



Angel Exterminatus

Graham McNeill

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Perturabo, el maestro de los asedios y el aniquilador de Olympia, ha estado largo tiempo a la sombra de sus otros hermanos primarcas, frustrado por las obligaciones cotidianas e ignominiosas que suelen ser responsabilidad de la IV Legión. Cuando Fulgrim le ofrece la oportunidad de dirigir una expedición para buscar armamento antiguo y perdido de los xenos, los Iron Warriors y los Emperor's Children se unen para adentrarse en el corazón del enorme torbellino de estrellas que acecha los sueños de Perturabo. Perseguidos por los supervivientes vengativos de Isstvan V y por los retornados de un mundo eldar extinto, deben darse prisa si quieren liberar el poder devastador del Angel Exterminatus.

Angel Exterminatus Details

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From Reader Review Angel Exterminatus for online ebook

Tim says

This book came out of nowhere... suddenly it was announced. Almost the same week it was released both in expanded e-book format, and in hardcover deluxe edition... and in a formula in which you could get both at the same time #win

It's an official Horus Heresy novel, this time featuring in the left corner the Iron Warriors and Emperors Children (both primarchs, Perturabo and Fulgrim included) and in the right corner a small remnant of the Isstvan V slaughter, a Raven Guard, a Salamander and a small host of Iron Hands.

According to an afterword by the author, the story started as a continuation of the Fulgrim storyline.

Warning: to step into this part of the story you must have finished:

- Fulgrim (duh!)
- (preferably) the first and last part of the Aurelian limited edition novella
- The first story/novella in The Primarchs, the one about Fulgrim

The things that happen to the protagonists in the Emperors Children storyline are nothing less than breathtaking.

But that's not even the real meat of the novel.

The Big Story is the one about Perturabo and the Iron Warriors. Consider this novel the official how-the-iron-warriors-fell-from-grace-and-into-the-maw-of-Chaos story. The character of Perturabo is beautifully rendered, instead of the dark brooding silent murderer he was in the first story of Shadows of Treachery (which is, by the way, also a prerequisite for this novel). We get to see the person behind the Evil Primarch, and I must say I was shocked to learn how and why and what is behind him. I'm boiling over with pure sympathy for the man !

The Iron Warriors, who by the time this novel plays out, are still only traitors out of necessity, come into contact with the Emperors Children that are by that time already depraved beyond recognition. The quest is to go to one of the main Crone Worlds of the Eldar to "gather an ancient and lost ultimate weapon from legends". A bit of background about Eldar, Emperors Children and Fulgrim will give the WH40K fanatic enough hints as to what the real quest is...

A small negative point to the story is that I found the part about the loyal Space Marines a bit too contrived... I'm imagining that the story could have done without them.

Also, as Graham McNeill is the author, he successfully and spectacularly makes the connection to his own Iron Warriors: The Omnibus trilogy. How spectacular ? I didn't read the trilogy myself, but even I was trilling with fangasms throughout, and especially at the end of the novel !

Very recommended, but unfortunately as we find ourselves deep, deep into the Horus Heresy series, *at least* the books which I noted as prerequisites are absolutely mandatory for this novel. And even then you'll probably miss some references and connections here and there

Ash Barker says

This book comes to an abrupt and fairly unsatisfying end with characters spiralling in directions not really hinted at and certain plot points left unresolved or meaningless.

It feels like the last three chapters were pushed out to meet a deadline. While the first two thirds of the book is an interesting exploration of the Legions during the heresy... The endgame was not as well written.

Not McNeill's best.

Callum Shephard says

There's a problem which always strikes franchises after a certain amount of time – continuity lockout. It's that specific point where a series is so deep into its storyline that any newcomers will likely end up lost or miss out on half the fun. As the 23rd book in the Horus Heresy series Angel Exterminatus is seriously affected by this, carrying on from not only several previous novels and short stories but entirely different series as well.

Taking centre stage are the Iron Warriors. After the destruction of a loyalist fortress, Fulgrim shows up trying to convince Perturabo to take part in retrieving an ancient superweapon from the Eye of Terror. Along with facing down an immortal army, a world which directly combats them and a ship full of vengeful Iron Hands conflicts begin to arise between the traitor primarchs themselves.

