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Dark Heresy Second Edition Core Rulebook Game (Warhammer 40,000 Roleplay)



Synopsis

Dark Heresy Second Edition is a roleplaying game of danger, mystery, and brutal violence set in the decaying far future of Warhammer 40,000. Players assume the roles of defenders of humanity and embark on hazardous adventures in the darkest frontiers of the 41st Millennium. On the orders of an Inquisitor, at the front lines of a great and secret war, they root out dangers that imperil all of humanity. In Dark Heresy Second Edition, players explore the new Ashkelon Sector and bring to life epic tales where it is always a minute from eternal midnight and only their combined efforts can defeat those foes that threaten humanity and stave off the end for one more day. They can never rest, for the multitudes of terrors desiring humanity's extinction are ever-present. The Dark Heresy Second Edition core rulebook contains everything that both players and GMs need to draft up characters, explore the Ashkelon Sector, develop adventures and run through a campaign.

Book Information

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Customer Reviews

While I cannot suggest any of the sellers here (seeing as I bought the book directly from Fantasy Flight) I can at least give you a good description of the book. First off, the book itself is absolutely gorgeous, just like the rest of FFG's books, and for that matter almost any tome-like book that's 40K related. The cover is very sturdy and has a nice gloss over the I. For people new to 40K roleplaying ,

Dark Heresy 2nd Edition will be a great place to start. The rules are explained better, the content is more streamlined, and is presented in an overall better fashion. For the veterans: As I said before, the content is streamlined a little, but can still be a hassle to bring out the various tables to check rules and the like, BUT it's definitely an improvement. The book also adds some new classes and careers. There are a few more options for those looking to play a Psyker (the sage among others) and some new ways of playing basics like Guardsman and Assassin. They also expanded Character Creation a little to add some new options for you to try. There are two very big changes they added though. One of the biggest changes is the inclusion of rules for creating the Inquisitor your respective Acolytes answer to (or upgrading one of your Acolytes to the rank of Inquisitor). Before, the only way to do this was through the add-on source book "Ascension", which can cost you an extra 20-60 dollars depending where you get it. 2nd Edition has that possibility open to you right off the bat, and there are a whole host of awesome abilities and rules involving your Inquisitor should you wish to bring him to the field. Another is the added rules for vehicles. It gives you the components to either create your own, or the use of several pre-made templates for you to use (i.e.

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