



Iron West

Doug TenNapel

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Preston Struck is an incompetent outlaw with a heart of fool's gold. He discovers an army of metal men bent on destroying central California. While Struck avoids any form of heroism, he gets a little help from a magical old shaman and his sidekick Sasquatch. Struck is going to need all the help he can get because he's deputized just as the mechanical men have taken over the railroad and are mutating the train into a giant demonic iron monster.

Iron West Details

Date : Published July 25th 2006 by Image Comics (first published July 1st 2006)

ISBN : 9781582406305

Author : Doug TenNapel

Format : Paperback 160 pages

Genre : Sequential Art, Graphic Novels, Comics, Science Fiction, Steampunk, Westerns, Fantasy, Humor

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From Reader Review Iron West for online ebook

Brenton says

Doug TenNapel seems to be one of those artists who drives himself to "improve" his output each year by way of slowly whittling away at what made his work so endearing in the first place. In our time-and-efficiency enslaved society, I can understand why one would seek to enhance their work ethic in such ways, but applying such means to art is travesty. Iron West reads like a Reader's Digest abridged version of a tale; as I read, I couldn't help but feel as though every other page of the full story had been taken out and that the book should have been twice as thick. Doug speeds his tale along at such a clip that, yes, it is fun, but you feel cheated once you finish, as though the tale would have been far more rich and enthralling had Doug chosen to explore his settings (and his characters) a bit more. It felt like watching a movie at 1.5x speed; you still get the thrust of the story, but as it zips by you miss the finer texture of it, the small details and nuances that really pull you in and make you feel like you're there. I'm sure one could argue that this suits the graphic novel medium just fine, but I'm the last person who will concede that a comic must necessarily be written as shallow pulp. I will never attempt to put such constraints on the medium.

All of that being said, I can state that Doug continues to improve his drawing chops, demonstrating even finer control over his ink with each new project.

?????? ????? says

Pretty decent sci-fi western, with steampunk elements, some nice moments of quirky humor and some imaginative out-of-the-blue scenes. Thin on plot however, and lacked the emotional impact. The sequential art is cool as can be expected by Doug TenNapel.

Bryce Wilson says

This is a book where Cowboys fight a bunch of robots. Written By Doug Tenapel who brings his usual command of awesomeness to bear.

I'll repeat. Cowboys. Fighting Robots. If those three words don't make you want to buy this well I just don't know what to do with you.

Mantsch says

I wish I could give this a higher rating, it might have really been a 2 1/2, I mean, old west, robots, how could I not like it, right? But Tennapel usually grounds these stories in better developed more identifiable characters, and I felt like that wasn't here. More like an afterthought.

The art though, as always with Tennapel, was great, just really detailed in the right way, especially for this story.

Melissa Chung says

Wow my first (adult?) Doug TenNapel graphic novel??? It had a lot of violence (shooting) and a few innuendos. The illustrations are the same Doug TenNapel style and there is a moral to the book so I'm happy.

Preston Struck is an outlaw of sorts. He is a Wanted man, for petty robberies and lying. A gang of bounty hunters find him in town playing and cheating at cards. Struck makes a run for it the slippery weasel and finds himself face to face with a mechanical gang of outlaws. They take over the train. Slippery Struck manages to escape and comes across a strange character duo that help him out.

Will the Sheriff ever trust Struck, will Struck get the girl, will the automatons wind down for good? You have to read it for yourself. Overall pretty good :D

Cornelia says

A rugged, old west cowboy hero, Struck, robs banks, cheats at poker, lies to women with promises of marriage, and runs away at any hint of trouble. Yeah, this bad boy is a real charmer. Still when some old prospectors dig up robots, who in turn dig up a whole army of metal men, who go on a rampage to kill humans, he comes to the rescue of his woman and his town. Of course he has to, he's set for a hanging and the sheriff gives him no choice but to help or to hang. Our hero, Struck, has some help himself from an elderly Native American gentleman and Sasquash. Yes that's right, Big Foot himself. This comic book is a blast, so much fun. You've got to read Iron West, it'll make your day. Drew "Moriarty" McWeeny of Ain't It Cool News summed it up best with this tidbit from his review of it, "Iron West, a book that is as innocent and enjoyable as an afternoon spent as kids playing cowboys and 'injuns."

