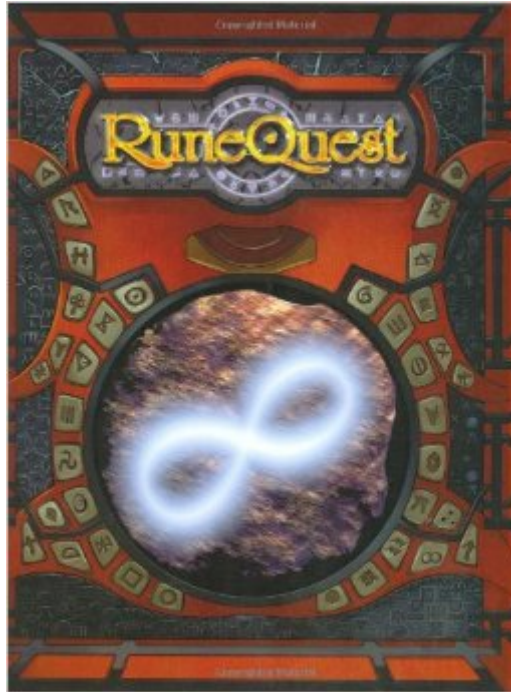


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RuneQuest: Core Rulebook



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

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Product Dimensions: 8.5 x 0.5 x 11 inches

Shipping Weight: 1.4 pounds

Average Customer Review: 4.0 out of 5 starsÂ Â See all reviewsÂ (6 customer reviews)

Best Sellers Rank: #1,041,247 in Books (See Top 100 in Books) #188 inÂ 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.

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