



Space Wolf: The First Omnibus

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These three classic SF stories follow the adventures of Ragnar the Space Wolf, from his recruitment by the Space Marines on the savage world of Fenris to his adventures amongst the stars. Whether Ragnar and his friends are fighting orks, mutants, or the foul forces of Chaos, adventure is never far behind!

Space Wolf: The First Omnibus Details

Date : Published November 12th 2008 by Games Workshop (first published February 27th 2007)

ISBN : 9781844164578

Author : William King

Format : Paperback 768 pages

Genre : Science Fiction, 40k, Fiction



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From Reader Review Space Wolf: The First Omnibus for online ebook

Jerod Dunn says

I just couldn't get into this book. I didn't really ever like the characters, never really felt very Warhammer and the ending really pissed me off. What the hell happened?! Bleh.

Locked Out says

This explosive beginning to Ragnar Blackmane's epic saga begins quite modestly but it soon ramps up into full fledged war fare on multiple worlds as Ragnar confronts the archenemy of mankind: chaos, tries to survive a ork onslaught, and much more! Once this series grabs a hold of you, there's no going back! For in the 41st millennium, there is only war!

Jack says

Good military sci-fi action. If you have not read a Warhammer 40K book before, this omnibus would be a fine introduction. The reader follows the protagonist as he becomes a Space Marine and learns about the structure, conflicts, and history of the WH40K universe.

Skut L says

An excellent and absorbing bolters-and-chainswords adventure. It's fast-paced and exciting, but there's lots of backstory and lore presented as well. Recommended not just for 40k enthusiasts but anyone who enjoys rousing space opera with larger-than-life heroes, dastardly villains who positively reek of evil, and high adventure combined with a deep mythology.

Chip Hunter says

William King's Space Wolf novels have helped shape the world of WH40K. This omnibus collection contains the first three (of five) and would serve as an excellent place for WH40K first-timers to get an introduction to the world and setting. Through reading of the ascension of Ragnar Blackmane and by witnessing his trials and battles throughout the Imperium, much can be learned about space marines and the WH40K universe.

The first book of this omnibus edition, Space Wolf (Warhammer 40,000: Space Wolf), chronicles the rise of Ragnar. From a young member of a small islander tribe of Fenris to the glory of an ultimate warrior of the Imperium, this is a tale of growing and learning. Because Ragnar is devoid of any knowledge about the universe and proceeds to learn and observe, this book serves as an excellent introductory book to the

WH40K world. Principally, this first book serves as an introduction to Ragnar and the Space Wolves, and nothing much more. Almost like a primer for the next books in the series.

The second book, Ragnar's Claw (Space Wolves), tells of Ragnar's first adventure off-world of Fenris. He and his claw are sent to assist an inquisitor on a mission to collect an ancient artifact and save a hive city from a deadly plague. Their mission takes them through vast distances to fight orks, genestealers, and daemons in a multitude of different environments. The character of Ragnar is further developed, with him being critically wounded only to be revived with a new fear of mortality. There is an undercurrent of uneasiness throughout the book that is only explained in the last couple of chapters as the heroes discover the true puppeteer of their mission.

The third book of the trilogy, Grey Hunter (Space Wolves), is my personal favorite. It has a much more epic feel with a heavy involvement by many Imperial forces, including a battalion of Titans. The planet of Garm, an industrial world that has special ties to the Space Wolves and houses a Shrine to Russ, has entered a civil war in which the forces of Chaos seem on the verge of bringing about the resurrection of the Thousand Sons Chaos Marines. Nearly the whole Space Wolf chapter is mobilized for an immense invasion of the shrine world -where they find great adversity. The action and suspense of this final novel is the most intense of the three and caps off this omnibus edition in grand fashion.

The fighting scenes and descriptions of the Space Wolf Space Marines are excellent, and as Ragnar discovers the vastness of the Imperium the reader develops a better understanding too. Perhaps the best aspect of this book is the sheer epic feel. The multitude of enemies Ragnar encounters and the vast spaces he travels make this stand out as an excellent resource for those wishing to learn more about the WH40K world. The only complaints I have with these stories arise from the writing of King. He tends to over-use descriptive words and phrases, creating a very repetitive feel to some of the scenes. Overall, a must have for any WH40K fan and highly recommended for any fan of Sci-Fi.

