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Inside this Warhammer Fantasy Roleplay rulebook you'll find a quick system for character creation, a simple yet robust set of rules, a unique career-based system of character advancement and over 100 careers, details on the Empire and the Old World, a complete introductory adventure and a new short story by Dan Abnett.

Unlike chess or backgammon, tabletop wargames have no single, accepted set of rules. Most wargamers at some

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point have had a go at writing their own rules and virtually all have modified commercially available sets to better suit their idea of the ideal game or to adapt favourite rules to a different historical period or setting. But many who try soon find that writing a coherent set of rules is harder than they thought, while tweaking one part of an existing set can often have unforeseen consequences for the game as a whole. Now, at last, help is at hand. Veteran gamer and rules writer John Lambshead has teamed up with the legendary Rick Priestley, creator of Games Workshop's phenomenally successful Warhammer system, to create this essential guide for any

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would-be wargame designer or tinkerer. Rick and John give excellent advice on deciding what you want from a wargame and balancing realism (be it in a historical or a fantasy/sci-fi context) with playability. They discuss the relative merits of various mechanisms (cards, dice, tables) then discuss how to select and combine these to handle the various essential game elements of turn sequences, combat resolution, morale etc to create a rewarding and playable game that suits your tastes and requirements

Heroes rise from all walks of life in Warhammer Fantasy Roleplay. From the lowly peasant or meagre rat catcher to

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the wealthy noble or questing knight, fate might snare anyone in its fickle web. The Career Compendium is designed as the ultimate, comprehensive career reference for both players and Game Masters, and explores the many different paths heroes may take during their adventures. The Career Compendium includes the following: More than 220 official careers spanning the entire breadth of the Warhammer Fantasy Roleplay line. Eight brand new careers, including the Dilettante, Farmer, and Rapsallion. Expanded, full-page career entries, providing new insights and details for players and Game Masters alike. Revised character creation charts

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and references covering the entire range of basic starting careers. Hundreds of new adventure seeds and plot hooks to enhance your campaign. Master Indices and charts organising the entire range of careers in a variety of ways for easy reference and research. Updates, official errata, and clarifications for previously published careers. The Career Compendium is an invaluable resource for anyone who plays Warhammer Fantasy Roleplay. Capture the rich, vibrant life of the Old World through the eyes of your Warhammer Fantasy Roleplay characters.

Cyclopean Deeps Volume 1 - Swords & Wizardry
Bunnies and Burrows 3rd Edition

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Warhammer Fantasy Roleplay 4e Core

The Creature Guide

Rollicking campus adventures for the world ' s
greatest roleplaying game. The greatest minds in
the multiverse meet at Strixhaven University.

Professors convey fantastic secrets to eager
students, and life on campus is frenetic. But danger
lurks even here. Campus hijinks mix with mishaps
and sinister plots, and it ' s up to you to save the
day. Strixhaven: A Curriculum of Chaos introduces
the fantastical setting of Strixhaven University to
Dungeons & Dragons, drawn from the multiverse of

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Magic: The Gathering. It also provides rules for creating characters who are students in one of its five colleges. Characters can explore the setting over the course of four adventures, which can be played together or on their own. Each describes an academic year filled with scholarly pursuits, campus shenanigans, exciting friendships, hidden dangers, and perhaps even romance. • Includes four brand new D&D adventures that can be played as stand-alones or woven together as a campaign from levels 1–10 • Adds a new playable race—an owlin, one of the owlfolk who study at the university •

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Includes a bestiary of over forty magical creatures and NPCs • Experience D&D in new ways through the academic challenges, extracurricular activities and jobs, and relationships explored on campus • Includes a beautifully illustrated double-sided poster map that shows Strixhaven ' s campus on one side and important locations on the other • Attend an elite mage university, choose your college, and adventure your way to graduation • Adds new player character options including feats and new backgrounds for first-year students at Strixhaven
Massive anthology of short stories themed around

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the guerrilla war waged by the remnants of the three Space Marine Legions massacred at Isstvan V. Driven almost to the brink of self-destruction at Isstvan V, the Iron Hands now seek vengeance for the murder of their primarch Ferrus Manus.

