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



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Synopsis

nside 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 Lores of Magic In this section you'll find full rules and descriptions for each of the eight Lores of Magic that your wizards and spell casters can use to vanquish your foes and bolster your forces with.

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Customer Reviews

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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!

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 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.

Much needed to play Fantasy Battle and I bought it because I could not read the print in the box set.

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.

luv it

Just What My Son Wanted.

Book came as expected, on time and complete just like it was described.

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