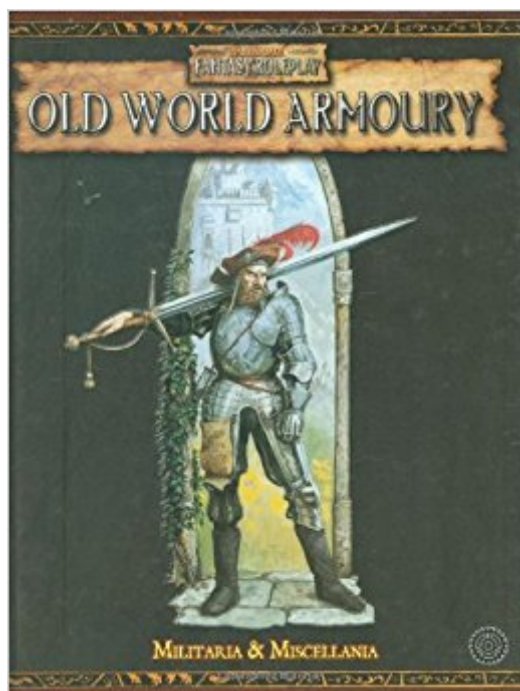


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Old World Armoury: Miscellanea And Militaria (Warhammer Novels)



Synopsis

Inside the Old World Armoury you will find a definitive guide to coinage, a detailed look at armour with new armour types, heraldry guidelines and variations by nation, an enormous selection of equipment, new poisons, draughts, and oddities, rules for animals and transportation, guidelines for owning property, rules for hiring characters, and a selection of treasures.

Book Information

Age Range: 12 and up

Series: Warhammer Novels

Hardcover: 127 pages

Publisher: Black Industries (August 12, 2008)

Language: English

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Product Dimensions: 8.8 x 0.5 x 11.2 inches

Shipping Weight: 1.3 pounds

Average Customer Review: 3.7 out of 5 stars 7 customer reviews

Best Sellers Rank: #998,944 in Books (See Top 100 in Books) #36 in [Books > Science Fiction & Fantasy > Gaming > Warhammer](#) #13029 in [Books > Teens > Science Fiction & Fantasy > Fantasy](#) #14023 in [Books > Children's Books > Science Fiction & Fantasy > Fantasy & Magic](#)

Customer Reviews

Green Ronin Publishing was founded in 2000 by game industry veterans Chris Pramas, Nicole Lindroos, and Hal Mangold. The company has published over 50 books since then, establishing a reputation for innovation and quality that is second to none in the RPG industry. Its award-winning products include *Mutants & Masterminds*, *Book of the Righteous*, and *Freeport: The City of Adventure*. Point your browser to www.greenronin.com for more info.

This book contains the military equipment for the Warhammer world. It also comes with explanations of the different countries and cultures. It helps flesh out the gaming experience.

Old World Armoury is by far one of the weakest books in the [Warhammer Fantasy Roleplay](#) series. The book itself adds very little setting or flavor to the game and focuses mostly on toys for players and GMs alike. There are some interesting tidbits about medicine in the

Warhammer Fantasy setting and some equipment details that are interesting reading but the information and additional rules are mostly superfluous. The optional custom weapons and armour rules are the main focus of the book and allow players and GMs who want to make their own weapons to do so but they are just that - more rules to worry about and not necessary in any way to the game. Overall Old World Armoury adds little to the "Warhammer Fantasy Roleplay" game that a little bit of cosmetic dressing on the hands of inventive players or GMs couldn't do.

An absolute must have. Kind of a shame that this material didn't come included in the main book. It definitely adds flavor and information that would be missed otherwise.

I can't help, but think that most of this rather short book should have just been part of the main book. Don't buy this book if you're expecting stats for various weapons. (Some weapons have slightly different stats for good quality items, but that's it.) It does have a fairly large section on hiring various professions. I'd only buy this book if you have cash to spare, and your group likes the official word on how much to pay for goods, and services. Otherwise buy Bestiary, get the magic book, or buy Sigmar's Heirs.

This book has chapters on currency, trade, arms, armour, equipment, transport and hirelings. Most of the chapters are expansions on material from the core rulebook. In some cases rules from the core rulebook are published here again. While convenient it adds to the page count and takes up space that could be used for more new material. The chapter "Currency & Trade" was useful and interesting. The chapters on arms and armour were just more detailed descriptions of weapons fantasy RPG players already know and can read about in the core book. The production quality of the book is high but the number of typos in the book make it look like it was rushed to production (something that I didn't notice in the core rulebook). Overall, it should make a good reference for the gamemaster who wants a few more unique items in the game and some pregenerated nonplayer characters.

The crb for Warhammer has always been lacking in information on everyday items. This is a very useful tool at remedying it. The chapters on General Equipment, Special Equipment, Property & Business, and Treasures give excellent descriptions, pricing, and encumbrance for things that adventurers and artisans might want to have to earn an income. From textile pricing to purchasing a bed frame, it is all in here. This book is a major improvement in the realistic aspect of the game and

should be picked up by anyone looking to have a game that includes commerce and livelihood.

The book is upside down! The pages are literally in the book upside down. Maybe it will gain value via this mistake; should have mentioned that.

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