Both the biggest flaw and biggest strength was having Graham McNeill pen this book. His skill at individually handling multiple plot threads and his prior experience with both the III and IV legions pays off here with great characterisations. This book emphasises upon the legion as a whole rather than just the aspects of a few key characters and the primarch, and it's all the stronger for it. This helped to present that rather than being the complete opposite of their modern selves as with the Thousand Sons and Emperor's children, they're just uncorrupted. There are visible signs of the familiar ruthlessness, hatred and bitter determination; but also honour, grinding loyalty, abilities as craftsmen as well as warmakers and a distrustful hatred for those corrupted by Chaos. The problem is that while they're shown in this state and we see the exact turning point where they began to drop any remnants of nobility, they're not shown having truly fallen. Instead McNeill is relying upon people to have picked up Storm of Iron if not most of his Iron Warriors series to contrast characters with their 41st millennium selves. So fans who've read those books will rejoice seeing Forrix and Kroeger being major characters but anyone who didn't will be confused about glorified cameos given to the likes of Berossus.

Unfortunately the flaws which plague the Iron Warriors are nothing compared to the issues involving the Emperor's Children, and especially the primarch himself. It's not they're badly written so much that the legion reached the end of its story with Fulgrim and there is little else to say about them. They're mostly as a plot device and something for the Iron Warriors to work off of, lacking the narrative strength of their previous novels. This isn't helped by an insanely goofy revival of Eidolon and McNeill's decision to make Fulgrim's twist reveal in The Reflection Crack'd completely true, removing the last mystery which might have helped further their tale.

Similar eyebrow raising decisions also crop up with problems which do not detract to the story specifically but feel out of place. These flaws are things which don't which contribute anything to the plot and just awkwardly stick out such as McNeill only using the Ultramarines/ Guilliman whenever a favourable comparison to a legion/ primarch is needed. Along with the aforementioned glorified cameoing of characters, there are a number of visible discrepancies in the canon which seem to rewrite previous entries for no reason. The two major examples are the new origin of the Storm Eagle and the fate of a major character.

Another flaw in the story is the journey and objective itself. Say what you will about Battle for the Abyss but at the very least that made it clear that travelling through hellishly unstable areas of the Warp was an outright death sentence. In this however there's next to no mention of difficulties, casualties or even troubles in their journey through the Eye. The angel exterminatus itself is almost forgotten until traitors actually reach the world it is held on. It instead takes a backseat to the character conflicts and exploration to the legions which, while for the most part excellent, isn't what is advertised on the blurb.

Even after all that though it's still worth reading. Both for the aforementioned aspects and ones I won't talk about because they'd be spoiled in analysing them. Things like the earthshattering revelations in the final chapters, the presence of Fabius Bile and the involvement Iron Hands were not covered for this specific reason but behind the Iron Warriors they're easily the best parts of the novel.

The book is undeniably more enjoyable if you have read the Iron Warriors novels, and Dead Sky Black Sun, but if you've not it will still keep you entertained for a couple of read throughs.

Jacob says

One of the jewels of the Heresy! This look into the heart of Perturabo is a look into the heart of The Emperor and not to be missed! Stunning battles of ferocious nature and betrayals aplenty fill this story. Loved it.

Emil Söderman says

Angel Exterminatus is a sequel of sorts to Fulgrim, although it focuses much more on Perturabo, the Primarch of the Iron Warriors, and how the two traitor-primarchs grudgingly team up in order to take control of a lost eldar superweapon. Obstacles includes distrust between the brothers, the defences of the eldar crone-world, and a rag-tag army of survivors of Isstvan V, seeking vengeance at any cost.

As usual there's a bit of repetition, and the story itself (including the prize) isn't all that interesting, with a twist you could see a mile away. Where it is interesting is in the character of Perturabo: He is not yet corrupted by Chaos, nor did he align with Horus due to some lofty ideal: He simply felt used and resented, and thought Horus was the one guy he could trust. For being an angry war-god who genocided his own homeworld he comes across as pretty sympathetic, the overwrought symbolism of the would-be architect being reduced to tearing stuff down as the consummate siege-expert is almost poignant at times.

Jean-Luc says

Perturabo, primarch of the IV Legion (Iron Warriors), and Fulgrim, primarch of the III Legion (Emperor's Children), are as close as brothers can be. But Fulgrim and Ferrus Manus were even closer, and look at how that ended! Fulgrim wants his brother's help in uncovering an ancient weapon. Guided by a renegade Eldar, the two take their legions to the Eye of Terror. Hot on their trail are the Shattered Legions! Iron Hands mostly, they are survivors of the Dropsite Massacre, and they have an Eldar guide of their own. What are the traitors looking for? Who will get there first?

