



Sabbat Worlds

Dan Abnett (Editor/Contributor) , Christian Dunn (Contributor) , Matthew Farrer (Contributor) , Aaron Dembski-Bowden (Contributor) , Nik Vincent (Contributor) , Nick Kyme (Contributor) , Sandy Mitchell (Contributor)

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Across the Sabbat Worlds, a bitter conflict is fought, a conflict that can only end in victory or annihilation. This anthology opens the gateway to the Sabbat Worlds like never before, featuring new stories from some of the Black Library's best-known authors including Dan Abnett, Graham McNeill and many more.

Sabbat Worlds Details

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Author : Dan Abnett (Editor/Contributor) , Christian Dunn (Contributor) , Matthew Farrer (Contributor) , Aaron Dembski-Bowden (Contributor) , Nik Vincent (Contributor) , Nick Kyme (Contributor) , Sandy Mitchell (Contributor)

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From Reader Review Sabbat Worlds for online ebook

Ben Fisher says

I have added this anthology to my "read" list but I have only read one short story in it. I am currently reading the Gaunt's Ghosts series and therefore I am only reading the Gaunt's Ghosts stories.

#In the interests of full disclosure.

Raving Redcoat says

A delightfully dark look into the Warhammer 40k universe.

Patrick Cullen says

A fantastically ripping read. I especially liked Sandy Mitchell's story, which, in retrospect, is a retelling of Graham Greene's The Third Man. I also enjoyed 'The Headstone and the Hammerstone Kings', and 'The Ruins of Their Lives in the Ruins of Their Cities'.

Scott Taylor says

As a anthology, Abnett's work stands out. The stories are strong and lend to the licensed universe of space warfare. If you like Warhammer 40K, you can do no wrong with this book.

Gy?z? says

It was OK. Somewhat predictable most of the times. Liked the "Gaunt: Begins!" feeling at the last short story thou'

Jean-Luc says

In the Warhammer 40k universe, the Sabbat Worlds are a section of over a hundred planets in Segmentum Pacificus, and retaking those worlds from the forces of Chaos is the primary objective of Warmaster Slaydo's Crusade. This anthology is a series of short stories about some of the many different units taking part in the crusade.

The biggest draw is, of course, Dan Abnett's 2 stories about the Tanith First and Only. If you haven't read any of the Gaunt's Ghosts books before, Of Their Lives in the Ruins of Their Cities gives you a good sense

of what the designation "First and Only" means.

If you're a big fan of WH40k fluff, then you'll likely recognize some of your favorite characters and this will cheer you up immensely. Most of these stories serve as bridges from one book to another. If there's a bad/boring/"why did I just read that?" story in here, I don't remember it.

Of course, if you're not a WH40k fan, you probably have little reason to pick up this book, even if you're a military scifi fan. :-p

Derek Weese says

All of these stories were good, the different authors picked (how I'm not sure, I'm assuming either BL or Dan Abnett himself asked about) all contributed their own little flavor to the overall 'Daniverse' and the man himself contributed two fantastic stories.

My favorites were Nick Kyme's story about the Volpone Bluebloods, Aaron Dembski-Bowden's tale of the death of Warmaster Slaydo and the final story written by Dan himself. Still, all the others were good. And i didn't honestly know that his wife, Nik Vincent, is an already established author. I liked her story enough that I'm looking to see what else she's written.

If you love the Sabbath Worlds Crusade, and Gaunt's Ghosts or just really good military sci-fi that is very, very, VERY dark and brutal then give this collection a go. I thought it was well worth the time.

Mick says

Bridging the gap between the publication of Blood Pact and Salvation's Reach, *Sabbat Worlds Anthology* collects eight stories from some of the Black Library's most noted authors, edited by Dan Abnett and set within the setting for his Gaunt's Ghosts series, the wartorn Sabbath Worlds. All take inspiration from the events and worlds created or alluded to by Dan Abnett, and help to flesh out this part of the 40k universe.

