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## Warhammer 8th edition changes

I recently spoke to a few friends, one of these is a current warhammer player, while the other probably hasn't played a game in 10 years or more. We talked about how the game changed in the current edition. That basically involved us still playing in return, trying to cover the big changes that were happening and putting all the context in terms of what it all means for the game as a whole. During this conversation, I thought how much I liked the new edition of Warhammer. I admit I feel like I'm outnumbered in terms of the Australian gaming community. The vibrations I received online (especially at WargamerAU) were very negative. This will undoubtedly partly be due to the vote of a minority (as these things so often are), so it may not be a reflection of the community as a whole. The tournament numbers, however, have fallen significantly since the release of the 8th edition, amid a storm of poor public ity from high-profile players in the online community. The amount of noise caused by this storm may have had a negative impact on others who have not yet made their own decisions about the new rules, but I would like to hope that this has not been too hand-wringing. A brief history of the Old School - Warhammer 4th Edition Rulebook The new edition of Warhammer has undoubtedly come as a shock to all of us. It's basically a different game from the 7th edition. For those who do not know, the game has changed with the release of each new edition, with each other issuing a relatively large preusm. I started playing during the 4th edition and since then I've seen the following (it's all from

my failed memory, so bear with me):4th edition – quintessential hero hammer, with half a point of the army regularly spent on virtually invincible characters. Brutal magic and serious monsters have rounded things up. I still loved this game. I believe that the 4th edition was a major change from the 3rd edition, where the heroes of the 15th and 20th grades and clearly defined military books were an idea for the future. I don't know for sure - I'm not that old either... 5th edition – perfecting the 4th edition, streamlining Colleges of Magic to a rather feet Battle Magic deck. The magic was off, the big weapons stopped scaring the last on the indictment, and the Bretons and Lizards got their military books for the first time. The changes in this release were indeed relatively minor. 6th edition – a great revamp. The biggest changes came in the magical phase and in the military building. The percentage breakdown for military lists disappeared and the concept of Special and Rare Decisions was introduced, which shrink the style of those players who had the advantage of all-elite rosters. The magic was also a major redecorated - the Winds of Magic maps, which replaced them Cubes. A huge stash of generic magic objects has also disappeared. All old military books have been undone, to be replaced with a get-you-by list, delivered with the core of the game, and the usual constant trickle of relevant books. 7th edition – another refinement, no major changes. The magic was clogged again, but this time the magic was limited to use their power cubes instead of those provided by their flunkies. The perfect rank became 5 models instead of 4, something that improved the look of the game, but it affected regiments such as ogres and cavalry. 8. edition – a big change, as most people know. The magic changed again, inspired by a roll on the winds of magic and the casting and forgiveness of the levels of the wizards involved. Spells have also been greatly altered, with many Lores adding some big, powerful spells. But magic is a smaller thing compared to the need to roll to charging distance and chargers no longer attack first, pre-criteria, whatever you want, supporting attacks, Steadfast and Horde rules different field rules, and reintroducing percentages for army selection (albeit a bastard version that includes concepts of Core, Special and Rare choices as before). I don't like... Even after seeing warhammer change quite heavily with the arrival of the 6th edition, I admit that I was not prepared for the scale of the changes that the 8th edition brought. Some of the changes are very extensive. And for starters, I wasn't sure about them. What was GW doing, she drove me to see how far I could charge? And let me measure everything before I decide what to do? Where was the skill in the game? What kind of noobse did they take us for? Add to this the general (rather cynical) sense that GW changed the rules in a way that required a much larger army to match a higher degree of potion and rules such as Steadfast (which led to the usual bitterness about the prices of GW and others) and many of us were less than happy with the new game. But then... After my initial reactions, reading through all the rules and giving time to absorb all this, I started to revise my opinion. Many of the changes seemed stupid when they were taken into account in soliy, but they make a lot more sense in context. Random rounds seem ridiculous, but then most units in the game don't really care if they fill up or fill up now (something that was often all and the end of all the fights in the 7th edition). Some spells can cause poasing, but then the rules still encourage larger units that can absorb much more damage. Then there was the general perception among our playing group about what happened to the balance of military books. It should be noted here that, unlike the issue of 6 May 2004, the commission has not yet been given the necessary information. Requires. This was remarkable, but even more surprising was that the balance between the books was much more even than it was under the 7th edition. When you think about it, it's nothing but a miracle. I don't know if it can be attributed to exceptional planning on the GW side or blind luck – probably a combination of these two. But where an army like the Ogro Kingdoms would often find no answer to something like the Dark Elf, suddenly the game became interesting again. Embracing Change! I think part of the problem players have when adjusting to the 8th edition is a comparison with the 7th edition when in fact they can also have different games. The new game has a certain shift of focus, to the point where apples really don't compare to apples anymore. In summary, here are the things that I think you should be willing to accept in the 8th edition if you accept it as a game:Warhammer is now playing retirement. Where previously two regiments could clash with 5 models who are fighting on one side, no one has hit back and the loser breaks and flees, now you will have 10 or more models that are struggling from both sides (potentially much more if players adopt the rules). There are spells that can slaughter troops, although how much generally depends on how ideal the target is. The units can fire in 2 rows, which facilitates the concentration of fire. You don't have to roll the war machine template for partial hits. Whatever stage you are, more things are going to die. Warhammer is a gambling game. It's (to some extent) always so, but with the advent of random charge ranges, some players will feel it more acutely. The player must gamble with his tactics or try to mitigate the opportunity by drawing up backup plans, rather than making his judgment a distance over the judgment of the opponent. Warhammer is a fast game. Okay, all these things are relative. Warhammer isn't as fast as Connect 4 or Snap. Players, however, will find that simplified motion rules, including adding things like Dangerous Terrain in the Hard Terrain site, and (in most cases) a vastly increased charge volume (with free wheels), will shut down the army much faster and turn up or more earlier than they were in previous releases. It is also more difficult to let an enemy unit stuck in the wrong direction, which means that things won't take long to get stuck properly in. With much less fiddling and carefully lyking units to manipulate enemy movements, you can expect the average movement phase to be much faster than in the 7th edition. Warhammer is a game of great battles. The rules lend themselves well to big games and potentially can be abused in smaller games. Warhammer has never been a skirmish game of choice, and with strong spells and rules like Steadfast available very cheap troops, games can be exhi ded- at smaller point values. The game probably works best in tournaments of around 2000-2500pts, but scales up much bigger games much better than any previous edition of the rules – the game looks more impressive and plays fast, even with much larger armies. Warhammer is, as you can see. A small group of trees is a really small group of trees – not bulletproof forest. The low hill, it seems, is just a quasi-ground – it is not a towering mountain from which to inspect the battlefield. The rules reflect that. This makes it much harder to hide your pet Dragon from the ugly Great Cannon using your stereotypical GW terrain collection, but it strengthens the old WYSIWYG maxim – this applies to terrain now, not just models. If you really want a forest that blocks the line of vision, make it. Nothing stops you. Why I like it so, the title of this article is Why I Like Warhammer 8th Edition. I haven't covered that well yet, have I? I'm going to address it here. I can't think of everything right now, but here are some of the things I like about the new rules! You can kill things! I know that seems like a ridiculous statement. So far, I've had at least two occasions where 40 models have died in combat, which ended in a pull-out. It's an epic level of poko and something impossible in previous editions. You don't feel anymore as you're lining the guys up and hoping to win the fight on a static fight really (rank bonus, bosoms, banners, etc.), with victims often playing a little role. This is war! Screaming and dying and body parts should fly everywhere... The fidgeting game is over. Far too often Warhammer games have been resolute with finicky deployment and movement designs. The more serious the games got, the more cautious the players would have to sh their models around the table. It could be very boring. With random movement and both players being able to measure whatever they like, hopefully that kind of behaviour is behind us. There's no point in trying to cut yourself 8.1 away from the enemy. Just put it up and agree that you're more than eight. This also resolves disputes to the extent that they have long blight the game. It's amazing how different 2 people can measure the same thing. It's also amazing how two people can interpret the scattering cubes, but I'm digging... The game is going better. Simplifying movement (things like that, not being allowed to drive back, rapid reforms etc. . . - not to mention big changes filling) was something I didn't like to get started. I also hated the rules of terrain. But I changed my mind. The game can move with good measure, with the units cut across the table and Costs. The forests sometimes did not affect some troops, but stopped others from dead. The barriers were a nightmare and were generally avoided when setting tables. It wasn't very balanced and I think it works better now. I like that there are more than 25-30 models in the unit. Previously, adding these models made almost no difference - it just made the unit more expensive. The rules of horde and steadfast have changed this in a big way. Now the players have to decide whether they want a lot of smaller units, some big ones, or a mix of those two. And for bigger games, there's a sense of epicity that might be lacking when the armies keep adding more and more of the same large units. Balance in the game. I don't know how, but the benefits of different military books are closer to the under-8 issue than they were in living memory. Sure, some are probably still stronger than others, but now that the tomb kings have been updated, there is no single army that would feel pointless to play. In terms of military power, there are no real tracks - something that has been endlessly debated under the 7th edition. The new rules also mean that more units have a legitimate purpose than before. This expansion of opportunities and approaches is remarkable, given that we use the same military books as before. The 7th edition was getting steady. By the end of the 7th edition, most needed a change. The game has become fairly predictable, the power of the various armies was well known, and the game has really become all about the small redirect units that control each move of your opponent. There was nothing wrong with him other than the fact that we're ready for a new policy. I used to think that changing editions every four years was a fake marketing stunt, but by the end of the 7th edition, I was pretty exhaled. The 8th edition is more than just a breath of fresh air - it's a whole other way of playing Warhammer. Give Her ChanceUltimately, I think it's very important that the players shape their views on the 8th edition of Warhammer. You don't build on what you read on the Internet, or on what you've heard of another jaded 7th edition player grgging. It is entirely possible that you will not like the rules, in which case you are completely free to play something else. However, make sure to try them with an open mind, resize the game and armies as you see fit. You might like what you find. Find.

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