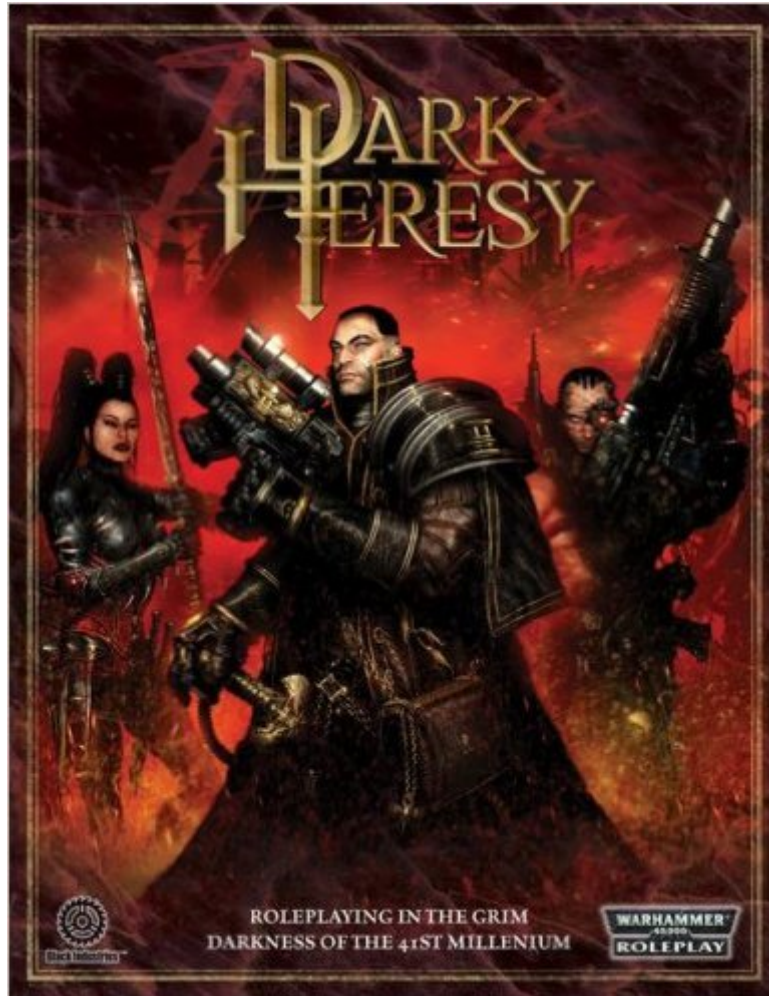


The book was found

Warhammer 40,000 Roleplay: Dark Heresy



Synopsis

You are an Acolyte in the service of the Emperors' Inquisition. You stand in the front line of a great and secret war where your duty is to hunt out the foul stench of heresy, the vile alien, and the twisted influence of Chaos. You will tread where others fear, venturing to distant planets, ancient space hulks, and the unsavory depths of the under-hive. You will never know fame nor reward, yet if you stand resolute your deeds will be whispered to the God-Emperor of Mankind and your name will be revered for millennia! The Dark Heresy core rulebook contains everything you need to start your roleplaying adventure in the Warhammer 40,000 universe.

Book Information

Hardcover: 400 pages

Publisher: Black Industries (January 25, 2008)

Language: English

ISBN-10: 1844164357

ISBN-13: 978-1844164356

Product Dimensions: 11 x 1.1 x 8.7 inches

Shipping Weight: 3.5 pounds

Average Customer Review: 4.5 out of 5 stars [See all reviews](#) (19 customer reviews)

Best Sellers Rank: #1,081,943 in Books (See Top 100 in Books) #48 in [Books > Science Fiction & Fantasy > Gaming > Warhammer](#) #13131 in [Books > Literature & Fiction > Action & Adventure > Science Fiction](#) #16079 in [Books > Children's Books > Science Fiction & Fantasy > Fantasy & Magic](#)

Customer Reviews

First: Absolutely this does have a future. With the success of the first release, Fantasy Flight Games has picked up the rights to all of the GW "non-miniatures" games. Now, I think that's a weak move as GW is pretty much giving up a cash cow for the US market (but I doubt they know the US market!), but on to the Review!

Pros:

First: Its a d100 based system. I like that. Too many games try to use cute systems that too many people don't understand the probabilities in play. d100 is simple.

Second: Combat seems to have all the elements covered without being too draconian. Also, see point one

Third: Quick character creation. I like that.

Fourth: Seem to have covered most of the bases for what you're likely to run into in an inquisition based game IF and only IF you are looking to model a campaign on Ravenor/Eisenhorn. Even Gaunt's Ghosts would be covered in large part. A Necromunda style RPG is definitely doable.

Fifth: None of the problems currently plaguing d20

system with out of control Feats etc.Cons:First:As noted by others, very little material for exploring other aspects of 40k is included. This may be deliberate to keep conflicts between source material down to a minimum, but it's lame. You're outta luck on Space Marines, Eldar, Orks, etc. The predominant members of the Inquisition seems to be Ordo Xenos, but little info on Aliens is presented! More Ordo Hereticus opponents are presented, and few Xenos are presented.Second:Character Advancement runs into walls, although I don't know how quickly this would happen. Others have mentioned it, so I won't belabor the point.

This roleplay game set in Games Workshop's Warhammer 40,000 universe is brilliantly produced. The book is hundreds of pages long and filled with high quality color illustrations and background information embellishing the thoughtfully produced roleplay game rules and extensive background information. The best parts of Warhammer Fantasy Roleplay are present like the career system with all of the dark science fiction aspects of Warhammer 40,000 (40K) intertwined and built on top of them. Although the basic system is set up for characters to play henchman in an inquisitor's warband, there are a lot of different types of characters to be played. Coupled with a "gamemaster" and players who have a lot of imagination, this game has great and extensive creative possibilities.The first print run of Dark Heresy sold out extremely quickly due to the great fan reaction to the high quality of the book. The only other negative here is that Black Industries (BI), the producer of this game system, is being shut down later this year in a consolidation move apparently sparked by Games Workshop's restructuring due to stock price and profitability concerns. It's a real shame because BI produced a lot of high quality product, like the Warhammer Fantasy Roleplay system.The good news is that Fantasy Flight Games has a contract to continue publishing Dark Heresy and other popular Games Workshop products previously published by BI. The next print run of the Dark Heresy core rule book and the first available from FFG will be available in July 2008.For those interested in the entire Dark Heresy game system, there are several more products due for release throughout 2008, all of which are likely to be available here on .

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