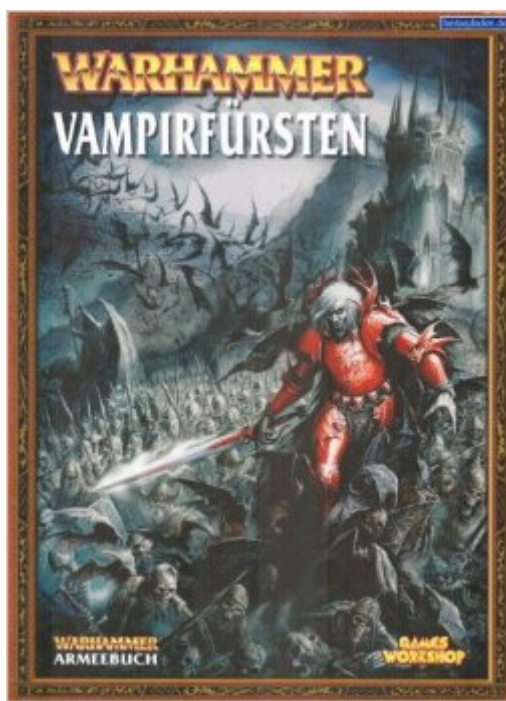


The book was found

Warhammer Armies Vampire Counts



Synopsis

You get one Vampire Counts Army Book. Miniatures come unpainted and unassembled in their original packaging. Books are in brand new condition.

Book Information

Age Range: 6 and up

Paperback: 96 pages

Publisher: Games Workshop (March 1, 2008)

Language: English

ISBN-10: 1841548634

ISBN-13: 978-1841548630

Product Dimensions: 7.9 x 0.3 x 10.8 inches

Shipping Weight: 11.2 ounces

Average Customer Review: 3.5 out of 5 stars [See all reviews](#) (4 customer reviews)

Best Sellers Rank: #1,651,358 in Books (See Top 100 in Books) #85 in [Books > Science Fiction & Fantasy > Gaming > Warhammer](#) #20275 in [Books > Humor & Entertainment > Puzzles & Games](#) #238538 in [Books > Children's Books](#)

Customer Reviews

This is the previous volume of the Vampire Counts army book. It is a great read with lots of well written fluff and pictures of gorgeous armies. The ruleset will get you through the day as long as your friends dont mind if you use older rules. (i still have the 5th ed rule book)My major criticism of this book is that there arent any interesting army generals. There are plenty of them listed, but they're all dead in the current fluff. They are of course still playable in every way that matters. But it is just discouraging to pick up a army book with a full listing of dead generals you can only play as if you pretend its a battle from the distant past of warhammer. If i was to make a wish it would be for all the very cool generals in this book to be alive in the current cannon.

I enjoy Warhammer novels, not the game, and books like this helps flesh out the styles of characters and worlds. Or to put it more succinctly - pretty pictures.

How can I put this? Any and All WARHAMMER & WARHAMMER 40K Codex's and Army Supplement Books are double-edged swords.What do I mean? I'll tell you. Whenever they release a new Codex/Source Book, the excitement is there. The stories told within the book, the short

vignettes, the hazy black and white illustrations, and yes - even the photographs of the painted models designed with each codex in mind, make for a great read, and a welcomed addition to your WARHAMMER Army. So the book in and of itself is great. But then.... Games Workshop goes and does something akin to what a drug dealer might do; they get you hooked on their product, they make it so that this codex in your hands is the ONLY way to play that particular race of beings in their world. They get you to purchase all the miniatures in the book, along with the brushes and paints (because you can only use GW products for their battles - its in the rules). Then, about a year and a half after purchasing their merchandise, they release a NEW codex which cites that all of the old rules and models are obsolete, and cannot be used in conjuncture with their 'new' rules. So, you must purchase the 'new' codex/Source book, new models, new paints, etc... etc... After a while, the only thing your WARHAMMER books become any good for is your own personal enjoyment, as they become useless as gaming instruments. In my opinion, if you like owning the books because they bring you pleasure, then by all means - get them. But, if you have not already been lured into GW's web of revamps, reissues and upgrades, save your money and your sanity and just go collect something else.

Folks Save your money and go buy this book from your local Gaming Store. These sellers dont know what they are doing. Talk about price gouging. Thia book sells brand spanking new for \$25. I dont know why you would want to spend more. (\$141 ?????? What the?)

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