The contrast between the heretical Emperor's Children and the rebellious Iron Warriors is extreme. The Iron Warriors are aghast at how low the III Legion have fallen. The two legions are bound together when their goals harmonize, but will gladly betray each other at the drop of a hat. Meanwhile the Shattered Legions are bound by a brotherhood that transcends legion identity. I love how well Nykona Sharrowkyn (the elite Raven Guard) and Iron Father Sabik Wayland work together. I love how exceptionally reckless Frater Thematica is, and I wouldn't want it any other way.

One of the Iron Warriors veterans is named Honorable Soulaka. One of Graham McNeill's most infamous villains is named Honsou. Coincidence? Muahaha! The author is well known for his Iron Warriors series, which features Forrix, Berossus, Toramino, Barban Falk, Obax Zakayo, Kroeger, Soltarn Vull Bronn, Cardaras Grendel. All show up in this book, so if you loved the Iron Warriors series, this book is a perfect opportunity to see them before they became the monsters we know and hate. Specifically, it's about Kroeger's rise to power prior to becoming a Khorne berzerker.

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A few notes:

I love this:

'No helmet?' hissed Kroeger, aiming and firing in one fluid motion. 'Stupid.'

Because it's a gentle jab at how closely everything Black Library does is tied to the Rule of Cool: If it looks or sounds cool, regardless of how stupid it is, go for it!

It's clear that Perturabo didn't read Nemesis.

A primarch's physiology should have ended this blood flow almost instantaneously. Had the Emperor stooped to using the envenomed tools of the assassin now?

Tee hee.

Imperial Fists are hard, but they're Iron without, not Iron within:

'How long have you been here? What do you know of the layout of this place?'

'Nothing,' said Navarra. 'I should be dead.'

Anger flared in Cassander's breast. 'You have been grievously hurt, legionary, but you are not dead. You are an Imperial Fist, and you never stop fighting until they kill you. You disgrace the memory of your battle-brothers by giving up. We will find a way to fight back or we will die trying. Do you hear me?'

'I hear you,' said Navarra, and Cassander wondered what pain and tortures the Iron Warriors had inflicted upon him to so break his spirit. **But hearts could be repaired, spirits mended and courage restored.**

Just once I want to see space marines hold hands and tell each other it's going to be OK.

The author gives a shout out to his buddy:

'My lord? said Forrix. 'Is something wrong?'

'Something's awry,' said Perturabo, a fresh suspicion forming in his mind like a coy secret that would only reveal itself if properly coaxed.

Dan Abnett must always get his due.

Imagine if the primarchs showed any sort of introspection *before* they acted:

Perturabo looked his brother in the eye for some hint of remorse, a sign that he regretted that things had come to this, something to show he felt even a moment of shame at plotting to murder him.

He saw nothing, and his heart broke to know that the Fulgrim he had known long ago was gone, never to return. He hadn't thought it possible that anyone could plunge so far as to be beyond redemption. A man might sink to the lowest level, degrade himself beyond belief, but he might yet save his soul if he truly experienced even a moment's remorse.

If only he could believe that of himself.

Now he believes in souls? Where was Perturabo's belief in the power of redemption when he butchered his homeworld?

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Graham McNeill brings much needed insight into Perturabo's thinking. Fulgrim was a tragedy about seeking perfection without understanding what "perfect" means. Angel Exterminatus is about the other side of the coin: Perturabo's is as much of a perfectionist as his brother, but his cynicism makes him reject his creations over and over again. He can't bring himself to admit that something *he* created might be worthy of existence. The end result is a book so good, so damned good, that I didn't even have time to wonder where the women were.

Richard Stuart says

Sick of Fulgrim's stuck up jerkface? How about Lucius' cowardly sword-snobbery? Get ready to cheer on the Iron Warrior's Perturabo and a ragtag bunch of Iron Hands, a Raven Guard, and a Salamander... as they become nauseated with the mutation and debauchery of the Emperor's Children and then open up a siege cannons worth of whoop-ass on their hyper-painted discordant girlypants!

This. Book. Is. Great. Soooooo satisfying.

