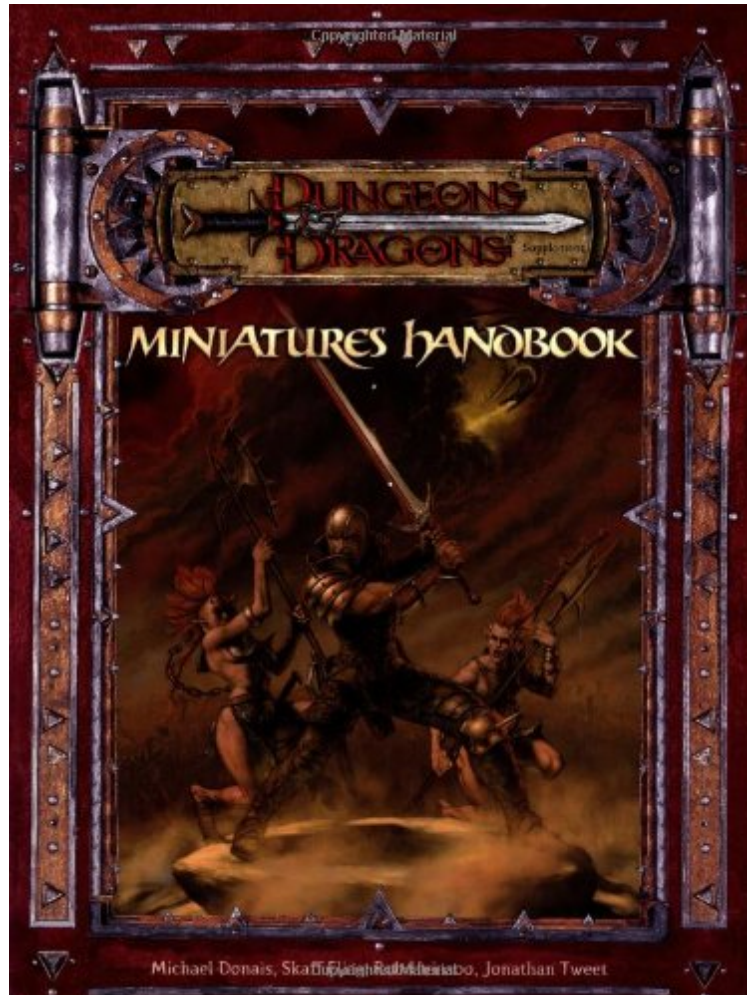


[Mobile ebook] Miniatures Handbook (Dungeons Dragons Supplement)

Miniatures Handbook (Dungeons Dragons Supplement)

Jonathan Tweet, Bruce R. Cordell
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#341305 in Books Wizards of the Coast 2003-10-01 2003-10-01Ingredients: Example IngredientsOriginal language:EnglishPDF # 1 11.40 x .60 x 8.59l, 1.80 #File Name: 0786932813192 pagesFantasy,Books,Role-Playing,DD 3rd Edition RPG,Dungeons Dragons RPG,Strategy Games | File size: 17.Mb

Jonathan Tweet, Bruce R. Cordell : Miniatures Handbook (Dungeons Dragons Supplement) before purchasing it in order to gage whether or not it would be worth my time, and all praised Miniatures Handbook (Dungeons Dragons Supplement):

0 of 0 people found the following review helpful. Five StarsBy Bill R.Fun read!0 of 0 people found the following review helpful. SatisfiedBy PaulGreat book!3 of 3 people found the following review helpful. A massive rulebook for theDD miniatures battle rules and strategy players out thereBy CustomerFirst off, I started collecting DD Miniatures around '07 and soon there after began playing the miniatures game (completely different from the role playing game, the miniatures game is a table top strategy game) with a few of my friends. As far as I was ever aware, the only 'rule book' for the miniatures was the tiny pamphlet included in the DD Miniatures Starter Pack, which left a lot to be

desired as far as rule books go. I soon discovered that an active player community had published a more fully fleshed version online with Wizards of the Coasts permission, but again I found these to be lacking in needed detail, contradictory in certain aspects, and not fully refined. Then I discovered this tome a few months ago and couldn't believe I hadn't heard about it earlier. My guess is that it is often overlooked because it came out very soon after Wizards released the original Harbinger collection, and not many people were interested in a non-RPG version of play. They should have put a blurb on the booster packs letting players know that there was a definitive source for rules available. This book is exactly that: definitive. It covers literally everything that could come up in a game, from the simple such as determining cover and advantage, to the complex like how to turn your RPG character into a playable creature in a miniatures battle. And even more to my delight, this book contains a complete section on fighting skirmishes in formation combat, allowing you to play huge battles with many more creatures than your standard war band and turning the miniatures game into more of a Warhammer style of play. Not to be overlooked, I was also happy to find this book to have the most comprehensive collection of photos and art out of all my 4th Edition books. This book is filled with pictures, and not at the expense of written content. This book easily has the most words of any of the other 4th ed. books as well and not the 'read it in every other DD book copy and paste' fluff some of these books seem to be filled with. This book is the DD Miniatures bible.

Cries of battle fill the air! The Miniatures Handbook gives you expanded rules for regular Dungeons Dragons game play as well as guidelines for skirmishes and mass combats. Included are new base classes, new prestige classes, 30 new feats, more than 65 new spells, new magic items, and weapon special abilities. Also, there are more than 35 new monsters, including formidable aspects of deities and archfiends. Expand your battlefield with complete rules for skirmishes, squad-based fights, and even mass battles. There are also mechanics for random dungeons and rules for miniatures battle campaigns. To use this supplement, a Dungeon Master also needs the Player's Handbook, Dungeon Master's Guide, and Monster Manual. A player needs only the Player's Handbook.

About the Author Jonathan Tweet is best known for his work on the most recent edition of the Dungeons Dragons roleplaying game, including co-authoring the Player's Handbook. He also helped develop the new DD miniatures product line. Bruce R. Cordell, an Origins award-winning author, has written over a dozen products, including Return to the Tomb of Horrors, The Sunless Citadel, and the Epic Level Handbook.