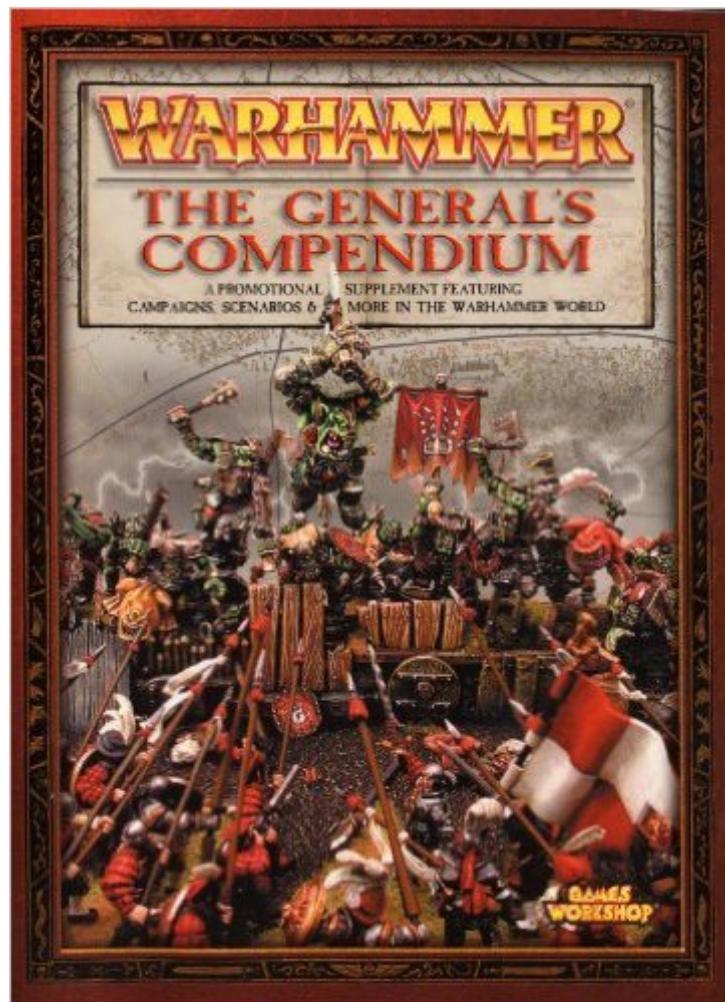


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# Warhammer: The General's Compendium



## Book Information

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## 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 can 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!

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