Apostle's Creed by Graham McNeill features Imperial Navy pilot Laris Asche learning an important lesson, lots of dogfighting, and a thrilling attack on a major enemy target. Lovers of science fiction aerial combat in the vein of Star Wars will enjoy this one. This story is a sequel of sorts to Double Eagle, which I haven't read but was able to follow anyway.

The Headstone and the Hammerstone Kings by Matt Farrer focuses on the cleanup operation following the conquest of a planet, and in particular on the recovery of captured and destroyed enemy war machines. It's a complex story, which brings to mind the scramble by the USA and USSR to recover German material and technical expertise following WW2.

Aaron Dembski-Bowden's *Regicide* takes the reader back to before the beginning of the Gaunt's Ghosts series with an account of the death of Warmaster Slaydo in battle against the Archon at Balhaut, as told by one of his men currently held captive by the enemy. It's a stirring story, rich in action, and ties in neatly with Gaunt's own recollections in Blood Pact.

Dan Abnett's *The Iron Star*, previously published in novella format, bridges the gap between Only in Death and Blood Pact. It's a brutal story, told through the delirium of a dying man.

Nik Vincent's *Cell* gives the reader a look at the harsh reality of everyday survival on a chaos-occupied world, and the dangers of resisting that occupation. In tone and subject it's very similar to *Traitor General*; brutal, but ending on a note of hope.

Blueblood by Nick Kyme features the Volpone Royal Bluebloods, the aristocratic regiment which played the antagonists to the Tanith 1st in several of the earlier Gaunt's Ghosts novels. It's a straightforward but exciting piece of military science fiction, which does a good job of making the stiff-necked and contemptuous Bluebloods likable.

Sandy Mitchell's *A Good Man* is an odd piece. It's basically a film-noir pastiche of *The Third Man*, transposed onto the ruined world of Verghast and featuring an Administratum scribe and an Arbiter officer investigating a disappearance and data fraud. It shouldn't work, but Mitchell is very good at this sort of thing and it proved to be my favourite story of the collection.

The final entry, *Of Their Lives in the Ruins of Their Cities*, by Dan Abnett, returns to the earliest days of the Gaunt's Ghosts with what could be called an origin story for the Tanith 1st. This was an excellent story, featuring many characters who've since fallen by the wayside and setting up some of the conflicts and relationships we've seen develop throughout the series.

Overall, this is an excellent collection. The stories are all strong pieces, even though the tone and the subject matter vary wildly as each author brings his or her own distinct talents to the task of filling in the gaps of the Sabbat Worlds crusade.

Mark Horner says

Enjoyable

Mike says

Reading this series of books is just one big guilty pleasure! Set in the 41st Millennium, the series chronicles a galaxy-encompassing Great Crusade, waged against an assortment of aliens, demons and heretics. Gothic, bloody and great fun!

Andrey Nalyotov says

It has some good, and some mediocre stuff. Highly recommend stories by Aaron Dembski-Bowden and Matthew Farrer - two jewels in this anthology. What more surprising - is that Dan's story is the least uninteresting in it

Bob says

a nice collection of stories. It is always nice to see others playing in someone else worlds.

Jor says

This short story anthology was a trip back to the Warhammer 40,000-fuelled days of my childhood and adolescence. Dan Abnett's writing is always a delight to read. His Gaunt's Ghosts novels remain among my favourite book series.

His two contributions to this anthology remind me what I enjoy so much about his stories: the characters. They are the humans in an unjust realm. Relatable in the face of despair. Honest despite the odds. And yes, occasionally a little too quippy. His books are about people, hoping and struggling and surviving.

The Warhammer 40,000 setting has its limitations and faults. There are unmemorable stories in this collection about Miserable Pilots Who Pilot Good And Must Be Miserable and about Honourable Soldiers Who Fight For Honour. I think if I wanted strings of action sequences, I'd play the wargame.

The (IMO) stronger stories offer something more. I liked the character exploration (and I'll admit dense Gaunt's Ghosts continuity references) of Abnett and the investigative archive tale of Mitchell.

Rating the anthology, I must take the average of all my individual opinions. My mean judgement is it's fine.