Gathering survivors from the Raven Guard and the Salamanders aboard any vessels capable of warp travel, these Shattered Legions wage a new campaign of annihilation against the traitor forces across the galaxy – a campaign masterminded by legendary warleader Shadrak Meduson. This Horus Heresy anthology contains ten short stories by

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authors including Dan Abnett, Chris Wraight and John French. Also included is the novella *The Seventh Serpent*, where author Graham McNeill revisits the ragtag crew of the starship *Sisyphium* as they are drawn into a war of subterfuge against the Alpha Legion.

The 9th Age: Fantasy Battles - Gold Core Rules Slim Edition (English Language) Along with the *Arcane Compendium* and your favorite *Army Book*, this rulebook contains all you need to know and understand to get gaming in *The 9th Age*. *The 9th Age: Fantasy Battles*, often simply called *The 9th*

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Age or T9A, is a community-made miniatures wargame in which two grand armies clash in an epic battle for power or survival. Each army can be composed of simple foot soldiers, skilled archers, armour-clad knights, powerful wizards, legendary heroes, epic monsters, and huge dragons. The game is usually played on a 72 by 48 battlefield and uses six-sided dice to resolve different actions such as charging into battle, letting arrows loose, or casting spells. This publication has been created for the simple reason of supporting the grand game which The 9th Age is. There is no intention on the

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publisher's side to generate any profit by providing this print work. Pricing is calculated to gain less than one Euro margin while any margin earned by sales of the actual document will be donated to The 9th Age project after having covered the costs related to this publication.

Warhammer Fantasy Roleplay Character Record Pack

Gold Core Rules, Slim Edition

Alien RPG

Warhammer Fantasy Roleplay

"Space is vast, dark, and not your friend. Gamma rays

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and neutrino bursts erupt from dying stars to cook you alive, black holes tear you apart, and the void itself boils your blood and seizes your brain. Try to scream and no one can hear you - hold your breath and you rupture your lungs. Space isn't as empty as you'd think, either - its frontiers are ever expanding. Rival governments wage a cold war of aggression while greedy corporations vie for valuable resources. Colonists reach for the stars and gamble with their lives - each new world tamed is either feast or famine. And there are things lurking in the shadows of every asteroid - things strange and different and deadly. Things alien. This is the official ALIEN

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tabletop roleplaying game - a universe of body horror and corporate brinkmanship, where synthetic people play god while space truckers and marines serve host to newborn ghoulish creatures. It's a harsh and unforgiving universe and you are nothing if not expendable. Stay alive if you can"--Back cover.

*Stars Without Number is a science fiction role-playing game inspired by the Old School Renaissance and the great fantasy and science-fiction games of the seventies and eighties. * Compatible with most retroclone RPGs * Helps a GM build a sandbox sci-fi game that lets the players leave the plot rails to explore freely * World*

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*building resources for creating system-neutral planets and star sectors * 100 adventure seeds and guidelines for integrating them with the worlds you've made * Old-school compatible rules for guns, cyberware, starships, and psionics * Domain rules for experienced characters who want to set up their own colony, psychic academy, mercenary band, or other institution*

"Warrior-maiden and consort of the blood god Khorne, the name Valkia the Bloody is feared among all the tribes of the north -- friend and foe alike. From her earliest days as a shield bearer for her father King Merroc, she has known nothing but unending warfare and the brutal

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politics of the tribal leaders, and soon reaches out to seize power for herself. Though her feral beauty might attract unlikely suitors and her enemies may plot against her in secret, Valkia holds the patronage of the Ruinous Powers, and Khorne will not allow his chosen queen to fall."--Publisher.