Nicola Mansfield says

Absolutely brilliant. I loved this one and think it has moved up to being my favourite of TenNapel's books, and I've read a good many of them now. This one is perfectly suitable as a YA-Adult read. I may be partial to this because I am a sucker for both Westerns and Steampunk and Doug has put these two together brilliantly. Only Doug TenNapel could put together the motley crew of cowboys, robots, Sasquatch, the Loch Ness Monster, a train Transformer-type dude, and a lovely lady of the evening in distress AND make it work beautifully without a hitch. Seamlessly we get a wonderful story of courage, stepping up to the plate, the need for community to rally together and the pitfalls of technology. All this with a surprise twist ending gives a rollicking great story. The art? What can I say but it's Mr. TenNapel at some of his finest! Can you tell I really loved this book?!

Jack Reickel says

Really nice, and fun, black and white art. Gritty but clear inking throughout.

Interesting, sometimes whacky story. It's definitely paced entertainingly enough that I'll return to it sooner than most other standalone comics.

Michael says

Conflicted feelings about this one. It was fun and I enjoyed it, but I feel like it didn't quite measure up to TenNapel's previous standards. The character arc was a little too predictable, and the sheriff's character wasn't built up enough to make his "passing the star" scene work. The jokes were decent, but not quite as zippy as TenNapel's past work.

Anyway, the book's about robot bandits attacking a town in the old west, and roguish Preston Struck has to stop them, accept responsibility and live up the hopes of Ms. Sharon, the "lady of the night" who loves him. Throw in Sasquatch, an Indian shaman and great art, and well, you've got the whole picture.

It was honestly very fun, but not as good as TenNapel's last few books.

Mark Desrosiers says

Cowboys & Sasquatch & the Loch Ness monster vs. some sure-shot robots in the Old West. The tone is simultaneously menacing and comedic, like the Apple Dumpling Gang crossed with the Terminator. TenNapel's robots are bolted together like a fondly remembered W.W. Denslow illustration of the Tin Man, or one of Joel Robinson's bots. The story might have something to say about antiheroes or the nature of the industrial revolution (one mega-robot fashions himself out of train cars), but on the whole it's just a corker.

Kit says

So I love Doug's art and work, but I had some kinda weird feelings about this one, mostly related to jokes that played a bit racist (can we not on the homophobic jokes too?), not a lot of fleshing out, and poor pacing. His art is even more beautiful, however, and my love of robots, cryptids, and cowboys was enough to make it enjoyable.

But he still did cover illustrations for my favorite ska band, so there you go. I like his art.

Christo Smith says

Every bit a Tennapel book as Earthboy Jacobus, this tale of a gambler who comes face to face with faith in a whole different set of ways, leads me to believe the great art and interesting action are ancillary to a story

actually worth reading, a rarity in comics these days.

Matt says

Sasquatch and Nessy appear in the same wild west story. Lots of fun!

Kristen says

As a fan of Doug TenNapel, I cannot resist looking for more graphic novels by him and found *Iron West* at the library one day. I often do not know what to expect with his work as it takes on a life of its own quickly. *Iron West* combines living machines with the Wild West in a crazy fun adventure that also involves Bigfoot and a giant train monster. For once, this one is also a little less appropriate for kids, with a couple of more naughtiness, but still full of adventure. I'd say most middle school and high school students would be fine with the content, but not exactly elementary aged material.

I love the way the setting and sci-fi elements are combined, creating quite a crazy adventure for Preston, a man who is not often one to be called a hero. In fact, he's only in town to take time with Miss Sharon, who is not sure why she followed him to such uncivilized territory. Actually, upon trying to escape, Preston seems to be forced into becoming a hero by trying to stop the machines from killing every human in sight. With a bit of nudging from Bigfoot and a little American Indian woman, he actually starts back to try to save Miss Sharon and everyone else in town.

Of course, he goes about it in his own crazy way, with antics that will have you laughing. Overall, I fell in love with another of Doug's graphic novels and probably will never find one that does not make me laugh, smile and become awestruck by the amazing illustrations and engrossing stories.

Final Verdict: A new favorite mix for me – westerns and sci-fi, makes a great story and visually was a lot of fun. Definitely for older readers.

Andy says

Doug TenNapel has a talent for making the inordinately strange seem perfectly normal in each story he writes. The premise for *Iron West* is:

A selfish, two-bit hustler in the wild west of the late 1800's happens upon an alien robot race that seeks to wipe humanity off the map. With the help of a Sasquatch, a Native-American medicine man, and his "lady of the night" girlfriend, he reluctantly saves humanity (or at least the town) – oh and somewhere in there the Loch Ness monster gets involved too.

Sound inordinately strange? It will all make sense once you start reading.

Iron West is a romp through the sci-fi west that never was but maybe should've been. Warmly recommended for its fast pace, comedy, stylish art, and strange scenarios.