Keamy Loken says

Well the rest of the girls were obsessing over Martin Freeman or Aidan Turner...well we all know I was obsessing over Iron Warriors and their Primarch.

The story starts with Perturabo and Fulgrim, well actually Fulgrim convincing his bro to go help him to steal some Eldar weapons and some Isstavan survivors hell bent on making the traitors pay (Both parties with some help from filthy Eldar scum).

It was awesome! It was staged with many new characters and a lot of good old well remembered Emperor's Children acting like super freaks. The story was a tad hard to read at the begging (thanks to the EC being so nuts) the Iron Warriors were calling bs on the Emperor's Children from the start. The IW were very conflicted and interesting characters there were very interesting as was Perturabo. Gave a long awaited insight as to his nature. He is an interesting person who I of course (being the sucker I am) felt incredibly sorry for.

It was a great read Fabius had a lot of depressing crap he did (I think GW started reading some of the awesome fan fiction out there and edited to be on these books.) I think more people should commit suicide when they know Fabius had them.

Sean says

I enjoyed this a *lot* more than I thought I would - Perturabo and Fulgrim team up in some horrifically violent version of a Space Marine road-trip, and pretty much everyone tries to kill them along the way.

Plus there's a really neat twist at the end (**spoilers**: Fulgrim's a bit of a shifty prick)

Robert McCarroll says

This is another case of preliminary impressions from early in the book.

I've previously mentioned McNiell's tendency towards painfully florid verbiage in my comments on "The Reflection Crack'd", if anything, it's gotten even worse. He wasted ten to fifteen minutes with bruise purple prose to say "you are a dreadnaught now" to a character who hadn't been seen before and hasn't made his return yet. It has been so painfully boring that I'm beginning to doubt if there's even a short story's worth of content in this book. So much ink spilled over so little import just drives me away from the story, crushing any semblance of immersion and causing me to tune out what's happening. We're barely into chapter two and this book feels like it's dragged on for ages already.

In the first engagement, Perturabo stopped his whole legion to lay siege to a company of Imperial Fists who were garrisoning a fortification that they hadn't even built. The narration states that he did this to "humble" that legion. The problem is, when you look at the engagement what you have is a strategic humiliation for the Iron Warriors, who get bogged down for a protracted period by a miniscule opposing force, take significant losses and burn through substantial amounts of munitions to take a strategically unimportant planet. They

even admit that the fortification could have been wiped off the planet via orbital bombardment and the legion saved for less pointless endeavors if not for the petulant Perturabo wanting to get a scrap in with the Sons of Dorn. All it does is further validate the Emperor's decision to keep the Iron Warriors off the front lines and doing menial work. But you have to admire McNiell's brazenness at proving the Iron Warriors to be masters of siegecraft by showing that they are absolute crap at it.

The problems and plot holes have only gotten bigger and more blatant as the book wears on. I buy Fulgrim treating with an Eldar for the diversion of it, but the entire issue of how the loyalists ended up with an Eldar guide is completely unaddressed. It is as if he were hoping we wouldn't ask the question despite needing anything to distract the mind from the dreadful prose. The problems pile on when chronometers begin to misbehave while traversing the tendrils of realspace woven through the Eye of Terror. These paths, while also key plot points are a minefield of plotheoles. The book states outright that they "didn't even need the Geller Field" meaning that these paths must be realspace and not warp space - and that the vessels are not attempting to traverse them in the warp. That leaves them running on their sublight drives. The Eye of Terror encompasses a zone of space which contained dozens of Eldar worlds, thus its exterior extent must be hundred of light years across. Tendrils of realspace extending into this zone would still be governed by realspace rules, which means it would be impossible to quickly traverse the paths above or below on sublight drives, unless the destination world is kissing the edge of the eye. This can't be the case, because it is constantly described as being at the 'heart' of the storm. We know they can't be using warp drives because the emperor's children launch storm birds and boarding torpedoes.

Also, the fight with the Raven Guard and Lucius on the embarkation deck just seems to scream how unfit Astartes are for combat. Their actions scream that they're even more rock stupid than Ogryns. We have a character who is a known sniper in an elevated and undiscovered position who abandons his advantages to engage a swordsman with no ranged weapons in hand to hand combat. Lucius is a joke with no helmet and no ranged weapons. He should have been just a "boom, headshot" and dead. Instead, the Raven Guard decides to abandon every advantage he has to fight on terms favorable to Lucius. Even a child knows that catering to an enemy's strengths is a stupid idea, especially when you can easily strike their weaknesses.

