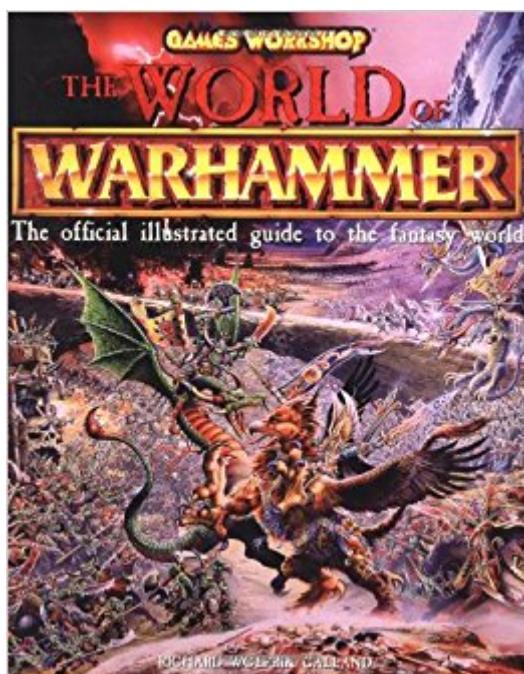


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The World Of Warhammer: The Official Encyclopedia Of The Best-Selling Fighting Fantasy Game



Synopsis

Galland, a contributing editor to "White Dwarf", the official magazine published by Games Workshop, offers a fully illustrated guide to the phenomenally successful game of fantasy battles. 250 color and b&w illustrations.

Book Information

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Customer Reviews

I LOVE this book. I was looking for something along these lines for awhile. I really enjoy the Warhammer series but just wanted more information on their background. I wish there was a more modern one. But this one is excellent!

Book came with crayon and pen marks in it. There is a bunch of pen marks like a kid was drawing in it or something and for some reason I am unable to return it. The book overall seems a bit dated, but the crayon marks and pen marks everywhere also deter from the overall quality. This is a really big rip off because it said good condition and instead it came ripped in some areas and with pen and crayon marks everywhere.

This book gives a great overview of the entire world of Warhammer - covering all the races, their motivations and backgrounds, history (including a timeline) and culture. The art was a bit bright and fancy, but I came away aghast with the depth of this world.

This was the first book on Warhammer I ever bought. I had seen Warhammer books and even read a few pages, but they didn't hold my interest. Then I saw this book, and was enchanted. The art on the cover caught my eye, a scene of a battle between orcs and elves. I was fourteen, so the clash of armies was irresistible. It was nothing compared to what was inside. It didn't matter what part of the book I flipped to, it was all wonderful, from the detail-rich text to the staggering artwork. I found a new and vibrant world of heroes and monsters, and I couldn't believe that I had missed out on it for so long. So many new things appeared before me: the rat-like Skaven, the overwhelming power of Chaos, the barbaric Wood Elves, and the pitiless Lizardmen, to name a few. I must have read this book dozens of times, cover to cover, soaking in the information and artwork. I got chills just looking at it, opening it at random and reading whatever I found. I all but memorized the book. Since then I've read over a hundred Warhammer novels and tomes. Now I find the descriptions to be frustratingly brief, leaving out many events that I think should have been included. But at the time I bought it, it was an almost overwhelming amount of information, too much to process. It is definitely a book for a new reader of Warhammer who isn't familiar with the world, and in that purpose it excels magnificently. It introduces each race in short, succinct chapters, giving us need-to-know information about their history, appearance, customs, technology, and their motivations. There is a timeline at the end which gives a history of the world, not only generally, but race-specifically. After reading this book, you will be ready to pick up virtually any Warhammer novel and know enough to be engaged. Veteran readers won't find much new here, although the art is magnificent. For any fantasy reader who hasn't gotten into Warhammer yet, I can't think of a better introduction. If there is any other books in Warhammer I recommend, it is the Gotrek and Felix novels, which were my next purchases. They gave practical, visceral reality to the information I already knew.

This book wasn't bad. Being an experienced reader of Warhammer fantasy I would not recommend this title for other experienced or hardcore readers of WHFB. However, it would be a great foundation for newcomers to the Warhammer fantasy universe. Overall, the illustrations are quite good and it was a nice refresher - 3 stars.

fantastic book from the man who worked as deputy editor for GW's citadel journal... and may I add, put so much bloody sweat and beer into it that it actually got out on time for the few month's he was there... (nice one)...anyhow, the book, ignore the front cover (not my fav piece of artwork) but you should never judge a book by it's cover.. a fantastic read, very informative and enlightening and great for both new player and old veterans. :) a definite buy for all GW or warhammer fans!

The book is a colorful summary of the Warhammer hobby setting. This may be interesting to new players of the game systems. All the materials, however, have appeared in one form or another in the game rulebooks or magazines so it doesn't really offer anything new to experienced players.

this book is a great read for anybody that is starting in warhammer, if you are a veteran player, though, you might want to subscribe to white dwarf instead. the book is informative about almost any army, the magic, the units and the history of warhammer and the grudges that the races have with each other.a must buy for warhammer fans!

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