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Gaunt's Ghosts: The Victory (Part Two) (Paperback)

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Product description

Gaunt's Ghosts: The Victory

A Gaunt's Ghosts Omnibus

Dan Abnett continues the saga of the Tanith First and Only, and their fearless leader - Colonel-Commissar Ibram Gaunt.

READ IT BECAUSE

The Sabbat Worlds Crusade races towards a final conclusion – will Gaunt and his Ghosts prove themselves clever and skilful enough to outwit a cunning enemy who seems to hold all the cards?

THE STORY

The forge world Urdesh is under siege by the armies of Anarch Sek. Warmaster Macaroth has taken control of the campaign, and Gaunt's Ghosts are at the centre of it. Victory or defeat here will decide the fate of not just a world, but the Sabbat Worlds Crusade itself. The enemy is canny, savvy, and playing the long game, full of twists and turns. Will Colonel-Commissar Ibram Gaunt discover the truth, and head off disaster once again?

Written by Dan Abnett.

CONTENTS

- The Warmaster
- Anarch
- This Is What Victory Feels Like (Forever The Same) a short story
- From There to Here a short story