Now I'm just looking forward to reading Abnett's new book, The Warmaster, once it comes to paperback.

Hugh Griffiths says

(Disclaimer: I don't know much Warhammer, and I'm aware there's a lot of backstory I'm missing)

Short stories set in one specific campaign in the Warhammer universe.

These read to me mostly as a kind of fanfiction (which I definitely don't mean as an insult) - Warhammer has a huge, complex universe, and these stories seem like individual writers have taken tiny pieces of a huge picture to carve out their own niches. They have features in common, but I like that they each have very different stories and styles. I love too that this style of collaboration means they're not writing about the biggest characters or the main narrative, it's about exploring the side characters and novel angles.

That said, there's a satirical short story Ursula le Guin wrote (which I've entirely forgotten the name of) about an author really wanting a cup of coffee, and writing a story about it by substituting alien names and sci-fi tropes. I feel like that's exactly what's happened here - the military tech is all spaceships and laser weapons, but none of it seems functionally different from guns and melee combat. These stories could easily take place in real settings, and it makes me wonder why they aren't? (That said, the terminology makes it seem like the authors want to be **really** clear that this is a sci-fi setting)

Patt says

If it has Ghosts or Vervun hive il read it

Skut L says

I liked the stories by Abnett, Mitchell (which was essentially The Third Man through the lens of the 40k universe, zither-player included), Dembski-Bowden and Kyme best.

Ken says

Another enjoyable romp through the hideous universe of Warhammer

Christian says

Awesome Abnett. Bitter-sweet. Best passage: He swipes the sweat off his face. He thinks about trying again, and second chances. Sometimes there just isn't the opportunity or the willingness to make things better. Sometimes you can't simply have another go. You make a choice, and it's a bad one, and you're left with it. No amount of trying again will fix it. Don't expect anyone to feel sorry for you, to cut you slack; you made a mistake you'll have to live with.

Student Teacher says

OMG OMG OMG! Another book about the Sabbat Worlds crusade! Wait, let me back up. So about a year ago, Dan Abnett was writing like 30 books at the same time (the dude writes a BUNCH!), and it turned out he was sick. He wen't to the doctors and found out, in his words, that it was, "just epilepsy" his schedule slipped a bit. Prospero Burns, which was supposed to come out at the same time as A Thousand Sons, is now coming out this coming January. Also, the thirteenth Ghosts book (13, really?!) had its deadline missed. So in order to tide over all the 40k nerds, they decided to put this anthology together, so here it is.

The first story is called Apostle's Creed, by Graham McNeill. This story is an after-story from Double Eagle, which in my opinion is one of the best 40k books out there! We follow a squadron of Thunderbolt pilots that are the best of the best. The story here is not overly complecated, and I had figured out the plot in the first 5-10 pages. That being said, this was an excellent story! The combat was seat-of-your-pants good and the time in between the combat was very well paced. This was pretty much the best kinds of 40k short story. Brutal, fast, and didn't make me think too much (and I totally mean that as a complement).

Next up, we have The Headstone and the Hammerstone Kings by Matthew Ferrer. Now I have commented on how much I liked Mr. Ferrer's Arbitor book, but I did have a hard time reading his story in Fear the Alien, so I was a bit worried about reading this story. Unfortunately, my fears were founded. I believe this story,

like Faces from Fear the Alien, was too smart for me. I just really couldn't get behind it. After sitting working for three nights in a row trying to force myself through the 30 pages of this story, I had to give up. I just couldn't finish this story. I really feel as if its a good story, but its just not what I want from my 40k. I want to read to relax, not read to exercise my brain.

The third story in this anthology is Regicide by Aaron Dembski-Bowden. So after trying for three days to read THatHK, I read all 28 pages of this story in one night. Aaron D-B does an excellent job with this story. It is a story that takes place about fifteen years before the current Ghosts timeline. A Guard soldier has been captured the archenemy right after the great victory at Balhaut. His captors are trying to get him to tell them about the death of Warmaster Slaydo. Finally he does, and we get a very first hand account of the death of the Warmaster. Aaron D-B does a very good job of jumping back and forth, and while most of the story is the retelling of the story, we also learn about Commodus Ryland. What a good good story!

