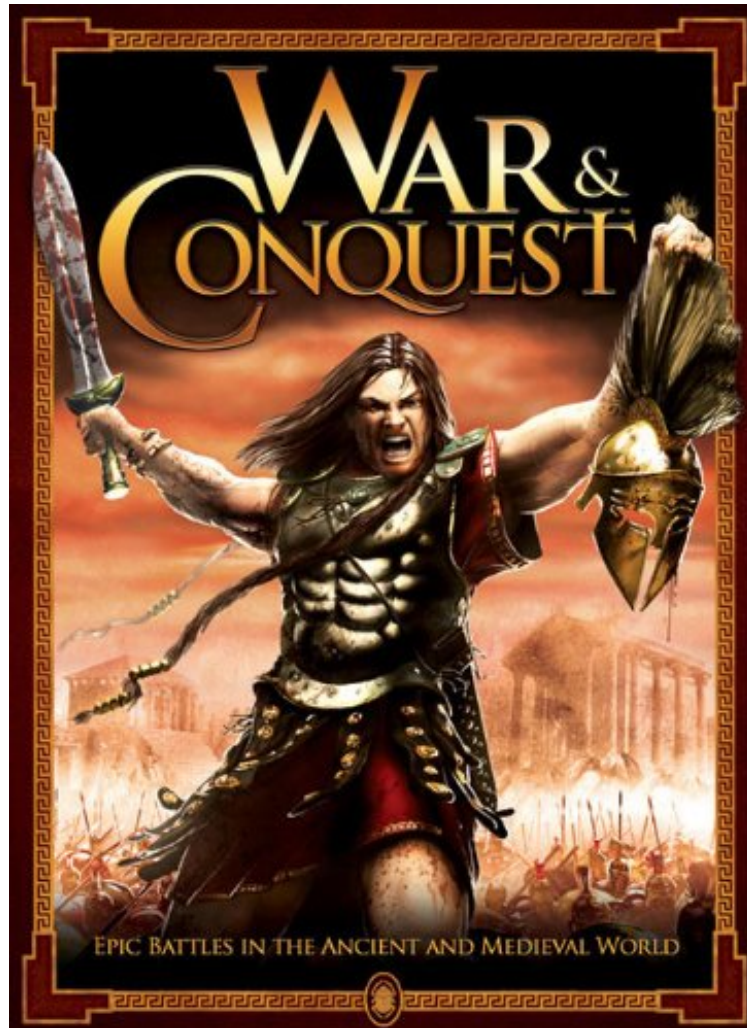


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# War Conquest: Epic Battles in the Ancient and Medieval World

*Rob Broom*

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#2394527 in Books War Conquest 2012-06-10 2012-06-24Original language:EnglishPDF # 1 11.25 x 8.25 x .75l, .0 #File Name: 0957114605176 pages | File size: 43.Mb

**Rob Broom : War Conquest: Epic Battles in the Ancient and Medieval World** before purchasing it in order to gage whether or not it would be worth my time, and all praised War Conquest: Epic Battles in the Ancient and Medieval World:

0 of 0 people found the following review helpful. Game looks greatBy Wraith LordGame looks great, no army lists except 2 examples in back. They have point costs for weapons armour builds but nothing to help that I could find to stat up your own models. I was trying to do up my Italian Condotta Army and was totally bumfuzzled on how to get the base stats for just my commander alone, whats the point cost for for Strategy Intervention Points? (no idea), Whats the point costs for a troops CA, SA, KA Mo, AV, Formations, Special Abilities, etc, etc.... I mean it reads great, looks great but come on, if your not including army lists, then at least include a full build system not just a weapon armour

point system that leaves me scratching my head. Addendum: After downloading a few lists and trying the rules out, I can say they are a fine set of rules. Personally I will not use 25+mm figures as they are too expensive to startup and I am already heavily invested in 15mm figures. But using casualty caps works out fine just the same. Therefore I have bumped up my 2 star rating to 4 stars as it still needs a QRC and some handy play aids in the books back, as I had to keep flipping through the book to locate certain rules points dealing with morale tests, movement, weapon abilities, unit abilities, etc., which a list or something would have proved invaluable. 0 of 0 people found the following review helpful. an amazing product for war gaming newbies and veterans alike! By Klint Keown Firstly, the book itself is beautiful. The full color pictures of amazingly painted minis and scenery are worth the cost of admission alone. This book would be right at home on your coffee table. The rules themselves are easy to understand but complex and flexible enough to give a wide variety of play in any era. I cannot recommend this product enough. Would buy again. 0 of 0 people found the following review helpful. Great, simple set of rules with tons of support! By Floyd Tyler Baker This book contains all the basics to fight any historical battle from close to pre-history to even the Civil War. Its supported by over 500 army lists that are constantly being improved. If you like casualty removal in-depth movement and nice unique touches to units then this is the rule-set for you! Well done Scarab I'm more than impressed. Floyd

Become a great commander from history and shape destiny! Taking an army of models soldiers, you can recreate a famous battle, or simply enjoy a relaxing game with friends across the tabletop. War and Conquest is an exciting and dynamic publication, with a modern and contemporary look. The book specifications gives customers a rich, quality product to match the visuals. The book is fully illustrated with photographs throughout. These - in conjunction with the captions - explain the rules further and were all taken especially for the book. Written by Rob Broom. Design and layout by Pete Borlace. Both worked at Games Workshop where Rob was Warhammer Historical Manager. Joint projects included Warhammer Ancient Battles and the 'Legends' series. Advertising support: Reviews of the game can be found in forthcoming issues of Wargames Illustrated, Miniature Wargames, Battlegames and Wargames Soldier Strategy. All alongside an advertising campaign and online activity. Player support: Free army lists online via the Scarab Miniatures forum.

Even readers who are not into wargaming should enjoy thumbing through this 176-page, full-color book because it is so richly illustrated and beautifully presented. Wonderfully painted figures appear in varied battle scenarios throughout. Writing in a reader-friendly manner, the author details how miniature armies can be deployed to re-create an entire famous battle or to simply enjoy a relaxing game with friends across a tabletop. The superb photos are complemented by nicely done captions that help explain the core rules further. A reader should be ready to muster an army, move, shoot and resolve the outcome of combat in no time flat. High production values obviously went into creating this hardcover book. War Conquest is informative and a graphic treat to peruse, making it a useful and colorful asset in any enthusiasts library. (Toy Soldier and Model Figure) really beautifully made book. It is hardbound and very sturdy lots of glossy pictures of nicely painted figures showing the troop movements; instead of the old school way of showing black and white box diagrams. I really cant say enough about this book. It is written by Rob Broom and the design and layout were done by Pete Borlace, both of whom worked at Games Workshop on some of the Warhammer projects. As a result, they know what they are talking about when they put these rules together. I especially like was how everything is supported on their website. You can buy the books or sets with soldiers and rules, go to the forum and communicate with other players on battles, or get worksheets and things that other players have done to help with the flow of the game. (IPMS)