And then there was the issue of inertia. Everyone on board the Iron Hands ship should be red smears on the back wall after the acceleration they generated to kill the Andronicus.

When the third legion intruded onto the story about the Iron Warriors, my snark had Perturabo ordering his warriors to gun down Fulgrim's degenerate carnivalia and saying "On second thought, that's a silly place". The book would have been orders of magnitude better if that had happened and the story ended there. I have stopped giving Heresy a Chance, and will be sending Dan Abnett a bill for the money I wasted on this tripe.

Last edit - I'm done. Every time I dare to hope it might salvage some semblance of the plot, the book instead jumps off into a tangent full of pointless depravity. I don't even mean some warped actions that have some plot relevance, I mean utterly pointless. No one would have noticed had the editors gone in and taken them out, and they don't even make sense in context. I think the author has realized none of the editorial staff is going to do their job, and is throwing this crap in to see what will end up in print. The worst part of it all is that if it had simply been a story of Perturabo and the Iron Warriors in the war, it could have been good. The characters were there, the character of the legion was there, and the prose... well, the prose still stank, but that just needs an editor to call him out on it.

Brian says

I would give it 5 stars except for a several editing errors that were really should have been caught if these

were being edited by people and not machines. This is the second of McNeill's novels I've read lately that have had editing issues. It is a shame because his stories are awesome. So really 4.5 stars.

I came into this novel a complete hater of the Iron Warriors and now I maybe their biggest fan (at least until the next HH novel with a different primarch).

Martin says

"Angel Exterminatus covers a Traitor operation in uncharted and dangerous galactic space, that may purportedly decide the war in favour of the rebels. The story provides further glimpses of disparate motivations and conflicting objectives among traitor factions as the Heresy campaign continues. It is taking place some time after the Dropsite Massacre (Book 5), shortly following the events described by two novellas (in Books 20 and 22). Featured are the 4th Legion of Space Marines, the "Iron Warriors", renowned siege masters of the Great Crusade, and their Primarch Perturabo. However the core plot is set in motion by Fulgrim and the Emperor's Children, who share the spotlight. The embittered Iron Warriors have aligned with Horus out of frustration with the ignominious and unheralded role assigned them by the Imperium; before the story begins, they lash out in unforgivable genocide. In the storyline, they are invited to the freelance operation – which is unknown to the Warmaster – by Fulgrim and his Legion, who have their own agenda: the mission's success will seal their pact with Chaos. The operation's true goal is kept secret from Perturabo and his Space Marines, who come to realise that not all fellow rebels can be trusted. A side thread involves Fabius Bile, the chief medical officer of the Emperor's Children, and the Traitors' top geneticist; he is on a no-holds-barred quest to exceed the Emperor's genetic achievements."

Nickolas says

I've been on somewhat of a Warhammer 40,000 reading binge of late. Or, more accurately, a Warhammer 30,000 reading binge as each of the five titles I've devoured in the past month has been set in the Horus Heresy event series. I'm a Warhammer 40k fanboy (I have the Imperial Aquila tattooed on my chest), but I'd taken a few year hiatus from the universe. Now I'm back with a vengeance and there is a surplus of new material to gorge on. The most recent Horus Heresy novel I've read, ANGEL EXTERMINATUS by Graham McNeill, is the 23rd book in a series that is currently on its 37th installment. The books are penned by multiple authors, and all of the books are connected by larger events and characters but not all are necessarily sequential. It's a truly impressive collaboration. It's been ten years since Black Library began publishing the Horus Heresy and a lot has happened since the opening trilogy. ANGEL EXTERMINATUS is perhaps most closely tied to the fifth book in the series, FULGRIM, also written by Graham McNeill. ANGEL EXTERMINATUS is also a prequel of sorts to several of Graham McNeill's books set 10,000 years after the Horus Heresy two of my favorite 40k books: STORM OF IRON, DEAD SKY BLACK SUN; one of my least favorite: CHAPTER'S DUE. In any case, ANGEL EXTERMINATUS is not the place for newbies to start. Read more...

Here's the synopsis lifted from Amazon...

