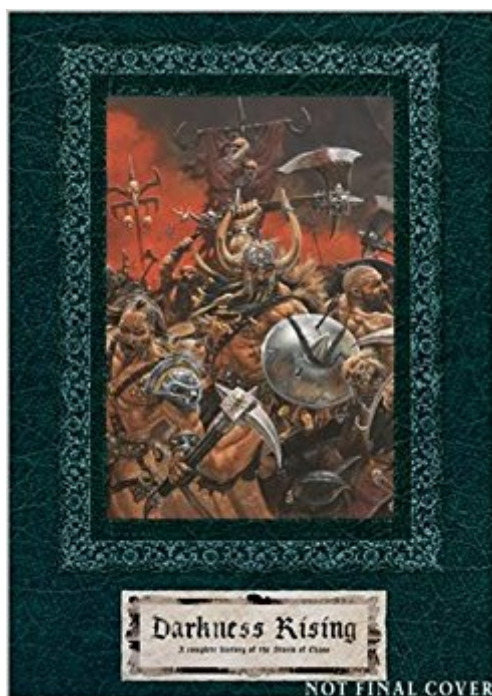


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Darkness Rising: A Complete History Of The Storm Of Chaos



Synopsis

This title is a companion to the worldwide Warhammer Storm of Chaos campaign. Set in the midst of an apocalyptic invasion by the forces of Chaos, *Darkness Rising* provides a ground-level account of the battles, events and personalities of the war, accompanied by lavish artwork, including some never-before-seen pieces. Based on the internationally-known Warhammer franchise Tie-in with worldwide Storm of Chaos campaign (www.storm-of-chaos.com) Features new, never-before-seen artwork

Book Information

Paperback: 96 pages

Publisher: Games Workshop (May 3, 2005)

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Average Customer Review: 3.6 out of 5 stars 5 customer reviews

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Customer Reviews

Phil Kelly following a stint as a handyman, Phil worked for *White Dwarf* magazine as a features editor before moving on to the Games Workshop Games Development team, contributing to many Warhammer titles. *Darkness Rising* is his first background book for the Black Library. Anthony Reynolds hails from the other side of the globe in a little known island called 'Oz'. In between fighting a constant battle against the cruel elements of Britain (no sun), he has written the Games Workshop books *Warhammer Armies: Bretonnia*, *Warhammer Armies: Lizardmen* and contributed to *Warhammer Armies Beasts of Chaos* and *Codex: Witch Hunters*.

This is basically a history book chronicling the events that occurred during the Storm of Chaos. The barbarians and Chaos Hordes invaded from the north, while the Greenskins attacked the Empire from the east. Humans, elves, and dwarves banded together to battle against the invasion. The book

is written from the perspective of a scholar from Altdorf, while a young man, named Stefan, is writing him letters detailing the invasion from the front lines. The events in the book are great. Ominous perversions of nature foreshadow the invasion. Then small battles lead up to the Warhammer equivalent of World War II. The book describes the heroes, weapons, tactics, and battles. The writing is descriptive and inspirational. This is a useful book if you want to immerse your imagination in the Warhammer Universe. Aside from quality writing, the information in the book is presented poorly. Many of the letters from Stefan are typed in a very small and very fancy cursive font that resembles the text used in wedding invitations. It's printed over graphics that look like stained and burned parchment and it's incredibly difficult to read. The book also features art. The quality of the art ranges from Excellent to Magic Card Quality to Partially Painted Sketches. In many cases, the art doesn't match the text. For example: On page 74, Stefan talks about Chaos Siege Engines and says he included a sketch. If you look below, there is a picture of a Chaos Demon. On the opposite page, there are two knights fighting. On the following page, there is a massive picture of a battle. On page 78, there is a picture of elves. Page 79 is a full page sketch of the Chaos Siege Engine. Why isn't the art next to its description? This book would have been much better if a little more thought was put into the layout of the pages and the art complimented the text. Overall, this is a pretty good deal at \$8. It's a paperback book, but it is 8.5" x 11.5" and is almost 100 pages. It is useful if you want some inspiration about the events surrounding the Chaos War and some pretty good art references.

Darkness Rising: A complete history of the Storm of Chaos is the second art/background book produced by Games Workshop for its dark, gritty, and detailed Warhammer Fantasy setting and the new standard by which they will be measured. Darkness Rising covers the Storm of Chaos, the most horrific continent wide war that shook the nations and peoples of the Old World and beyond to their very core. This is a beautiful book. Don't let the simple description of "paperback" fool you, this is a large book rather than a simple market novel one might obtain at the bookstore. The binding of this book is top notch and is composed of reinforced paper. The interior pages are a high quality gloss and beautifully designed. The artwork was created by a vast cast of spectacular artists who capture the mood of the Warhammer Fantasy setting and the trying times of the Storm of Chaos perfectly. Their images are at times subtle, playing second fiddle to the prominence of the text and at other points beautifully dynamic and spread across both pages in massive works that draw the eye to the minutest of details. Darkness Rising: A complete history of the Storm of Chaos is written from the perspective of Frederick "Old" Weirde of Altdorf the capital city of the Empire. Old Fred is a

self described noted scholar, professor of esoteric studies, historian, antiquarian, fellow of the Altdorf Men's Historical Society and connoisseur of the finest Estalian Port. It is from his eyes that we bear witness to some of the most dramatic events of the Storm of Chaos and thanks to the correspondence he receives from his son who is out in the fields we are given a profound impression of not just the events of this dark time but their effects on the populace and the nation as a whole. A beautiful book for both collectors and enthusiasts alike, Darkness Rising will add detail to the imagination of any fan of the Warhammer Fantasy miniatures game, readers of the novels, or players of the recently released Warhammer Fantasy RPG. Particularly, the images contained within will allow people unfamiliar with the setting to, in a glance, be seduced by the dark grandeur of this immersive world. You will not be disappointed.

Seriously, does GW want every Lizardman, Empire, Bretonnian, Dwarf, Wood Elf and High Elf player to quit the Warhammer Universe? This volume simply puts it that Chaos is and always will win in the end. The current "Old Weirde" (Phil Kelly & Anthony Reynolds) is without hope for Good to do anything but lose in the End. That the defeat of Archeon's forces in the Storm of Chaos is only an incomplete breather before Chaos will strike again and again in a reducing temporal cycle of attacks until the Champion of Good will be the only one to stand against Chaos and he/she dies all alone and in vain. As a player of Good in both gaming and life, I find this defeatist attitude to be simply a total whine and to be aggravating in the extreme. Evil will only succeed, both in game and in life, if good persons refuse to stand up to it. If all they do is focus on their own selfish desires, then evil will truly win on all fronts, both in the game and in life. If selfless sacrifice and work is put out by all who serve the common good, then Evil will be destroyed. This book is well presented as far as good dialogue form. Fairly well presented in illustration; the artwork found within was a great deal too John Blanche-esque. On the other hand, the content, the defeatist mentality, left much to be desired. 5/3/1 averaging out as a 3. Millions still breathe that can fight Chaos, both in the Warhammer Universe and in life. Do what you can, carry on your duty and Chaos can be defeated. Not without great sacrifice and struggle, but defeated it shall be!

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