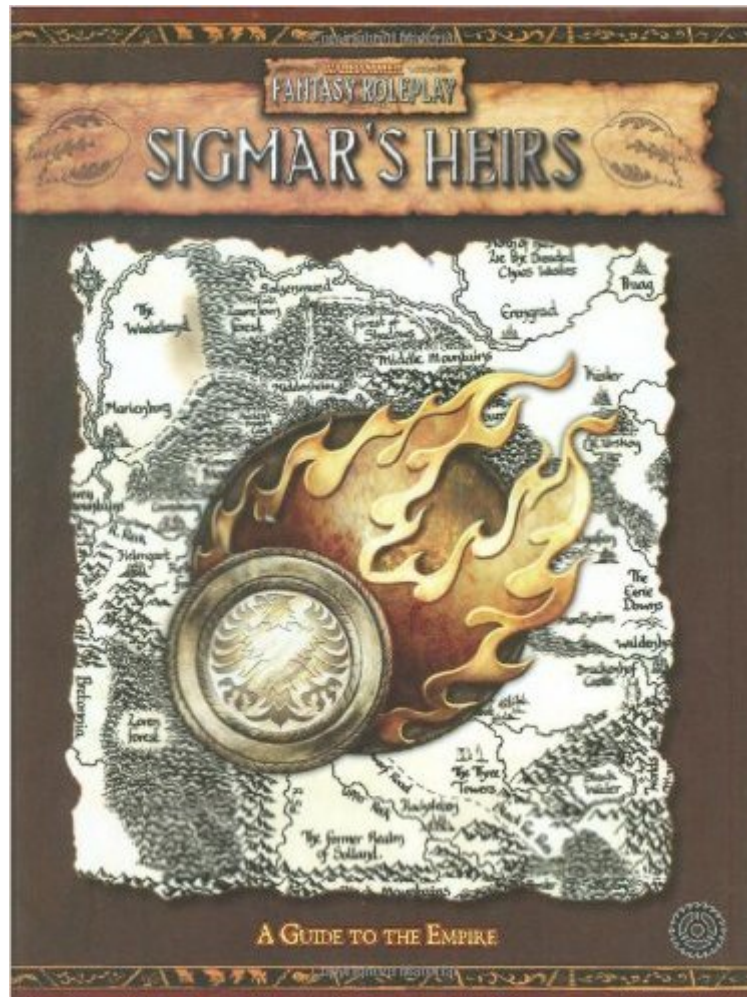


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# Sigmar's Heirs: A Guide To The Empire (Warhammer Fantasy Roleplaying)



## Synopsis

Sigmar's Heirs is the definitive sourcebook of the Empire, the heartland of Warhammer Fantasy Roleplay. Within you'll find a history of the Empire, details on the political and social structure of the nation, full descriptions of each province, eight new careers, an adventure for characters in their first careers, and a new, two-page map of the Empire.

## Book Information

Age Range: 12 and up

Hardcover: 127 pages

Publisher: Green Ronin Publishing (August 9, 2005)

Language: English

ISBN-10: 1844162656

ISBN-13: 978-1844162659

Product Dimensions: 8.8 x 0.5 x 11.2 inches

Shipping Weight: 1.2 pounds

Average Customer Review: 4.5 out of 5 stars [See all reviews](#) (11 customer reviews)

Best Sellers Rank: #1,001,320 in Books (See Top 100 in Books) #43 in [Books > Science Fiction & Fantasy > Gaming > Warhammer](#) #1633 in [Books > Teens > Science Fiction & Fantasy > Fantasy > Sword & Sorcery](#) #15206 in [Books > Children's Books > Science Fiction & Fantasy > Fantasy & Magic](#)

## Customer Reviews

I was very please with SH and the background material it provided. Not having many supplements from WFB or from v1, SH provided excellent history on the provinces of the empire. Additionally it talked about the current state of the provinces after the Storm of Chaos. The one thing I was hoping to have in the book it a bit more maps, paticular of each province. For new players, this book will be a very good addition to the core rules. Longtime players of v1 and WFB will like the updates for the SoC stuff and consolodated information, but it is not a must buy.

This is a great resource for those people who aren't as familiar with the setting. It also brings those familiar to the setting form older books up to date with the current time line. While I'd have like to see a little more for the price it's invaluable for the GM. As well as a fun read for the player with a bit of extra cash who wants to understand the setting better.

Too many roleplaying games release expansions that are little more than addenda to the rules comprising of pages upon pages of extra classes, feats and the like with setting information getting a few paragraphs here and there. Sigmar's Heirs reverses this trend - mechanics and rules take a backseat to the exploration of the Empire. All of the Imperial provinces are covered in detail, including local sites of interest, personalities and the like. The Empire itself is also covered including religion, politics and history. The core rulebook isn't required to derive use from this book, it's great for pleasure reading or as an idea mine for your game.

Picked up this book as a guide and reference to the empire in WFRP v3. All of the lore and info still applies, and the campaign is not hard to convert at all. When I am GM'ing, it does not ever leave my side as I am referencing it constantly to make the Empire feel more real and alive to my players. It is a gorgeous book from front to back with excellent artwork. It is 128 pages, but every single one is completely full of valuable information. This book contains all the info you will need to know about the setting of WFRP: the empire. It has info on the people, the land, history, government, foreign relations, justice, crime, laws, religion, forbidden cults and detailed info on all the provinces (zones). The "meat" of this book is the chapter containing info about the Grand Provinces, and it is very meaty indeed. It contains detailed info about geography, (everything from rivers and fields to where people raise livestock and crops)-people (such as what they think of themselves and what others think of them)-significant places (which will allow you as a GM or PC to have more explorable and unique cities)-an example person of that area (with traits and skill charts!)-a complete gazetteer of all the towns and settlements in the province (my personal favorite. it contains population, who rules it, wealth, size, source, garrison/militia and some notes)-adventure hooks for PC's who explore this area. It also contains- a complete adventure (which is pretty awesome)- new careers (Apothecary, Gambler, Astrologer, Exorcist, Forger, Knight of the Blazing Sun and Verenean Investigator. Truly a great book for any Warhammer fan as it contains lots and lots of lore and information about this kick-ass world. If you are a GM or PC in any version of WFRP...don't miss it.

This book is one of the best products by Warhammer I have ever seen. As a GM I use it as often as "Warhammer Fantasy Roleplay: A Grim World of Perilous Adventure" or PH (Player's Handbook). )) You have lots of useful information on history, politics, society etc of the Empire.

If you want to know about the state of the Empire, this book is a must-have. Although it focuses on the state of the realm just post-Storm of Chaos it still offers a wealth of material on all things Imperial

that can help flesh out games and characters. Even if you don't play RPGs and just have an Imperial army for the tabletop wargame, I would recommend getting this book for background purposes.

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