Primarch Fulgrim leads his brother Perturabo in an attack upon a mysterious eldar world

Perturabo – master of siegecraft, and the executioner of Olympia. Long has he lived in the shadow of his more favoured primarch brothers, frustrated by the mundane and ignominious duties which regularly fall to his Legion. When Fulgrim offers him the chance to lead an expedition in search of ancient and destructive

xenos weaponry, the Iron Warriors and the Emperor's Children unite and venture deep into the heart of the great star maelstrom that haunts Perturabo's dreams. Pursued by vengeful survivors from Isstvan V and the revenants of a dead eldar world, they must work quickly if they are to unleash the devastating power of the Angel Exterminatus!

ANGEL EXTERMINATUS was the last book I bought from Black Library before I took my hiatus but I never got around to reading it. I'd love to go back in time and kick past-Nick for dropping the ball because it's a fantastic addition to the Horus Heresy. Of all the traitor legions the Iron Warriors have always had a special place in my heart (thanks solely to McNeill's STORM OF IRON and DEAD SKY BLACK SUN. Despite that I never considered Perturabo, Primarch of the Iron Warriors, to be especially nuanced. He's a siege specialist, a blunt instrument for hammering enemies into submission. Or so I thought. This book proved me way wrong.

The best thing about the Horus Heresy series has been the depth of characterization given to seemingly one dimensional ultra villains. Unexpectedly I've come to see the likes of Horus Lupercal, Fulgrim, Lorgar Aurelian, Alpharius, and Magnus for the tragic figures they are and empathize with them. That's not small feat given the depths of depravity they indulge in and the horror these characters inflict on the universe. With ANGEL EXTERMINATUS its Perturabo's turn for some subtlety and McNeill nails it. It turns out that the Lord of Iron isn't simply a destroyer. He's a creator, a builder of far more than forts and siege works. He's got a mind to rival the best and brightest Primarchs but is constantly underestimated by his father, the Emperor, and his brothers. Perturabo and the Iron Warriors aren't blunt objects for bludgeoning enemies into compliance but that is exactly how they have been utilized and it chafes.

It becomes even easier to sympathize with Perturabo when he is juxtaposed with Fulgrim, his brother and fellow conspirator in Horus's civil war against the Imperium. Fulgrim was once one of the few brothers with which Perturbabo shared a thread of camaraderie, someone who understood Perturabo's own dedication to perfection -- but that was long ago. Those who read FULGRIM will know that Fulgrim and his legion, the Emperor's Children, have fallen far in their worship of the Chaos god Slaanesh. Perturabo is disgusted by the devotion of the Emperor's Children to the pursuits of the flesh and their degrading discipline. When Fulgrim approaches Perturabo with a quest to obtain alien super weapons, Perturabo fully expects he is being deceived in some manner but the prospect is tantalizing enough to secure the support of the Iron Warriors.

One of my few complaints is how linear the quest is. Fulgrim meets up with Perturabo at Point A. Perturabo agrees to join the hunt for these alien super weapons. There's a brief diversion when the fleets of the Emperor's Children and Iron Warriors encounter and engage a lone loyalist ship that is attempting to prevent the traitors from gaining access to these weapons that could allegedly put a swift end to the war. The Emperor's Children and Iron Warriors arrive at Point B and discover what they sought. The end. Of course there's betrayal and revelation along the way, punctuated with plenty of ceramite-rendering, skull-crushing action. The final battle is another complaint of mine. The alien enemy that the Emperor's Children and Iron Warriors square off against make for much less interesting combatants than the loyalist space marines.

Complaints aside there is a ton to love about ANGEL EXTERMINATUS from McNeill's portrayal of Perturabo to the continued downward spiral of Fulgrim and his legion. The ragtag band of loyalist space marine survivors of the Dropsite Massacre on Isstvan V were a nice addition. It was good to see the loyalists finally give back as good as they got and the lone Raven Guard space marine Nykona Sharrowkyn sold me on a legion I've never much cared for. It was cool to see the return of characters from FULGRIM and even cooler to read the origins of Iron Warriors from STORM OF IRON and DEAD SKY BLACK SUN. It's clear from the writing that McNeill enjoys writing the Iron Warriors and I hope that Perturabo will feature in another novel before the Horus Heresy draws to a close.