Iron Star is a Ghosts story by Dan Abnett. This story takes place right after the end of Only in Death, and delves into what happened to Gaunt immediately after he is rescued in Only in Death. The story is a bit vague, but for a reason. It is a bit confusing, for a reason. In the end it is a decent story. I don't think it was supposed to be a surprise, but I figured the story out very early in to it. It wasn't bad at all, but not the best in the book.

After Dan Abnett's story is his wife's first 40k story, Cell, by Nik Vincent. This story tells of an underground resistance on an archenemy-held world. I really liked the build-up of the story. Vincent does a good job of getting us to buy into a lot of the main characters. The story moved along at a very good pace and I started feeling and rooting for the characters. Until the end of the story. At the end of the story, all of the action takes place. Now it may be because I read as I'm laying in bed right before I go to sleep, but I found it very hard to follow. I was literally sitting there saying to myself, "how did that happen? What is HE doing? What? Hes dead? Hold it, HES dead too? Where did he come from? I didn't even know he was even there!" That being said, I thought it was a pretty good story.

Next came another gem of this anthology, Blueblood by Nick Kyme. I have not been a big fan of Mr. Kyme, but this story is awesome. It tells a story about Royal Volpone, known as the Bloodbloods. The main character is Major Regara. He has been punished and sent to a backwater worlds named Sagorrah. He has being punished for writing a commendation for the Ghosts for actions that take place in chapter Blood Oath in the book, Ghostmaker. The reason I like this story is that Kyme makes us like the Bloodbloods and then makes us hate them, and then makes us like them again. That up and down of the story is really what I liked about it.

The next story is A Good Man by Sandy Mitchell. I really like Sandy Mitchell (hurry up and write another Cain book!). This is a story about a munitorium scribe on the recently pacified planet of Vergast, sight of the book Necropolis. This story is about a man trying to find his buddy, and what happens when he gets himself into a situation he is in no way capable to handle. There is very little action in this story, but Mitchell is very good at the character interaction. I really enjoyed it.

Lastly, we have Of Their Lives in the Ruins of Their Cities (whats up with these long-old names?) by Dan Abnett. This is another Ghosts story to wrap up the whole sh-bang, and what a way to end it. This is an awesome story for no other reason than it takes place not too long after the Ghosts were founded. This means two things, first, we get to see some of the Ghosts that have past. It was great to see Corbec and Bragg again. Second we see what it was like when everyone hated Gaunt almost as much as Rawne did/does. I thought both of these were very well done in the story. One of the other things I thought was kind of nice was the "foreshadowing" (I guess that is what you call it when the story takes place earlier in the continuity, but was

actually written after the things it is referencing) that is all over the place. Gaunt notices the Domor has, "quick eyes," there is a comment about how Feygor has a smooth voice, and Gaunt playfully (sorta) threatens to amputate Larken's foot. I think some people may say that he does this too much, but for me each one triggered a memory about that person, some of whom are no longer with the Ghosts, so I didn't have a problem with it.

And that's the book. There were some really good stories in it, and some not very good ones. But the good was really good, and that bad wasn't terrible. Plus the good stories outweighed the bad. I was afraid I was going to have to give a bad, or mediocre rating for this book, but the last story really pulled it out for me. My only other complaint is that the book seems a little small for an anthology, eight stories seems a bit light for me. I remember the days of *Let the Galaxy Burn* with its 38 stories, and this one just seems to be a bit of a lightweight for me.

Based purely on quality, and not the quantity, I give this book four sightings of the Sabbath beti, out of five.

Matthew says

A Mixed Bag To Tide Fans Over

8 short stories based on the Gaunts Ghosts series, 2 featuring the Ghosts themselves, some strong entries especially the 2 about the Ghosts themselves, as usual strong stories come especially from Dan Abnett, Graham McNeill and Aaron Dembski-Bowden, the weaker stories come from Matthew Farrer and Nik Vincent but these are still 3 star stories themselves, will keep all fans happy until the next instalment comes in.