Shattered Legions

Tabletop Wargames: A Designers' and Writers' Handbook

Mythras (Hardback)

Deep beneath the ground, in those regions

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where the echoes of mankind's feet are seldom heard, where even firelight is a bizarre intruder from a long-forgotten place, the foes of mankind breed and multiply. It is a realm of dark chaos - for these creatures of the echoing deeps count each other as rivals and enemies. It is a place without peace, a place without virtues, a place where every countenance of evil is to be found in sluggish torpor, stirring restlessly in dreams of cruelty and hatred. These dark and deadly provinces are known as the Under Realms. Most named regions in the Under Realms are quite distinct from each other,

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whether by geological formation or by the types of inhabitants that have established themselves in strategically important areas. Characters who enter this area expecting to find drowic elves, deep gnomes, and other "normal" features of the Under Realms will swiftly discover the error of their thinking. The Vaults of the Sunless Sea, located to the north of the Cyclopean Deeps, might fit that description, but the Cyclopean Deeps are a different and decidedly more unpleasant area into which the denizens of the Vaults seldom venture. This series of adventures forms a mini-campaign in the depths of the earth,

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suitable for a party of 4+ characters with an average level of 10-12, or 8+ characters with an average level around 7. For Swords & Wizardry.

Deathwatch is a roleplaying game set in the Warhammer 40,000 universe, where you take on the role of a member of the Adeptus Astartes - the devout, bio-engineered super-soldiers also known as Space Marines. Only the most exceptional candidates from the fighting forces of the Adeptus Astartes are invited to join the Deathwatch, and take on a new oath to safeguard the Imperium from the darkest of threats. United in this newly forged

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brotherhood, all Deathwatch Marines must learn to put aside their differences and work together to succeed in the most extraordinary operations - whether facing the threat of total annihilation when confronted by implacable alien foes, or fighting against the foul daemon menace that crawls forth hungrily from beyond the Warp. Deathwatch offers a brand-new roleplaying experience by focusing on elite, special-missions style action at the furthest fringes of Imperial space, involving some of the greatest heroes and deadliest opponents the Warhammer 40,000 universe has to offer!

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Everything a player needs to adventure in the Forgotten Realms, the most popular setting in the D&D "RM" game can be found right here: history, maps, non-player characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells ... even a start-up adventure in the Realms!

In the Grim Darkness of the Far Future There is Only War

The Thousand Thrones

Core Rulebook

Battles of the Lost Age

Empires have fallen, and the land is broken. The great

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oathmarks that once stood as testaments to the allegiance and might of nations have crumbled into ruin. In this lost age, fealty and loyalty are as valuable as gold and as deadly as cold iron, and war is ever-present. Created by Joseph A. McCullough, designer of Frostgrave and Frostgrave: Ghost Archipelago, Oathmark is a mass-battle fantasy wargame that puts you in command of the fantasy army you've always wanted, whether a company of stalwart dwarves or a mixed force with proud elves, noble men, and wild goblins standing shoulder-to-shoulder in the battle-line. Fight through an integrated campaign system and develop your realms from battle to battle, adding new territories, recruiting new troop types, and growing to eclipse your rivals... or lose what you

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fought so hard to gain and fall as so many would-be emperors before you.

This book details an epic Warhammer Fantasy Roleplay campaign that spans the length and breath of the Empire and beyond!

"Warhammer fantasy roleplay is a complete game. All you need to play is this book, some dice, and a group of friends."--Cover back.

Campaign Setting

The 9th Age - Fantasy Battles Rulebook

Rogue Trader Core Rulebook

Oathmark

Mythras Core rules Mythras is the acclaimed

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roleplaying game from The Design Mechanism. For those new to the game, Mythras is a straightforward, roll-under percentile system. In Mythras your characters are defined by their culture, career, community, background, comrades, skills, magic and cults. Progression is through skill advancement - not levels or similarly abstract concepts. As your characters adventure and quest, their capabilities improve and their relationships deepen and strengthen. Players and Games Masters have complete flexibility over what can be achieved, and the way characters develop is

