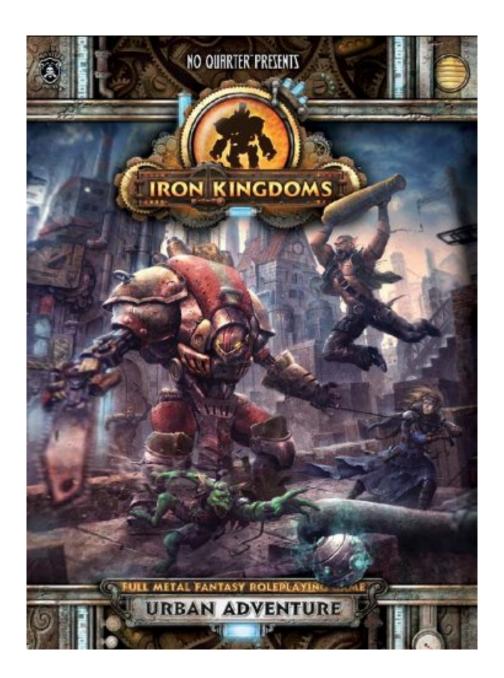


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11 of 12 people found the following review helpful.

Expected more than what we got

By R. Miller

Having dealt with PP on the Warmachine/Hordes, I had high expectations for this book and was sadly dissapointed.

Pro:

It gives some race specific classes to help flesh out your character options with some new abilities as well. You also presented with new equipment such as weapons, jacks. They have started a foundation of doing some weapon specific combat maneuvers. Rules for crafting thralls.

Med:

There is a nice write-up on the Five Fingers, but it just material that was printed in the first book. So if you have previous IK books, this does not help you. They also added some new alchemical recipes but they are not very exciting and PC may use one or two of them. They also added a bunch of improvised weapons that doe knockout. However they all are based on PHY like the catspaw in NQ completely ignoring the mechanic presented in the core rules. The Thamarite advocate class is really neat but a bit overpowered and I think should be an NPC class only. They also lumped in a bunch of stuff (including Necromancy) which I think they could have spread out over several careers. If allowed you will have all your gifted power gamers being Thamarites to get this class.

Con:

Power creep in the classes. A lot of the race specific classes get really good abilities. The majority of them also get language. Interesting how they limited language in the core rules but gave it out to the classes here. A lot of the abilities could be backfilled into the core rule classes but they do not. No errata or Faq to help clarify the multitude of questions regarding the system so you still will have a lot of GM fiat in your games.

Still no poison rules yet how to create or apply there effects.

Overall you do get some content that will enhance you gaming experience. You can leverage on a lot of the other stuff to provide content in your game but will have to do a little GM fiat / ingenuity.

2 of 2 people found the following review helpful.

Excellent addition to the Core Rules

By William Thaller

This book adds some new careers, abilities, items, and creatures for an urban environment (hence the name!). It also gives you an excellent look into the urban environments of the world with an in depth look into Five Fingers, a port city that's a melting pot for a multitude of the different groups in the world, bound together by their freedom and independence they earned through hard work instead of noble birth. The book contains an adventure for GM's to run players within Five Fingers itself.

1 of 1 people found the following review helpful.

The world itself is amazing and full of rich detail

By Mike SixEight

The highest quality RPG books I have ever seen. The pages are colourful, glossy and printed on fairly thick paper, so they appear much more durable. The game mechanics, based upon the incredible miniatures game WARMACHINE and are fast and run very smoothly. Allowing players the choice of two Careers when creating their characters allows them to add depth to their characters. The world itself is amazing and full of rich detail. The Iron Kingdoms is not a "steampunk" setting and the word does not even apply to this world. The only similarities are the fact that steam power is used, this is not an alternate-world Victorian-era setting. The writers and developers at Privateer Press have undertaken the difficult job of mixing firearms and steam power with a fantasy setting and not only made it work, but surpassed even the loftiest expectations.

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