Recommended Age: 16+

Profanity: Nothing too severe

Violence: Lots of bloody, gory, glorious space marine combat

Sex: None

Nick Sharps

Elitist Book Reviews

Milo (BOK) says

Angel Exterminatus had to be a good novel, partly due to the fact that it is the first new release of a hardback Horus Heresy novel. For those Black Library fans that still aren't clear on how the new format will work, three months before the release of the paperback format, you will be getting Angel Exterminatus in Collector's Edition. When Angel Exterminatus hits the shelves, it will hit them in a trade paperback format currently seen in the Space Marine Battles series. And then, six months after the trade paperback's release, we will get the standard, mass market release format. With that in mind, I'm using the hardback, Collector's Edition which I'm using as a basis for my review will be published three months before the paperback release. It will contain an author afterward (which obviously you don't want to read until you've read the book), and four specially commissioned black and white illustrations by Karl Richardson. Now that I've got that cleared out of the way though, we can move on. Because Angel Exterminatus is one hell of a novel, that despite a couple of minor flaws, I believe will satisfy those that have brought the CE, as well as fans of not only the Iron Warriors, but also the Emperor's Children, the Iron Hands and the Raven Guard.

Perturabo – master of siegecraft, and the executioner of Olympia. Long has he lived in the shadow of his more favoured primarch brothers, frustrated by the mundane and ignominious duties which regularly fall to his Legion. When Fulgrim offers him the chance to lead an expedition in search of ancient and destructive xenos weaponry, the Iron Warriors and the Emperor's Children unite and venture deep into the heart of the great star maelstrom that haunts Perturabo's dreams. Pursued by vengeful survivors from Isstvan V and the revenants of a dead eldar world, they must work quickly if they are to unleash the devastating power of the Angel Exterminatus!

So let's start off with Angel Exterminatus' strengths. It's a great book, containing several action-packed moments in space and on dry land right the way through. You really get the feel, mainly due to the Primarch action, that this is certainly a Horus Heresy novel, and readers wouldn't have it any other way. Perturabo and Fulgrim both have key roles in Angel Exterminatus, and this is the first real time that we get an inside look into Perturabo in this long-running series, and I'm sure it will delight fans who have been wanting a long-overdue origin story of the Primarch of the Iron Warriors Legion.

This is, despite elements of the Emperor's Children and loyalists getting POVs to themselves, firmly an Iron Warriors novel. As McNeill has written about them before in the 40k Universe in his Ultramarines series (and the Iron Warriors Omnibus), he knows what he's doing. We even get to see some characters that he's written in the 40k Universe be explored in more detail in this novel. You don't have to have read his 40k works to understand Angel Exterminatus, but the fan who has read both will get the most from this novel. The last page in particular is a welcoming treat for any Iron Warriors readers, but I won't spoil it for you here, you'll have to read it yourself.

Read the Rest of the Review: <http://thefoundingfields.com/2012/11/...> (Advance Dual Review with Lord of the Night)

Andrew Ziegler says

Boom. Angel Exterminatus is book 23 of the HH series. Really? yep. And sadly, it was awesome. I am not saying the last 3 weren't good, but hey, in a series like this that has books that are so obviously awesome when you come across mediocrity for a while you start to wonder if it is all worth it. At least, I did. And then Angel Exterminatus kicks you in the nuts with a swift up thrust of honest to goodness fantastic.

Man, I love Perturabo, and I had no idea. He gets mentioned here and there throughout the 22 books preceding this one. His legionnaires have gotten more pages. If you haven't read Age of Darkness and the Iron Warrior story in there, you should, you REALLY should. But anyway, back to ole' Perbs. He is almost forgotten since the opening pages of the HH. He finally got voiced in Crimson Fist, but that was really the only time I remember him even speaking on the page. And I was underwhelmed. I never really "got" the IVth and what they were all about, especially with their Primarch. But this book, well, shit, it was awesome. Perturabo is awesome. The IV are awesome. I am really, really struck with the tragedy again of their fall from the Emperor. Once again, like Magnus, all of this could have been avoided. The IV, The Crimson King's Thousand Sons, and the XXth seem to be the best characters so far, because theirs have been the most heartbreaking falls to me.

This was a great book, and a great insight into a Legion that has here to for been really overlooked. All I ask of the HH series are three things. Firstly, give the Vth a novel of their own, boy do THEY deserve it. Second, a novel about what the hell happened to make Mortarion go the way he did, in detail like some of these others. And three, a trilogy about the conclusion of this craziness written by, Abnett, Dembski-Bowden, and McNeill.

That is all.
