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# Warhammer Fantasy Rulebook Eighth 8th Edition - Hardcover Rulebook - English



## Synopsis

Inside the Warhammer rulebook you'll find: **The Rules** Here you'll find all of the rules and information you need to wage war with an army of Citadel miniatures across the dangerous and enchanted landscapes of the Warhammer World. **The Warhammer World** This section explores the bloody background and war-ravaged history of the Warhammer World, detailing all of the races, and the great battles and pivotal events that have shaped the Warhammer World. **Miniatures Showcase** Here you'll find over 100 pages of gloriously painted Citadel miniatures, a showcase of every Warhammer army. You'll also find a slew of hobby tips that cover everything from assembling and painting your miniatures, to creating your own battlefield for them to fight over. **Warhammer Battles** This section is all about telling a tale through your games of Warhammer and there are six narrative scenarios to get you started. It even guides you through linking your battles together into epic campaigns and playing cinematic **Legendary Battles**. **The Lore of Magic** In this section you'll find full rules and descriptions for each of the eight Lore of Magic that your wizards and spell casters can use to vanquish your foes and bolster your forces with.

## Book Information

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## Customer Reviews

This is a very well-done, well produced book. It is both the core rules to the Warhammer fantasy miniatures game as well as an introduction to the potentially new hobbyist. The book is lavishly illustrated with color diagrams and photos. It is a massive tome, coffee table sized and designed to endure much abuse and use. The book is written in a very approachable, conversational tone. Well done!

This is a very nice looking book. Hardcover, well-bound, a ribbon placeholder, and gorgeous art throughout. As for the game, I've played a few under this edition and enjoyed it so far. Things seem to go faster than in previous versions, there's less minutia to stumble over, and combats can be resolved quickly. That said, there's a few hitches I've found. Firstly, there's differences in the point values in this new game and those published in the most recent army books. In each Wind of magic, there still seem to some spells that are "must haves", and at least when it comes to war machines, there's some counter-intuitive details: war machine crews are now basically just "hit points" for the war machine, yet most weapon crews have stat lines, including wounds and armor saves. None of these are game breakers, and just take some getting used to. I think there's already some errata out, and players will want to check for that. Still a game I enjoy playing, and that's what's important.

Just got back into WarHammer after many years. I wanted the rule book but the only one around I could find cost \$85.00. Eighty Five American Dollars. No thanks pal, I enjoy painting my Imperial Soldiers and all but the reality is I don't know a single person who plays WarHammer and I likely won't ever find anyone to war against. \$85.00 may be worth it to a die hard fan and leader of a clique of fellow gamers, but for my purposes this was a huge discount. The book arrived in 100% perfect condition, used, for \$24.00. The same book in the same condition as it's \$85.00 counterpart. The only thing is I don't fully understand the rules, but I will figure it out. Great stories about the WarHammer world, awesome model show cases, detailed rules and in depth statistics. It was a long search to find this deal but I am all the more glad for it. Expect to wait a long, long time to receive this package with standard shipping, a friendly heads up. Deuces

This book was fantastic! I would recommend this book to anyone who is into the Warhammer Fantasy world, but if you are impatient then this is probably not the book for you. The book is very long and there is so much information you have to take in at the same time. I think that this book would be just right for a fifteen year old or if you are a good reader. In other words, a very hard read for children. The context of the book is filled with things such as how to build the men, put guys together, paint them, and the basics movement, magic, shooting and close combat. It also goes over special rules like chariots, skirmishes, and terrain. I also loved how they explain how to play the game and dice rules. They go over the lore of magic, spells to be cast, and my favorite, the pictures. Every page has at least two or three fully colored pictures. The quality of the binding is amazing and all around book is wonderful. 8277275

Described the rules in very detail, and spectacular photos which show the models in real. The printing on models and battlefield is perfect and bring me a lot of imagination of how the real game playing would be.

Well I first played Warhammer in 1981 (second edition) and on and off have touched base every since. The rules get sillier by the year - and the armies now have 20 exceptions per rule so you need to spend mega bucks on all the army books to be able to play. Briefly when the 6th edition came out there were Raving Hordes lists that corrected all it's over bloated nonsense but it has been going rapidly downhill ever since. Don't get me wrong - the rules themselves in this book are OK - and the other half of the book that is just fluff is easy enough to ignore. I even like the charge rules - perhaps the only improvement on earlier editions. There are better fantasy wargames out there at a fraction of the cost. Overall overpriced - and you can't play the game with the information in this book without buying more. The publishers seriously need to have 2 versions - Basic Warhammer Lite (just the rules and Raving Hordes style outline army lists) - and this fuller version for tournament fanatics.

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