

Prepare to enter a grim world of bitter heroes and perilous struggles. Listen to lost and damned souls scream in anguished terror as Chaos infects all like a malignant disease from which there is no cure. Watch as the earth, the air, the seas become so suffused with tortuous magics that the very fabric of reality twists, warps, and is irrevocably changed. Come feel cruel loss as bygone sorceries that once kept the world safe are shattered, and the ancient chains they preserved crack under the strain of negligence. And now taste terror as the Ruinous Powers stir in the bowels of their daemoniac hells, sensing, finally, that the end is nigh, that the time to feast, to revel, and to slay has come. That the Age of Chaos has begun.

Look now to the Reikland, the mightiest realm of the Empire. It is a land at war, its Noble Houses vying for power and influence as their armies struggle to stem the tide of invading warlords, rampaging Greenskins, mutant Beastmen, and the monstrous creatures that haunt the wild places. Even at its heart, in its capital of Altadorf, violence rules. There, thieves, street rats, and smugglers slit throats for pennies, mirroring the deeds of their betters on the world stage. For the tide of corruption rises in the hearts of all, filthy and stained, driving even the strong to pursue forbidden lore and profane arts, to sacrifice their brothers and sisters on the altar of their own folly. Damnation is not a heartbeat away, it has already come.

Yet, amidst this never-ending torrent of misery and desperation, there are those who would stand tall. There are those who dare face the End Times and deny the inevitable entropy. They may not be good, they may not be noble, they may not be kind, but they are the only heroes this damned world has. And by their grit, their tenacity, and their sheer bloody-minded determination, the fate of the world is decided. Damnation or salvation? Soon, all will know.

This is a world of unsung heroes and fleeting glory.

This is the world of Warhammer Fantasy Roleplay.



PREPARE TO ENTER A
GRIM WORLD OF PERILOUS ADVENTURE!

READ THIS FIRST!

WHAT'S IN THE BOX?

This book offers everything you need to start playing games of **WFRP** in Ubersreik, one of the most important towns of the Reikland.

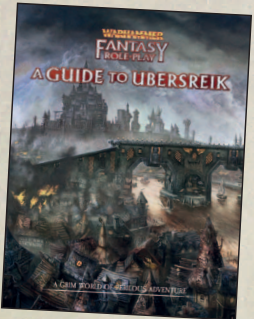
It includes:

Read This First!: You're holding the Read This First sheet right now! All **WFRP** players, be they Players or GM, should read everything on this sheet.



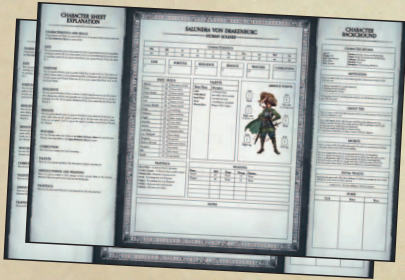
The Adventure Book: This is where your adventure begins. Once you have finished reading this Read First sheet, gather some friends to play the adventures found in here. The book explains, step by step, how to play your first adventure in the town of Ubersreik. If you intend to be a Player, not a GM, this book is full of spoilers, so you shouldn't read it.

A Guide to Ubersreik: Here you will find a comprehensive description of the town of Ubersreik and its surrounding environs. It contains details about the town's history, its politics, geography, and culture, and describes over 70 locations, such as inns, shops, and guildhouses. It also provides many ways to use these locations in your games. Again, if you're a Player, don't read this book, so that you avoid spoilers.



Maps: These are GM and Player maps of the town of Ubersreik, and the surrounding duchy.

6 Character Sheets: These are the ready-made Characters for the Players. The Players should read the front of these, and each choose one Character to play.



WHAT IS WARHAMMER FANTASY ROLEPLAY (WFRP)?

You and your friends will be playing the role of Characters living in the Empire, the greatest realm of the Old World. You will encounter enemies aplenty — and some allies, too — as you foil the plans of those who seek the end of all things. But heroes in **WFRP** rarely start out that way. Fate and circumstances will force you to make difficult choices, and in **WFRP**, even the good guys sometimes do bad things.

WHAT DO I NEED TO PLAY?

Inside this box, you'll find everything you need to start playing **WFRP**. In addition to the books, dice, and sheets, it's advised to have some pencils, an eraser, and some scrap paper handy. And while snacks and drinks aren't mandatory, they are strongly encouraged!

