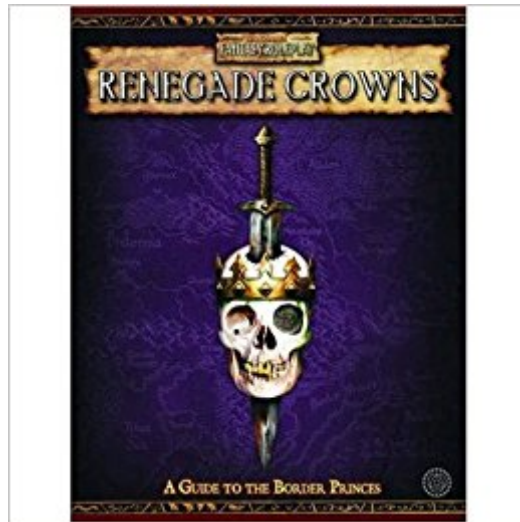


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# Warhammer RPG: Renegade Crowns (Warhammer Fantasy Roleplay)



## Synopsis

Renegade Crowns is a toolbox for designing and developing principalities in the tempestuous land of the Border Princes. Inside this sourcebook, you'll find extensive guidelines for creating the lands and the secrets they hold, mechanics for creating princes, and a complete system for populating your region with Greenskins, Chaos, Undead, and other monstrous horrors. A fully detailed region to kick-off your own Renegade Crowns adventures is also provided.

## Book Information

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## Customer Reviews

I am a Warhammer fan. I started the Warhammer Fantasy Role Playing experience with Hogshead products, supplemented with material for the tabletop miniatures strategy game because the backgrounds were often too thin to do what I needed to do. When Green Ronin took over, I was pleasantly shocked to see the effort and tone and successful interpretation they lavished on the setting. This book is a slender 128 page tome, but it is absolutely useful-not just for Warhammer, but for any fantasy game. (You can take their structure and tables and substitute your own content if you need to see how it can be more universally useful.) The loose system and guidance for handling the process of becoming a ruler, and maintaining that rule against internal and external threats, is worth the price of admission. On top of that, there is a method for generating an area-geography, rulers, ruins and lairs, and economy. The whole project is story-based, so it doesn't get bogged down in simulationist madness. At the same time, it IS story based, so it wants the players to have places for their characters to go, quick sketch flavors, rapidly generated hints for

important NPCs, and a path to claim a territory and rule it. The process offers anchor points that will add a sense of realism, bolstered by quirky and memorable deviations. All that is fine and good. But then we get to the next level of usefulness. Warhammer has always, in my mind, succeeded best as it took the sensibilities of Tolkien and used them to inform a familiar European history sideways.

The game designers of Warhammer Fantasy Roleplay continue to amaze me with their lush detail and beautifully produced supplement books. Renegade Crowns is another gorgeous book featuring outstanding artwork. Renegade Crowns is a campaign supplement that covers the Border Princes or Borderlands as it is also referred to, giving players a richly detailed, yet open-ended region to set-up their own campaigns and adventures. Note that it is not a guide to the Border Lands themselves, but rather a way for the GM to carve out their own region. Within the first few chapters, the GM will find all the information to quickly create their own unique region in the Borderlands through the use of various random tables. These tables include things such as geography and landscapes, types of border princes, inhabitants and communities of the region, characters, encounters, and more. These allow the GM to get their campaign set-up very quickly yet there's so many options and choices provided that you never get the feeling that it comes off as bland and cookie-cutter. You could set-up a campaign a hundred times and never duplicate the exact region because the tables are so diverse. There are also tables for generating all types of random Border princes from Knights to bandits, to priests and merchants, all with their own unique characteristics. Chapter six covers the hazards of the Borderlands including numerous different types of monster encounter tables and notes on designing monster lairs. A fantastic example of a region called Masserschloss is included and takes the GM on a step-by-step tutorial on creating a region. I highly recommend that every GM read this tutorial as it is extremely well-written and fully explains the entire process from start to finish.

The Renegade Crows: A Guide to the Border Princes hardbound supplement for Warhammer Fantasy Roleplay is one of the better supplements available for the roleplaying system - and has a great deal of information useful for any campaign or fantasy setting. That said, this is not your typical game supplement. While it does focus on a specific region - the Borderlands to the southeast of the Empire - from the beginning the book sets the scene that this is a fractious, uncontrolled region, comprised of myriad smaller regions vying for power or looking to secure their niche. As such, the topography, geography and borders are largely irrelevant. Other than some cursory information about a few standards in the Border Princes, the bulk of the book focuses on how to create your own

region within the tapestry of the Border Princes overall -- using an incredibly robust, detailed step-by-step process to breath life into your very own corder of the Borderlands. The region creation system helps an enterprising GM create their own vibrant area -- geographical features, towns, villages, riverways, and scores of interesting oddities... an abandoned shrine, a mystic temple, a ruined city from a long lost age. There are rules to further elaborate on and detail each of these features... How was this region ruined? What monsters or threat lurk in the area? Who rules the area? There is an excellent walkthrough of the creation process, and a fully-developed region ready for use, but it's quite fun to grab some dice and a sheet of graph paper and start plotting your own map. As the region takes shape, ideas for adventures spring to mind.

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