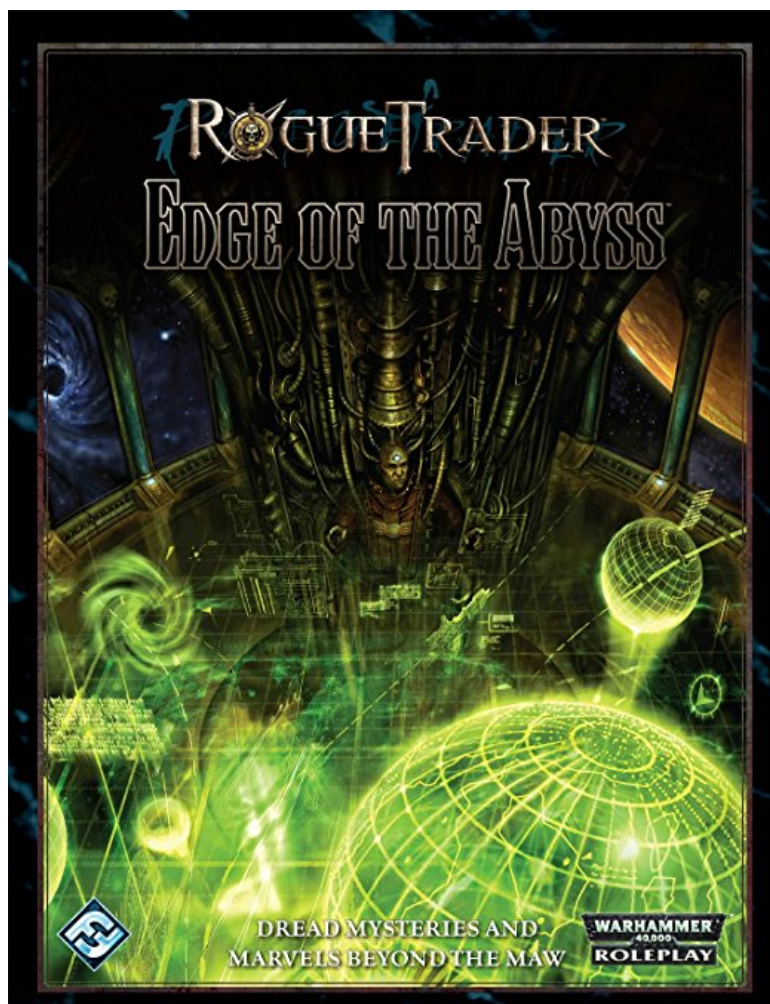


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Rogue Trader: Edge Of The Abyss



Customer Reviews

Edge of the Abyss is all right, it describes a few systems in greater detail and helps give adventure ideas. The problem is, most of the systems described already have short descriptions in other Rogue Trader books. Furthermore, the descriptions are not detailed, they leave it up to the GM to usually design the 'final' mystery. This is good for GMs who have time to design campaign features and for GMs who are worried about players knowing exactly what is going on. Problem is, I don't have a lot of time to design detailed campaigns and that is what I buy the supplements for. This actually seems to me to be a problem with a lot of the Fantasy Flight Game supplements. I end up buying lots of there expensive books to get ideas and save time. I run a Deathwatch campaign and I use Dark Heresy and Rogue Trader supplements to help get ideas for adventures and stats on aliens to use in the Deathwatch campaign.

I'm a sucker for story details, so I'm happy to have more information on 10 systems (counting the Stations as 1) for my game. Love further detail, with plenty of built in ideas for use. Sure I can come up with stuff myself, but really handy at my point in life. Additional information on various Xenos and Imperium groups is always useful for a newer 40K person like myself. More details on specific Rogue Traders is always useful, to help provide a notable ally/enemy. A small adventure is thrown in as well. Well worth picking up for a RT GM.

This book represents the knowledge behind the Common Knowledge (Kronous Expanse) skill. It gives good information but not too detailed information about the various known and semi-known aspects of the expanse that the Rogue Trader setting uses.

This may not be the best supplement for players of Rogue Trader but if your a GM for Deathwatch, Dark Heresy, or Rogue Trader you want this book. It is just oozing with campaign idea's and powerful foes to drop in against your players. Many of the plot-hooks it portrays are perfectly laid out to be put into your campaign as they leave certain parts open ended.

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