HOW DO I PLAY?

Most of the Players will take the role of a Character by choosing one of the ready-made Characters included in the box. On each Character Sheet you will find details of who the Character is, what possessions they have, and what they can do. Once you have picked your Character, you will decide everything they say and do, describing their actions as they attempt to complete the adventure and emerge victorious (or at least alive!).

One of you will take on a different mantle, playing the role of **Gamemaster (GM)**.

WHAT IS A GM?

Games of **WFRP** are like an interactive story. If the Players are the protagonists, the GM is the narrator. It is the GM's job to guide the Players through the plot of the adventure, describing the world, determining the consequences of the Players' actions, and playing the roles of all the enemies, allies, and background characters that are encountered along the way.

Everything in this box is presented to help the GM tell exciting, dramatic stories with the Players. It's quite a responsibility, but the rewards for Players and GM alike are worth it.

HOW DO WE GET STARTED?

The Adventure Book, also included in this box, is written so you can start playing straight away. The book contains the rules, and includes your first adventure in the Warhammer world, designed to teach the rules as you play. The Gamemaster may also want to read through **The Guide to Ubersreik**, which contains lots of background information for the town of Ubersreik, which is where your adventures will begin.

If you are not the GM, you shouldn't read either **The Adventure Book** or **The Guide to Ubersreik**. Both books contain secret information about the world in which you will be adventuring. You wouldn't want to spoil the surprises!

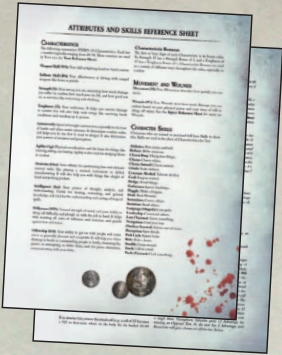
While the Gamemaster is reading **The Adventure Book** and **The Guide to Ubersreik**, the remaining Players should look through the ready-made Character Sheets, and decide which Character they want to play. Choose wisely! They should then read 'An Introduction to Ubersreik and the Empire' to gain an understanding of the game setting.

WHAT'S NEXT?

To help make your first games of **WFRP** even better, the **Warhammer Fantasy Roleplay** rulebook has more information about the Reikland: its geography, history and culture, as well as the full rules for the game. If you're looking for more adventures to play, check out **Rough Days & Hard Nights**, or **Enemy in Shadows**, the first volume of the **Enemy Within** campaign, or visit our online shop to see what new releases are available: <http://shop.cubicle7store.com>

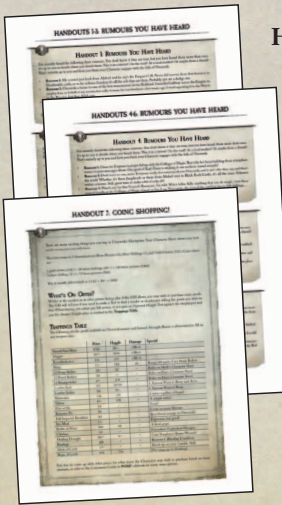


The Reference Sheets: The Reference Sheets are summaries of all the primary rules of **WFRP**, and include: Attributes & Skills, Combat, Conditions, Injuries, and Tests. If you are going to be the GM, you should read all of these after reading **The Adventure Book**.



Advantage Tokens: This is a set of tokens used to track your Advantage. See the **Combat Reference Sheet** for what this means. There are six Advantage tokens for each Character, and thirteen for the GM.

Dice: The two dice are referred to, collectively, as a d100. **The Adventure Book** will explain how and when to use them. To make play speedy, you may wish to buy more of these. One d100 for each player will be enough.



Handouts: The handouts are all handled by the GM, and are given to Players according to the text in **The Adventure Book**. One exception to this are the six **Rumours You Have Heard** handouts. One of these should be given to each Player before playing your first game. They provide unique information to start in-character discussions. After the Players have absorbed their rumours, they should introduce their Characters and share what they know with each other to help build an understanding of what the first adventure may hold.

Box Lid: The **WFRP Starter Set's** box is more than a pretty vessel to contain all these other goodies! It serves double-duty as a handy GM Screen, behind which the GM can secrete dice rolls and notes. There is also a handy summary of some of the primary rules printed directly into the lid, should they be needed. To make the screen, stand the lid up facing the Players, and pop the base of the box into the lid to hold it in place.

