

Item no.: 351116

US35013 - The Goblin's Handbook of Combat - Game Theory (EN Edition)



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Item no.: 351116
shipping weight: 0.30 kg
Manufacturer: Ulisses Spiele

Product Description

The Goblin's Handbook of Combat - Game Theory (EN edition).

A bloodcurdling battle cry. Steel on steel. The stench of smoke, mud and blood. Combat!

At the heart of every good adventure is conflict, be it the swordplay of a cursed knight against a half-elf prince, the adventuring party confronting the ogre, or the armies of second nations clashing in the struggle for power.

In this book, experienced and successful game designers draw on the wealth of their experience. Their essays give you knowledge about strategy and tactics, military history and how to use monsters, magic and war machines to make a battle more exciting. In short, these pros tell you how to bring really great battles to and on the gaming table.

This book contains essays by: Wolfgang Baur, Ed Greenwood, Jeff Grubb, Rob Heinsoo, Chris Pramas, Elizabeth Ann Scarborough, John A. Pitts & Ken Scholes, Steve Winter and many more.

- Type: Game Theory (Kobold Manuals)
- Language: German
- Number of pages: 164

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