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entirely dependent on choices players make, depending on their characters' aspirations and motivations. Games Masters receive a huge amount of support through the Mythras rules. All the concepts and game mechanics are explained clearly with options and considerations explored and presented for ease of use. You need only this rulebook for many years of exciting and imaginative play. Mythras contains everything needed for play, except for dice and friends. It includes five magic systems, innovative combat, over 60 creatures, and copious guidance on how to use the rules and run Mythras games! Come and try

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*one of the best roleplaying systems around...
Retells the stories of seven medieval
warlords, pirates, rebels, and mercenaries,
describes battles and power struggles, and
shows the weapons and armor used in each
period*

*Come join the adventure in Symbaroum, the
acclaimed Swedish roleplaying game! Explore
the vast Forest of Davokar in the hunt for
treasure, lost wisdom and eternal fame. Visit
the barbarian clans to trade or to plunder
their treasuries. Establish a base of power
among princes, guilds or rebellious refugees
in the capital city of Yndaros. Or survive*

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*encounters with Arch Trolls, dark-minded
Blight Beasts and undead warlords. But
whatever you do, never ignore the warnings
spoken by the wardens of the forest: tread
carefully and do not disturb the ruins of
old, for the dark deep of Davokar is about to
awaken. Made in Sweden*

The Age of Darkness

Stars Without Number (Perfect Bound)

Deathwatch

Symbaroum

A new anthology of short stories delving into the secret history of the Horus Heresy. After the betrayal at Isstvan, Horus begins his campaign against the Emperor, a

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galaxy-wide war that can lead only to Terra. But the road to the final confrontation between father and son is a long one – seven years filled with secrecy and silence, plans and foundations being formed across distant stars. An unknown history is about to be unveiled as light is shed on the darkest years of the Horus Heresy, and revelations will surface that will shake the Imperium to its very foundation...

Warhammer Fantasy Roleplay 4e Core

The Old World is filled with all manner of unsavory beasts, villains, and monsters. Now, armed with the Creature Guide, Game Masters will be able to bring these adversaries to life in their Warhammer Fantasy Roleplay adventures! The Creature Guide is a hardcover

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book featuring over a hundred pages of information on the denizens of the Old World. Introducing dozens of new enemies, the Creature Guide includes detailed information on these foes, as well as guidelines for using them in play and adventure seeds to weave into your campaigns. Streamlined charts and tables make it easy for GMs to reference the information you need.

Valkia the Bloody

Strixhaven: Curriculum of Chaos (D&D/MTG Adventure Book)

Warhammer 40,000

Witcher Easy Mode

In Rogue Trader, you take on the role of a Rogue Trader and

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his most trusted counselors, empowered by an ancient warrant of trade to seek out profit and plunder amongst unexplored regions of space. Your ship will take you to new worlds and uncharted reaches of the void, where you will encounter rivals, pirates, aliens, and possibly even creatures of the warp. You will acquire and spend great wealth and riches, and fame or infamy will follow. You will discover ancient and forgotten mysteries and search out the unknown to find lost human worlds or never-before-seen celestial phenomena. You must survive the dangers of space, for beyond the threat of vacuum and deadly radiation lurk things Man was never meant to find... To be part of a Rogue

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Trader's crew is to stand on the threshold of nearly unlimited opportunity. Vast profits await for you and your fellow Explorers to find and claim. Fame and fortune reward the bold, but the unwary find only an anonymous death. Begin your players' path to wealth and glory with a complete starting adventure that puts the Explorers right into the middle of the action. The Rogue Trader core rulebook contains everything you need to start your adventure in the Warhammer 40,000 universe.

A 36 page introduction to role-playing the Witcher TRPG Warhammer Fantasy Roleplay takes your customers back to the Old World. Get the gang together, create your

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(anti)heroes, and set off to make your way through the vile corruption, scheming plotters and terrifying creatures intent on destruction. The Warhammer Fantasy Roleplay Rulebook contains everything you need for grim and perilous roleplaying adventures in the Old World. 320 page full color hardcover

GURPS Lite

Codex Dark Eldar

An Introduction to Roleplaying

Medieval Warlords