

WARHAMMER  
FANTASY  
ROLE-PLAY

# DEVELOPER DIARY



## Hello, Enemy Within Collector's Edition Pre-Orderers!

(We need a better name for you all: anyone have any ideas? If so, hop onto our social media and send them to us.) Welcome to the first **Enemy Within** developer blog post. And thank you all so much for pre-ordering Cubicle 7's Director's Cut of the campaign. It really makes a difference to all of us involved with creating this epic, ten-book saga to know so many of you want to see this as much as we do. The team working on this project have been diligently polishing every word, buffing every image, and checking every detail for months, so we could hardly be more excited to share with you everything we have been doing. We know you are as keen as us, so we're creating these blogs for you, and we'll discuss every aspect of the creation of this extraordinary edition of the **Enemy Within**.

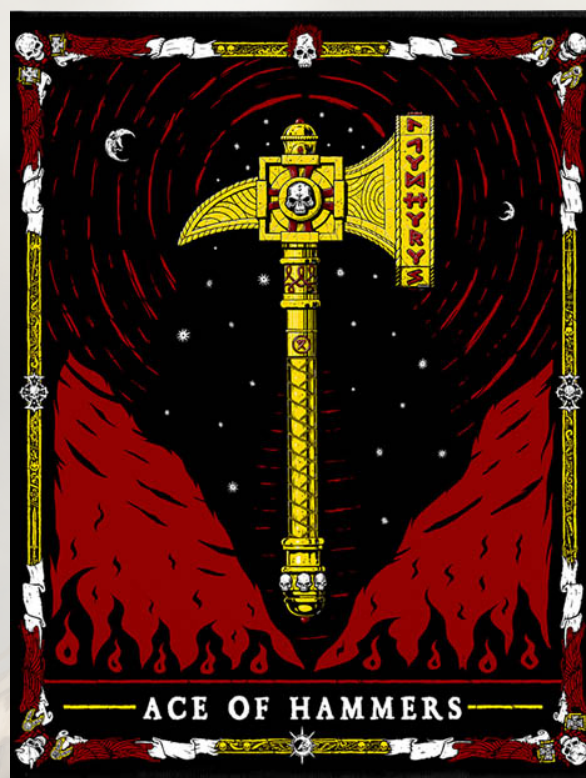
My name is Andy Law, and I'm **WFRP's** Producer. In short, that means I'm the **WFRP** boss. That's a bit like being an Orc Warboss, but I shout more. Some of you may know me already, perhaps as one of the co-designers of **WFRP**, or as the chap that occasionally answers questions in the Ratcatchers' Guild on Discord or on Facebook. Older **WFRP** fans may recognise me from earlier editions of the game, where I wrote, drew, mapped, developed, and generally had a good go at everything.



\*not final product



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\*not final product

I've been playing **WFRP** since it first came out back in the days when the Old Ones still wandered the world, and in the last 30 years, I've played the **Enemy Within** campaign more times than I care to mention. That's why I was delighted when Dom, C7's CEO and my co-designer on **WFRP** 4th edition, told me that we were not only bringing back the **Enemy Within** for a new generation of gamers, but that we were also bringing back Graeme Davis, one of the original authors, to build a Director's Cut, updating every aspect of the campaign. And, Dom told me, it was my job to get it done. #DreamComeTrue!

So, I've been working with Graeme and a small team of support writers to bring the **Enemy Within** up to date. I've also been working with an extraordinarily talented team of artists to bring a new perspective to this classic campaign. Beyond this, we also have our marvellous editors, our lovely layout and graphic design team, and a slew of support staff doing everything they can to make this the best multi-book roleplaying product ever put to print! I cannot express how lucky I am to be involved in a project bringing together such a talented and lovely group of people. I am humbled and honoured.

So, what are we all doing? Well, the upcoming **Enemy Within** developer blogs will explain. I'll take you behind C7's curtains to peer at the inner-workings of this extraordinary project and provide a guided tour of what you see. You'll get to meet the writers and artists, learn our processes and plans, have exclusive previews of art and layout, and so much more besides.

So, given I'm the **WFRP** Warboss who orders everyone around (Hur, hur, hur!), you will hear a lot from me over the next few months as I explain what we're doing to bring the 10 books to life. And, on that, let's take a look at exactly what's coming, eh? The descriptions are all brief (and in some cases, wildly simplistic), but they are enough to give you a taster of what's to come.

# THE ENEMY WITHIN

## Enemy in Shadows

The Characters travel from north of Altdorf to Bögenhafen, and stumble into a web of Chaos Cultists working to bring down the Empire.

## Enemy in Shadows Companion

The essential guide for roleplaying in the Reikland.

## Death on the Reik

The Characters take to the mighty River Reik and uncover further plots involving Chaos Cultists, dark necromancers, and worse.

## Death on the Reik Companion

The essential guide to roleplaying on the rivers of the Empire.

## Power Behind the Throne

The Characters arrive in Middenheim and strike to the heart of a plot to take over the city! Meanwhile, trouble in the Empire brews.

## Power Behind the Throne Companion

The essential guide for roleplaying in Middenland.

## The Horned Rat

The Characters head to the Middle Mountain where they encounter hideous Ratmen looking to destroy the Empire!

## The Horned Rat Companion

The essential companion for roleplaying with Skaven.

## The Empire in Ruins

The Characters head to Altdorf to disrupt a plot to control the Emperor as the Empire collapses into civil war around them.

