

WARHAMMER
FANTASY
ROLE-PLAY

DEVELOPER DIARY



Welcome to the second Enemy Within Developer Diary!

This edition comes from Cubicle 7's CEO and WFRP 4e co-designer Dominic McDowall!



Our projects are a collaborative effort, especially as the team grows! Check out the pics in this edition from our recent brain-storming and playtesting sessions. You might just spot something special!

THE ENEMY WITHIN



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Hello everyone!

We are not long home from an excellent GenCon where the WFRP Core Rulebook won the ENnie award for best writing. We are all really touched by this recognition of the team's efforts, and we are very grateful to everyone who voted for us! It was lovely for me personally too, the book contains some of the work I am most proud of and had great fun writing – especially those opening spread boxes! The only down side was that I managed to catch the con crud almost as soon as I landed, so I missed most of the show and didn't even make it to the award ceremony...

The last year has been huge for Cubicle 7. We moved into our lovely new office, more than doubled the size of the full-time team as well as our freelance rosters, and signed new licensing agreements. We released the WFRP Core Rulebook, Starter Set and more recently Rough Nights & Hard Days (and many other titles!), and we've been actively sharing more via our blog posts and Warhammer Wednesday updates to support this fantastic line.

One of the things that comes with a bigger team is that you have more changes within the team - most recently with us, we are saying goodbye to Andy Law. It's been great working with Andy, and I am very proud of everything we've done together. We all wish him the best of luck for the future!



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So, I'm the day-to-day manager of the WFRP team again, until the new Producer joins us (we're recruiting at the moment), and I'm very happy to be back! Although I am involved in all our game lines, it's usually in a directorial capacity – deciding with the producers which books and games we will make and what they will contain, dropping in bits and pieces I want to contribute, checking them at a few stages in the process and during our internal playtesting (it's a hard life, I know – check out some office playtesting pics below!). I am relishing being a bit more hands on again, especially as WFRP means so much to me.

In this and future diaries the team will be offering you a peek behind the curtain so you can see how we create our campaigns, from our initial collaborative thought process, to selecting the team and cover art, right through to a hard copy hitting the shelves! We'll take you on this journey with us through the eyes of the whole team, from our artists, writers, designers and more so you can appreciate all perspectives. It's an exciting time for Cubicle 7 and we want to share it with you!

My history with WFRP goes back to first edition – it was my first RPG, following on from Talisman, Blood Bowl and Warhammer Fantasy Battle. I didn't know any other gamers in South Wales so I read the book and ran possibly the worst game ever, loosely based on The Affair of the Hidden Jewel from White Dwarf 101. Despite my less than impressive GMing, enough of us were enraptured with this wonderful game and setting to be still playing and talking about it an unmentionable number of years on!

So you can imagine how wonderful it was to be approached by GW about licensing WFRP and how committed I am to making the best WFRP we possibly can, for all of us!

We're just finishing the last few maps before it heads off for approval. We are aiming to get the first PDF out within the next month, while this is a little later than anticipated, we will keep you updated throughout the process. We really do appreciate your patience on this and I can't wait for you all to see it! In the meantime, check out the next page for some of the brand new art!

Don McDowell



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Art Sneak Peek!

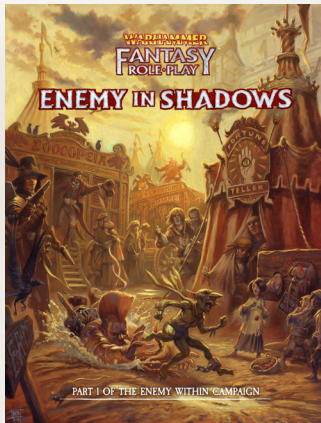
We want these Dev Diaries to offer you, our pre-order customers a special first glimpse of new art. We have selected two amazing pieces to share this edition from Volume 1 Enemy in Shadows. The evocative piece above - 'Arriving at the Coach and Horses' is by Victor Leza and the piece below named 'Berebeli on the Reik' is by in-house artist JG O' Donoughue. This piece shows our intrepid adventurers depart Altdorfs' Reiksport on the Berebeli. Heading into Altdorfs massive natural harbour, where the Imperial first fleet lays anchored.



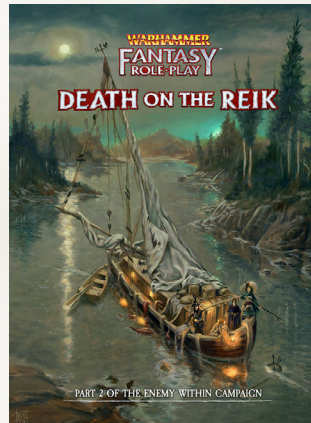
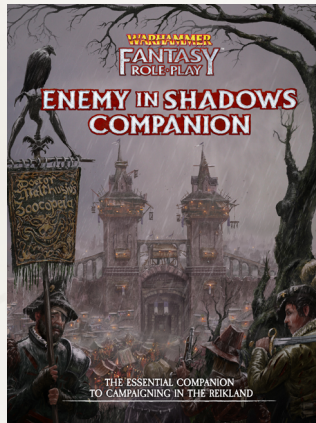
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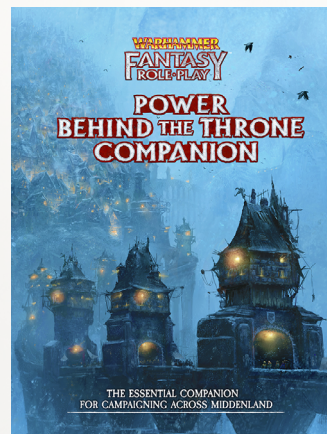
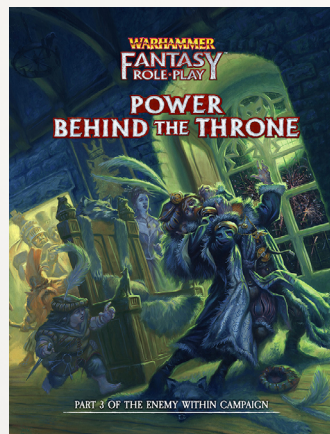
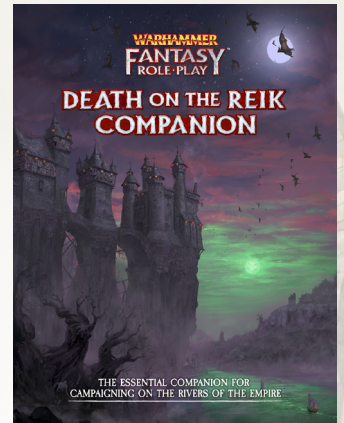
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Volume 1



Volume 2



Volume 3

We will share more on Volume 4 & 5 soon!



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