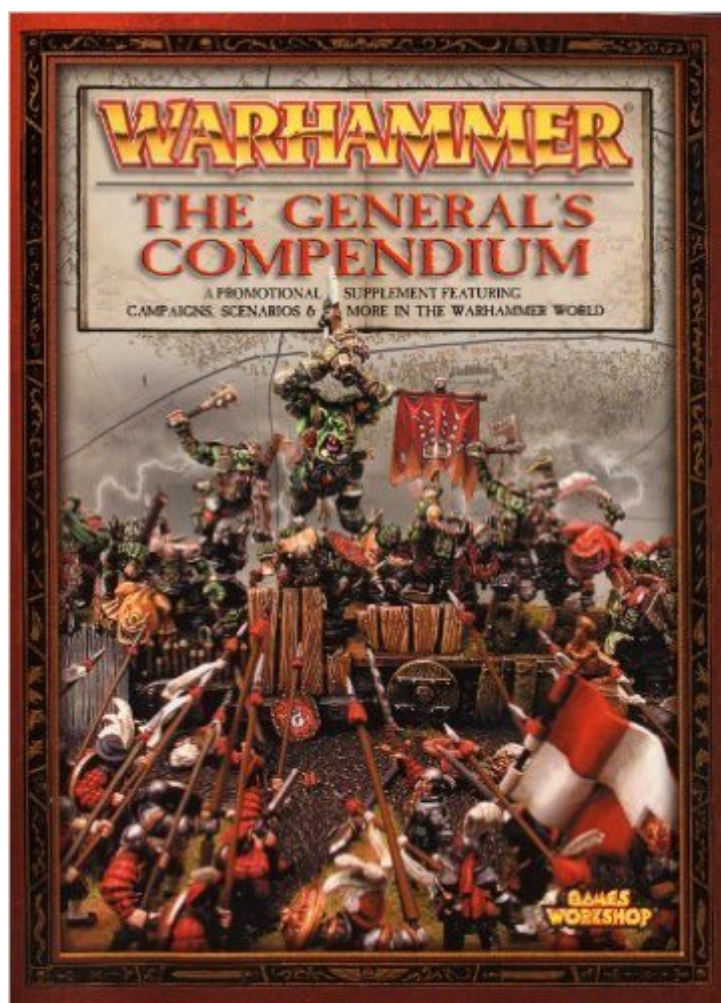


The book was found

# Warhammer: The General's Compendium



## Book Information

Paperback: 176 pages

Publisher: Games Workshop Ltd (August 31, 2003)

Language: English

ISBN-10: 1841544361

ISBN-13: 978-1841544366

Product Dimensions: 7.9 x 0.4 x 10.8 inches

Shipping Weight: 1.6 pounds

Average Customer Review: 4.5 out of 5 stars Â Â See all reviews Â (2 customer reviews)

Best Sellers Rank: #118,349 in Books (See Top 100 in Books) #1 in Â Books > Science Fiction & Fantasy > Gaming > Warhammer #1692 in Â Books > Humor & Entertainment > Puzzles & Games

## Customer Reviews

Must have for any warhammer fan! Helps a lot with fun new scenarios, terrain, and interesting ideas galore to keep your hobby fresh and exciting! Heard about it on Garagehammer (podcast) and had to have it! Not regretting it yet!

This book is a cornucopia of original ideas, variants and twists for friendly games for the 6th edition of Warhammer, useable for 7th edition with minimal changes. Unlike several books and magazines about gaming, the GC is actually filled with "crunchy bits", practical and special rules with minimal commentary and no "fluff", packed in dense 8-size font, two column text. Featuring : several campaign systems in detail (linked missions with decision tree, map-based empire building, narrative roleplaying quests), several rules for special locations (fire pits, forests, mountains, snow, deserts and more), allied campaigns and treacheries, ship and water combats (boarding, treasure islands, sea monsters), city fighting (plunder, special buildings, siege rules including "corpses on spikes" terror effects), lots of amusing random tables, lots of information on skirmish scale and large-scale battles, army-specific options (including Chaos Dwarfs!), with over 20 scenarios overall that be combined ingeniously. Good for Mordheim as for WFB, with minimum adaptation. As such, the book is useful for any tabletop wargamer, not just specifically Warhammer, though the emphasis is clearly "ancient" and not "futurist". And the scenery building tips are fun, more detailed than "How to build wargame terrains" by GW, and linked to the thematic text. The best, most polyvalent, value-added and re-useable wargame book I've read so far, and I read a lot. In a nutshell, a damn fine book!

[Download to continue reading...](#)

Warhammer: The General's Compendium Ace General Chemistry I and II (The EASY Guide to Ace General Chemistry I and II): General Chemistry Study Guide, General Chemistry Review Ace General Chemistry I: The EASY Guide to Ace General Chemistry I: (General Chemistry Study Guide, General Chemistry Review) The Zuni Cafe Cookbook: A Compendium of Recipes and Cooking Lessons from San Francisco's Beloved Restaurant: A Compendium of Recipes and Cooking Lessons from San Francisco's Beloved Restaurant Warhammer RPG: Karak Azgal (Warhammer Fantasy Roleplay) Warhammer RPG: The Warhammer Fantasy Roleplay Companion Warhammer Battle Book 1996 (Warhammer fantasy) Warhammer Armies: Dogs of War, a Warhammer Supplement Warhammer RPG: Renegade Crowns (Warhammer Fantasy Roleplay) Warhammer RPG: Lure of the Liche Lord (Warhammer Fantasy Roleplay) Windows 10: From Beginner To Expert: A Complete User Guide to Microsoft's Intelligent New Operating System (Now With Bonus Chapter) (Windows - General ... General Guide, Windows - General Mastery,) Clinical Anesthesia Procedures of the Massachusetts General Hospital: Department of Anesthesia, Critical Care and Pain Medicine, Massachusetts General ... of the Massachusetts General Hospital) Standard Catalog of World Paper Money General Issues - 1368-1960 (Standard Catlog of World Paper Money 14th Edition: General Issues) Standard Catalog Of World Paper Money General Issues 1368-1960 (Standard Catlog of World Paper Money 13th edition: General Issues) Standard Catalog of World Paper Money: General Issues to 1960 (Standard Catalog of World Paper Money. Vol 2 : General Issues, 8th ed) General Class License Mastery: 2015-2019 General Class FCC Element 3 Question Pool Effective July 1, 2015 Standard Catalog of World Paper Money, General Issues, 1368-1960 (Standard Catlog of World Paper Money Vol 2: General Issues) Review for the CLEP General Mathematics (Review for the Clep General Mathematics Examination) The ARRL General Class License Manual (Arrl General Class License Manual for the Radio Amateur) General Class License Manual (Arrl General Class License Manual for the Radio Amateur)

[Dmca](#)