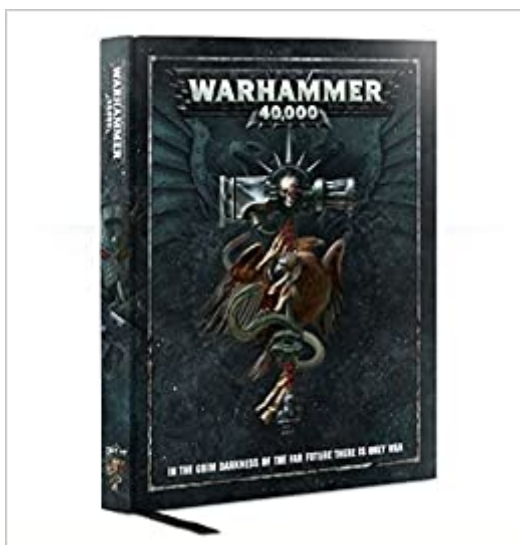


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40K 8th Edition Rule Book GW Games Workshop



Synopsis

The Core Rules explain everything you need to play to play Warhammer 40,000. Moving, shooting, using psychic powers, charging, fighting and morale tests are covered, giving you the basic framework to play with. You can play a game using only these 8 pages, bolting on more advanced and complex rules when you and your opponent are ready. Advanced Rules are a selection of rules and expansions that can be used to play with your miniatures the way that you want to. With these rules, there are always new challenges to face, new battles to fight, and new ways to play.

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Customer Reviews

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OK - First, the rant. This is =not= my idea of a =core= rulebook. Unless I missed some somehow, there are about eight to twelve pages of real rules. Most of the rest of the "core" rulebook contains pictures and art and setting. That's it. The basic rules at least give you enough info to use the accompanying indexes. It's a good thing that the "core" rulebook is included with your copy of [Warhammer 40,000: Dark Imperium Boxed Set](#), or I might have asked for my money back. Just one note - The Dark Imperium set gives you 52 figurines and the accompanying codexes for the two small armies in the box. This new book =will= give you a great feel for the new edition,

and great pictures to go by when painting your models. But as for me, I would have liked more rules and less "fluff". However, the initial indexes are fairly inexpensive and did not go over my budget for the game too much. If you love Warhammer 40K, I'd suggest the Dark Imperium set. It will give you a great start.

I'm a long time Space Hulk player who has generally steered away from the W40k tabletop miniature game. From my love of Space Hulk, I've developed a strong liking of the 40k lore over the years, I've just never been interested in playing W40k itself. From the blast templates to the scatter dice, to the wide open terrain, it just seemed a bit more than I was interested in. But that love for the lore has kept me nearby over the years. I've grown to love putting models together, and painting them, yet other than doing so for the various editions of Space Hulk I own and buying some other miniatures to practice painting on, I still never really cared to try 40k. Yet it somehow still always stayed close by me. I finally got curious a couple of years ago, and watched some "how to play 40k" videos on YouTube. I had to admit, it did look fun, but still not really something I wanted to jump into. But I kept reading 40k books and short stories, and really enjoying them. Then, a few weeks ago, I was at Origins Game Fair with my son. There was a demo table set up for attendees to try 40k. We figured we'd give it a go, since, after all, it was a game convention. While playing the demo, what I experienced was an enjoyable tabletop game that made me want to dig a little deeper. The demo was far simpler than I expected 40k to be. I found out from the Games Workshop employee who was giving the demos that a brand new version was coming out the very next day, and that the Core Rules would be free online. I still wasn't completely sold, but I figured I could download the free rules and try it out with my Space Hulk miniatures. Now, several weeks later, I'm the proud owner of the full hardback rule book. The streamlined rules in 8th edition are very easy to pick up, very easy to understand and remember, and still allow for complex strategy. The scatter dice and blast templates, which I didn't like the concept of, have been removed from the game entirely. What you get in 8th edition is a set of clear rules that outline each turn in 6 steps. So, since the core rules are available for free online, why would you buy the book? For me it was simply because of what I liked about 40k in the first place; the lore. The hard back rule book is filled with lore. The core rules themselves only take up 8 pages of the book. Much of the rest of the book is background and story, and I'm enjoying it very much. The hard back book also contains a section of advanced rules that can be added to the game once you have the basics down. These advanced rules are not contained in the free download, so you need this book to get those. All in all, I'm pretty excited about having finally tried 40k, and I'm especially thrilled that the new rule set has made the game something I

look forward to playing.

Book came in good shape

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