

WARHAMMER

THE MASS COMBAT FANTASY ROLE-PLAYING GAME



£5.95

by Bryan Ansell, Richard Halliwell and Richard Priestly

WARHAMMER is the complete game system for fantasy adventuring and wargaming. Within the three volumes of this set, you will find all the information needed to play out fantastic battles and adventures using miniature figures and dice. Suitable whether you are a handful of adventurers facing unknown perils, or a great general leading your huge army into battle against hordes of evil monsters.

The **WARHAMMER** rules feature sections on :

Movement ★ Psychological Factors ★ Shooting ★ Combat ★ Flying Creatures
Fighting Tabletop Battles ★ Fighting in Dungeons ★ Creature Lists ★ Wizards
Wizard's Careers ★ Casting Magic ★ Duelling and Magical Instincts ★ Fumble Factor
Level 1 to 4 Spells ★ Random Generation ★ Necromancy ★ The Games Master ★ The Players
Creating an Adventure ★ Character Advancement ★ Injuries ★ Starting Expeditions
Running Adventure Campaigns ★ Encounter Charts ★ plus two special scenarios:
THE ZIGGURAT OF DOOM ★ THE ADVENTURE OF THE REDWAKE VALLEY

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