a threat to a careless character.

Q: WHO DEVELOPED THE NEW EDITION OF WFRP?

The *Warhammer Fantasy Roleplay* Design Team was led by Senior RPG Developer Jay Little, along with Daniel Lovat Clark, Michael Hurley, and Tim Uren.

This edition was written and developed by Dave Allen, Daniel Lovat Clark, Steve Darlington, Simon Grant, Lizard Harac, Jude Hornborg, Jay Little, Gary McBride, Clive Oldfield, Dylan Owen, Aaron Rosenberg, and Tim Uren. You may recognise many of these names from their contributions to other FFG projects and previous editions of *Warhammer Fantasy Roleplay*.

Q: WHAT WAS GAMES WORKSHOP'S INVOLVEMENT?

Warhammer and *Warhammer Fantasy Roleplay* are intellectual properties of Games Workshop. Fantasy Flight Games is a licensee of Games Workshop, meaning FFG has the right to develop official content for these brands.

As a licensee, FFG works closely with Games Workshop to ensure our products meet their high standards and that the new edition of *Warhammer Fantasy Roleplay* satisfies both FFG's and GW's goals and vision for the product.

From original concepts and manuscript development to art development and final design, all materials for *Warhammer Fantasy Roleplay* were carefully evaluated during Games Workshop's approval process.

Q: THE DICE POOL MECHANIC LOOKS VERY DIFFERENT. HOW DID YOU SETTLE ON THIS SYSTEM?

More than a dozen different core mechanics for task resolution were designed, evaluated, and tested over the course of the development of the new edition of *Warhammer Fantasy Roleplay*, including some more traditional task resolution models.

Early on in the development cycle, the design team came to the consensus that a dice pool offered the type of organic feel we wanted from task resolution, and multiple dice generated the type of bell curve results we were looking for.

From there, a number of different dice pool models were developed and tested, until we settled on the the system that combined the engaging play experience we wanted with the mechanical results that could drive the system's engine.

Q: IS WARHAMMER FANTASY ROLEPLAY BASED ON THE WARHAMMER: AGE OF RECKONING MMO BY MYTHIC?

No, it is not.

Warhammer Fantasy Roleplay and *Warhammer: Age of Reckoning* offer different ways to interact with *Warhammer*. They are both based on the immersive setting established by the current edition of Games Workshop's popular *Warhammer Fantasy Battles* game. Both games offer fun, exciting ways to experience the Old World, and fans of one game may easily become fans of the others.

Q: WHO PAINTED THE COVER FOR THE NEW EDITION?

The cover art (shown left) was commissioned by Fantasy Flight Games specifically for the 3rd Edition boxed set, and was rendered by the talented Daarken. Daarken has captured the essence of the *Warhammer Fantasy* Setting with many of his amazing pieces, such as the cover for the *Warhammer: Invasion* LCG.

Q: WHO WORKED ON THE ART FOR THE NEW EDITION OF WFRP?

Fantasy Flight Games has a long standing tradition of top quality art and production for our products. FFG commissioned many brand new pieces of art for its range of exciting *Warhammer Fantasy* games, using dozens of talented artists to capture the proper look and feel.

These artists use a variety of sources for reference and inspiration, such as the fantastic *Blood on the Reik* sketchbook from Black Library, concept art from *Warhammer: Age of Reckoning*, painted miniatures from the *Warhammer Fantasy Battles* game, and resources from Games Workshop's extensive library of fantastic art dating back decades.



In addition to new art, FFG was able to use some classic art from the enormous Games Workshop archives, including some of the most iconic Warhammer Fantasy pieces by amazing artists such as John Blanche, Dave Gallagher, Alex Boyd, Karl Kopinski, Adrian Smith, Paul Dainton, and many others.

OTHER QUESTIONS

Q: DOES THIS SIGNAL A CHANGE FOR DARK HERESY & ROGUE TRADER?

No. The Warhammer 40k Roleplay system, which currently includes *Dark Heresy* and *Rogue Trader*, uses a distinct and different game engine from *Warhammer Fantasy Roleplay*, and will continue to do so.

Q: I HAVE A LOT OF THE 2ND EDITION BOOKS, SO WHAT DOES THE NEW EDITION HAVE TO OFFER ME?

With the incredibly detailed background of Warhammer, there are always new areas to explore. The core set contains detailed information on the Old World, the Empire, the Colleges of Magic, the major Faiths of the Empire, and a wealth of new setting information never before published.

The new edition offers a lot of innovative tools and resources to help convey the tone and feel of the Warhammer setting, which fans of any edition may wish to use in their home campaigns.

FFG is committed to developing interesting, useful, high quality products for the *Warhammer Fantasy Roleplay* line. Upcoming products under development explore new facets of the Warhammer Fantasy setting unavailable in previous editions.

Q: WILL ANY MORE 2ND EDITION BOOKS BE PUBLISHED OR REPRINTED?

Fantasy Flight Games is focusing its efforts on the development of the new edition of *Warhammer Fantasy Roleplay*. There will be no new products or reprints for 2nd edition.

However, FFG is making the 2nd edition books available in PDF format through **DRIVETHRURPG** and **RPGNow**.



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For more information about the *Warhammer Fantasy Roleplay* line, answers to rule queries, or just to pass on greetings, visit us online at **www.FantasyFlightGames.com**