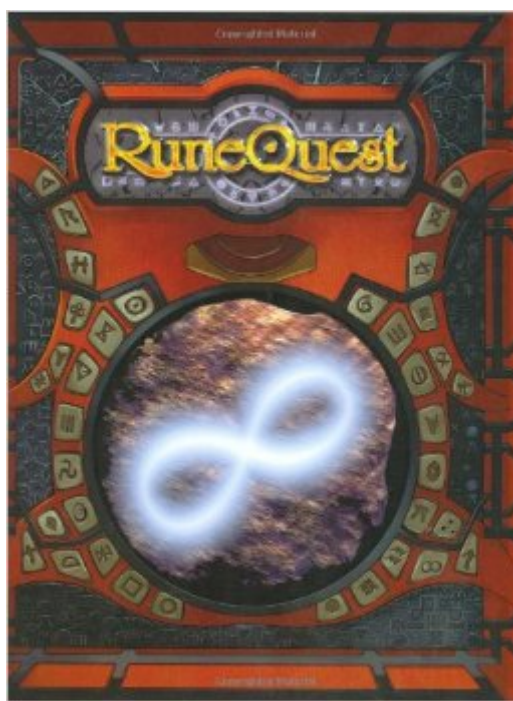


The book was found

RuneQuest: Core Rulebook



Synopsis

One of the greatest roleplaying games of all time comes back in a new edition designed for the 21st Century! Building on the previous editions of the game, the all new RuneQuest system has been developed under the watchful eyes of Messrs Stafford and Perrin, and has been subjected to the longest and most open playtesting period that any Mongoose game has been through. Released as a 100-page hardback book, RuneQuest gives players all the core rules they need to begin playing - indeed, with the monsters included in this book, Games Masters can construct complete scenarios with this single tome.

Book Information

Hardcover: 100 pages

Publisher: Mongoose Publishing (August 29, 2006)

Language: English

ISBN-10: 1905471106

ISBN-13: 978-1905471102

Product Dimensions: 8.5 x 0.5 x 11 inches

Shipping Weight: 1.4 pounds

Average Customer Review: 4.0 out of 5 stars [See all reviews](#) (6 customer reviews)

Best Sellers Rank: #1,041,247 in Books (See Top 100 in Books) #188 in [Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games](#)

Customer Reviews

The RuneQuest system is a good alternative for people looking to play a more realistic and gritty style of fantasy RPG. It's more Robert E. Howard and less J.R.R. Tolkien. It's been around since the early days of D&D, and had elegant, simple rules long before D&D got around to streamlining its own system. Unfortunately, this latest release of the game by Mongoose leaves something to be desired. While the game system remains solid, the presentation is somewhat weak. The book is nicely hardbound, and the production standards are better than most "indie" publishers, but it's still a far cry from the d20 books. Typo's abound, and the book is unsatisfyingly slim at less than a third of the content of its equivalent volume from the d20 system. And while it's true that this book presents the core rule set, you'll probably have to pick up some of the other volumes in order to get the real RuneQuest experience. (And even then, you'll have to flip back and forth between books to reference things. It was a poor choice to split the books between "core" and "companion" instead of "player" and "referee," in my opinion.) So, you won't be buying this product for the production

values. But you will be buying it for the system itself, which is the important thing. Most of the system features of the previous editions remain in this edition, but some have been streamlined, and some new features offer some interesting tactical choices during combat and incorporate features that players used to d20 will find familiar.

[Download to continue reading...](#)

RuneQuest: Core Rulebook Warhammer Fantasy Rulebook Eighth 8th Edition - Hardcover
Rulebook - English Runequest: Games Master's Handbook Dark Heresy Second Edition Core
Rulebook Game (Warhammer 40,000 Roleplay) Sword & Sorcery Creature Collection II: Dark
Menagerie (Core Rulebook) Creature Collection: Core Rulebook (Sword and Sorcery) Wraith: The
Oblivion Roleplaying Game Core Rulebook. World of Darkness. Category - Roleplaying Games
Minds Eye Theatre Core Rulebook Revised Core Rulebook (Star Wars Roleplaying Game) Star
Wars Roleplaying Game Core Rulebook, Saga Edition Core Rulebook (Star Wars Roleplaying
Game) Dungeon Master's Guide (D&D Core Rulebook) Dungeons & Dragons Player's Handbook:
Core Rulebook I v.3.5 Dungeon Master's Guide: Core Rulebook II (Dungeons & Dragons)
Dungeons & Dragons Player's Handbook: Core Rulebook 1 Monster Manual: Core Rulebook III v.
3.5 (Dungeons & Dragons d20 System) Dungeons & Dragons V.3.5 Core Rulebook Set (Dungeons
& Dragons d20 3.5 Fantasy Roleplaying, Three Book Slipcased Set) Pathfinder Roleplaying Game:
Core Rulebook Core HTML5 Canvas: Graphics, Animation, and Game Development (Core Series)
Learning Core Data for iOS with Swift: A Hands-On Guide to Building Core Data Applications

[Dmca](#)