



— WHAT IS THE WARHAMMER WORLD? —

The Warhammer World bears a vague resemblance to our own history, but in this land, mankind does not hold sole dominion over the globe. The kingdoms, empires and principalities of the world are shared with fantastical and horrific creatures, from the ancient races of Elf- and Dwarf-kind to Vampires, Trolls and Daemons.

Conflict is rife, from the clashes of mighty armies to the politicking of ambitious burgomeisters. The very ground seems to breed division and malcontent, intrigue and corruption.

Life is short and brutal. Danger lurks in the dark of the forest and the stink of the cities. Orcs, Beastmen and other, blasphemous things stalk the wild places, attacking the weak and unwary. Beneath the earth loathsome Ratmen gnaw away at the soft underbelly of civilisation itself. At their hands many die each day, finally escaping a world where dark humour and wilful ignorance are the cold comforts that folk must cling to.

Of course, this mortal suffering does not go unseen. Ancient eyes ceaselessly regard this roiling tableau of life and death, trust and betrayal. These Ruinous Powers seek to snuff out the candle flame of mortal existence, and claim the land as their own, eternal, Realm of Chaos.

It is to these Dark Gods that many turn. Heretical cults promise power, knowledge, pleasure and riches to those willing to give themselves over to worship of the forbidden. The Ruinous Powers bless these folk with all that they deserve—from miraculous powers to hideous mutations. Each soul so touched becomes part of the unending war that Chaos wages upon the world and its inhabitants.

This is the land in which your adventures will take place, a world of unwilling heroes, desperate struggle and black irony. This is the Warhammer World.

— WHAT'S IN THIS BOOK? —

The *WFRP* rulebook contains everything you need to get started except dice. Everyone should have two ten-sided dice (d10s) of different colours. The d10 are the only type of dice you need to play *WFRP*. You can find ten-sided dice at any hobby store. The place you bought this book likely has them in stock. *WFRP* is broken up into twelve chapters. They are:

Chapter 1: Introduction

This is obviously the chapter you are reading now. It provides an overview of *WFRP* and roleplaying in general.

Chapter 2: Character Creation

This chapter shows you how to make your own character for the game. It explains Characteristics, describes the races you can play, and provides advice on bringing your character to life.

Chapter 3: Careers

Careers are the building blocks of your character. They both describe what you did before you became an adventurer and provide you with new paths to explore. This chapter details all the various careers and explains how to switch between them.

Chapter 4: Skills and Talents

Every character has a variety of abilities called skills and talents that define what you can do. This chapter describes the skills and talents and tells you how to use them.

Chapter 5: Equipment

Every adventurer prizes his equipment. This chapter describes the tools, trappings, weapons, and armour that can be found in the Old World.

Chapter 6: Combat, Damage, and Movement

The Warhammer World is not a peaceful one. You will be forced to fight for your life and this chapter tells you how to do it.

Chapter 7: Magic

Wizards and priests can draw on the Winds of Magic to cast spells, from the insignificant *magic flame* to the mighty *conflagration of doom*. This chapter explains how magic works, the dangers inherent to it, and the spells you can choose from.

Chapter 8: Religion and Belief

The Old World is a place where many gods exist. This chapter describes the gods and how they are worshipped.

Chapter 9: The Game Master

The GM has a special role to play in *WFRP* and this chapter explains how to take it on. In addition to advice on how to run a game and how to be a good Game Master, it contains rules for insanity and experience.

Chapter 10: The Empire

The Empire, the greatest nation of the Old World, is the core setting for *WFRP*. This chapter describes the Empire, its neighbours, and the threats it faces.

Chapter 11: Common Creatures and NPCs

The Old World is a dangerous place. This chapter, meant for the GM's eyes only, details many of the foes to be found there, as well as some common non-player characters (NPCs).

Chapter 12: Through the Drakwald

This is a short scenario you can use to jump right into the action. If you are a player, you should not read this chapter.

— AN EXAMPLE OF PLAY —

If you are new to roleplaying, you may still be unclear on how it all works. What follows is an example of play that picks up where the story "Life, After Death" left off. It doesn't get into the rules of the game (that comes later), but it does illustrate the basics of roleplaying and the Game Master's job.

In this example, Chris is the Game Master. Tim is playing Werner Broch, a Human Mercenary; Bruce is playing Franz Falker, a Human Militiaman; Evan is playing Grunor, a Dwarf Rat Catcher; and Kate is playing Imke, a Human Tomb Robber. They have just fought off the vile ratmen as the example of play begins.

Chris [GM]: The last of the ratmen flee into the ruins of Wolfenburg and are soon lost from view. The priest Sigamund turns to you and says, "Once again, I am in your debt. Thank you for your assistance."

Tim [Werner]: "Just doing our jobs, manciple."

Kate [Imke]: "What *were* those things? Rats that walk on two legs? Surely, madness has come to life!"

AN IMPORTANT NOTE ABOUT REALITY

When you take part in a roleplaying game you and your fellow players set aside reality and literal truth for a world of imagination and adventure. The GM is there to create that world for the players. All the ideas and rules in this book are tools for the GM to use as he sees fit. *WFRP* is written with the assumption that each group of roleplayers is different—hence the inclusion of many optional rules. It is up to the GM to decide which rules apply, and which do not. The GM is the ultimate arbiter of the rules and may choose to modify, amend, or even ignore certain rules to better suit the play style of your group. Abide by your GM's decisions—after all, they are the one doing all the work to keep you and your group entertained!

Similarly, *WFRP* deals with many things that are very complicated. To make things easier for everybody, the rules in *WFRP* have accepted a level of abstraction. Some of the rules you encounter may not be "totally realistic" but they are fun and easy to use. Some people are uncomfortable with this, but most accept that this is necessary to keep things simple, and fast flowing. Should anyone start querying the rules, citing martial arts training, historical precedent, or even, Gods forbid, logic, the GM is fully within their rights to throw dice, food or even this book at the offender. *WFRP* is a game, not real life.

On a final note, it must be pointed out that *WFRP* deals with mature themes and concepts. Daemons, insanity, death, corruption and despair are all integral parts of the Warhammer World. Inside every cloud, there's a tarnished lining. Just because *WFRP* deals with these things, it doesn't mean every game session needs to be a harrowing experience. *WFRP* is a game. It's meant to be enjoyable. Similarly, all the things depicted in this book **do not exist**. The Ruinous Powers aren't watching you on the privy, and there's no such thing as a Goblin. Don't get confused—just play the game and have fun!