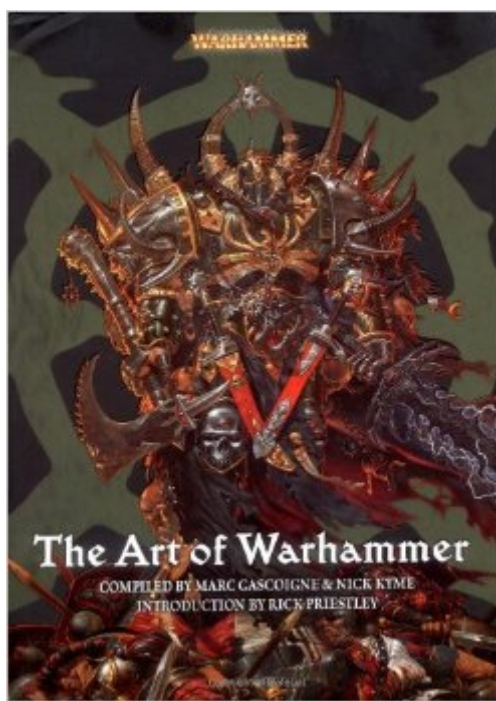


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# The Art Of Warhammer



## Synopsis

This full-colour book is packed with some of the very best pieces of fantasy art produced throughout Games Workshop's long and illustrious history. Focusing on the grim world of Warhammer, this landmark collection is a must for all fans of the Games Workshop.

## Book Information

Series: Warhammer

Hardcover: 224 pages

Publisher: Games Workshop; First edition. edition (June 26, 2007)

Language: English

ISBN-10: 1844164136

ISBN-13: 978-1844164134

Product Dimensions: 12.6 x 0.9 x 9 inches

Shipping Weight: 1.6 pounds

Average Customer Review: 4.6 out of 5 stars [See all reviews](#) (5 customer reviews)

Best Sellers Rank: #1,757,507 in Books (See Top 100 in Books) #91 in [Books > Science Fiction & Fantasy > Gaming > Warhammer](#) #591 in [Books > Arts & Photography > Other Media > Conceptual](#) #4910 in [Books > Arts & Photography > Collections, Catalogs & Exhibitions](#)

## Customer Reviews

Following up on last year's *The Art of Warhammer 40,000*, The Black Library now gives of the logical sequel, *The Art of Warhammer*. This hardcover collector's edition contains 224 pages by some of the most noted Warhammer artists. The art in this book has been culled from a number of sources including game supplements, rulebooks illustrations, book covers, etc...Warhammer fans are some of the most fervent fans there are, taking particular pride in not only the substance of the Warhammer world but also the style. The visuals are as important to Warhammer fans as anything which is why they spend countless hours meticulously painting miniatures. The graphics are what helped make Warhammer as popular as it is today with gaming items, books, miniatures, computer & video games, and more. The roll call of artists includes the great John Blanche, David Gallagher, Adrian Smith, Karl Kopinski, Geoff Taylor, Alex Boyd, and Paul Dainton. Each piece in the book give the name of the painting, the artist's name, the original source, and the year. I really love Taylor's "Dragonslayer" from the William King Novel of the same name showing a huge red dragon breathing fire onto an airship above snow-covered mountains. I also love the impossibly armored Engra Deathsword by Adrian Smith, about as intimidating of a figure as you'd ever care to see.

Taylor's Chaos Knights are also quite stunning. Most of the book is in full color but there are some black and white illustrations as well, notably the Blanche pieces which are utterly dazzling in their incredible detail. Blanche's Citadel of Chaos has so much going on in it that you could spend hours gazing at it and continue to find new things you missed.

This book collects the best of the best from over 20 years of art relating to the grim medieval/Dark Ages world of Games Workshop's gaming blockbuster "Warhammer". (I should mention that for fans of their equally successful futuristic version of the game, Warhammer 40,000, there exists a separate tome entitled "The Art of Warhammer 40,000".) I have been waiting YEARS for Games Workshop to do something like this! To tell you the truth I don't even play Warhammer, but it was this amazing art which graced the covers of their rule books and gaming-piece boxes, etc. which first grabbed my attention and got me interested in reading the novels and learning more about their universe. For someone like me who always loved Tolkien (yes, since way, waaay before those movies) and always wished he could find more set in the same kind of universe full of evil Orcs, stalwart Dwarves and noble Elves and Men, this was exactly what I had been looking for. Having spent many years digging up some of the old Warhammer rule books just to be able to appreciate the fantastic art contained therein, I can tell you that contained in this one single volume is about the best 80% of all the art that they ever produced (so far!). When I first got the book and flipped through it, at first I was a little disappointed to see that about 1/5 of the works here are in black and white. But checking back with some of the originals, I now realize that these particular works were originally created in black and white, and this was not just some sort of chintzy cost-saving cutting of corners. In fact this is a wonderful high-quality book with most of the works being highly detailed full-colour paintings, all printed on the highest quality stock.

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