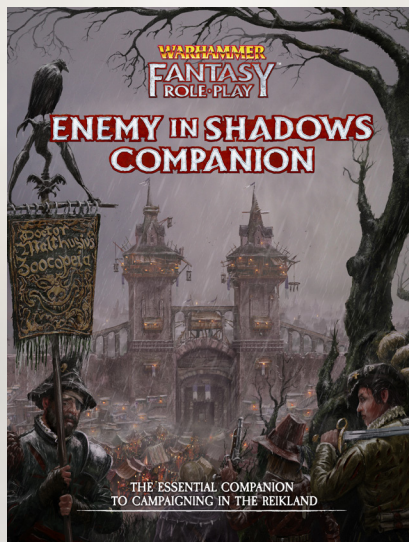
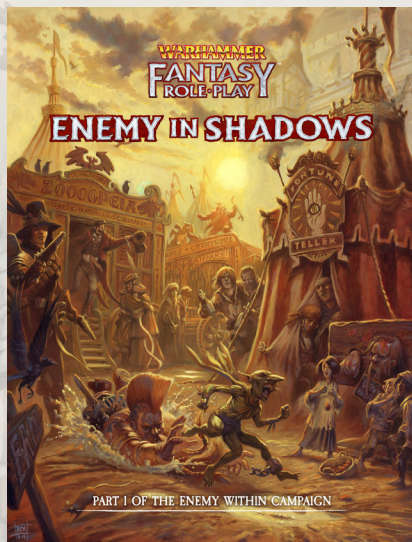
## The Empire in Ruins Companion

The essential guide to roleplaying as Chaos rises everywhere!

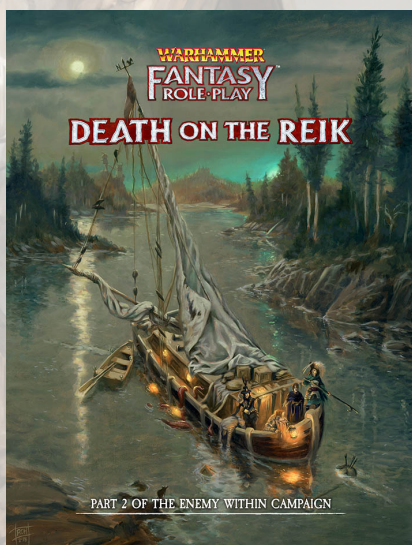


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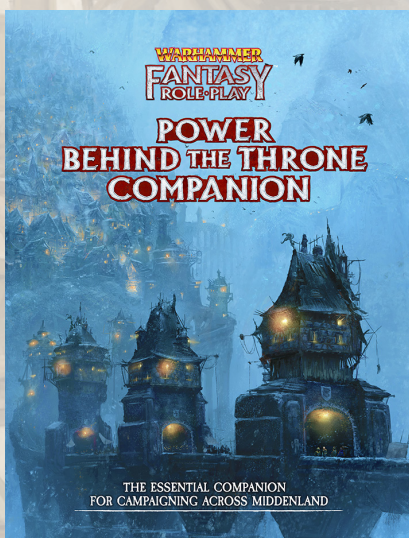
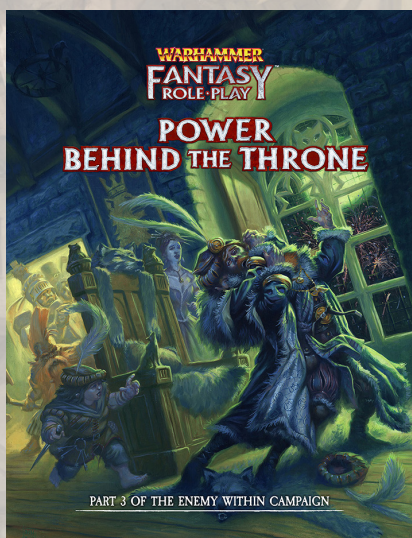
Volume 1



Volume 2



Volume 3  
Cover Art Reveal!



Phew! That's a lot of books! There will be over 850,000 words in there when we're done, and almost 1400 pages! Surely that's enough, right? Nah! Let's add more!

So, as well as the 10-book **Enemy Within Collector's Set**, we will also be releasing two additional supplements that are of great use to the **Enemy Within**. Fans of the **WFRP** 1st edition will expect the first book, but the second may come as a surprise. These two, extra books are not part of the **Enemy Within**, but they are full of delicious details you can add to the campaign should you so wish.

Without any further delay, C7 is proud to (privately) announce two more books to expand your journey through the **Enemy Within** and your other games of **WFRP**:

## Middenheim: City of the White Wolf

### Altdorf: City of Sigmar

More on those two books later. They may not be a part of the **Enemy Within**, but they offer tons of extra adventuring opportunities, so I could hardly be more excited by what they offer.

So, again, let me thank you for coming along on this journey with us as we bring the **Enemy Within** together. From here onwards, I will be posting regular blogs filled with exciting goodies, and also providing updates about current progress. If there is anything you would like to see in these blogs, do ask over on our [Facebook](#) and [Twitter](#) pages. As always, you can also keep up to date on Cubicle 7 over on our [website](#)!

I can hardly wait!

Sincerely and with undying gratitude,



PS: For old hands at the **Enemy Within**. Can you guess who this is?



A game with him can often end in a bang!

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