Marc says

The date of this books shows (more than 10 years old). The writing it at times repetitive and juvenile, and the Blood Claws come off as a Viking/Teenager mix that just doesn't do the Space Wolves justice.

That being said, it's still about the Wolves (my favorite Chapter), and it was enjoyable learning some of the back stories of Ragnar.

I hope they do non-Ragnar stories soon, though, as the Horus Heresy dual-story about Prospero burning was pretty fantastic.

Nick says

Three novels about, umm, space wolves. I'm going to review all three novels included here.

Space Wolf: This entire novel is a flashback showing how our hero, Ragnar (I kept thinking of the guy from Dragon Quest IV) became a Space Wolf, opening with him as a normal dude and ending as he's completed his initiation and is ready to head out into the galaxy to fight. I was going to complain about the fact that we

know that he doesn't die because this is the first novel in the omnibus, but the novel itself spoils this by having him get whacked on the head and flash back, so you know he's gonna be okay. Plus, I guess, the novel is titled *Space Wolf*, not *Guy Who Tried To Become a Space Wolf But Died*. No, the real issue I have is that the writing is what could charitably be called workmanlike and perhaps more accurately be called pedestrian; this is an interesting book because of the novel-sized depth given to becoming a Space Marine, not necessarily because it's well-written. I'd probably only recommend this to people on the ends of the 40k fan spectrum: It's a good place to get started or an interesting read if you're really into the setting.

Ragnar's Claw: Goofily enough, this is another novel-length flashback, this time with a older Ragnar flashing back to his first deployment. The plot's a bare-bones GET THE MCGUFFIN, and honestly it's not as interesting as the fact that this novel is where things start getting weird. King seems to be working off some old, no longer in canon idea of what a Space Marine is, as Ragnar meets a Inquisitor who is "almost as tall as [Ragnar] is" - no small feat considering Space Marines are usually 8 - 10 feet tall without shoes. (This gets even sillier when they meet a guy who is taller than a Space Marine who is "tall even for a Space Marine", which by my math would make this guy a normal human who is over ten feet tall.) More than that, these guys don't really act a lot like Space Marines, as I found myself incredulously reading about them farting and then teasing each other for who produced the most impressive gas.

In a way, this is interesting in itself, but it runs against one of the more interesting themes in W40k, which is how the Space Marines' super-humanity sets them apart from the average human (for a more nuanced take on this subject, I recommend, of all things, *A Thousand Sons*). The heroes of this book are just guys who can smell well and don't get tired, and this combined with the nothing special plot results in a novel that isn't bad, but doesn't really have much to recommend.

Grey Hunter: Unbelievably, the omnibus goes three for three with flashbacks, as this novel too opens with a page of Ragnar in the present day and then the rest of the book is a huge flashback. I'm not really sure I have much to say about this novel; free of the first novel's unusual focus on the making of a space marine and the second novel's weird obsession with farting, this is just a straight up average old W40k novel. The basic plot is that some Chaos guys stole a MacGuffin that the Space Wolves want back, so they go and shoot and stab a bunch of people. It's perfectly serviceable and there's nothing wrong with it, but a few days after reading it I'm struggling to remember anything interesting about it at all.

In sum, I think this entire omnibus is like the first novel it contains - it can only really be recommended to someone looking to dip an exploratory toe in the W40K setting, or for superfans for whom \$10 for 3 full-sized average-quality novels is irresistible. There's nothing really wrong with this collection, but even at such a cheap price for so much, there's some really excellent W40K material out there that this omnibus just can't stack up against.

Dan says

It's no *Gotrek and Felix*, but for all those times when you want to read about is tired men praying to Russ to bless their bolt pistols, this is the book. Also, in the second book a man's head fills with puss and explodes.

Trash fiction checklist:

Orcs: Yes

Zombies: Yes

Sex: No

Overly graphic death scenes that make you giggle: Yes

Dave says

As I've come to get to know and love the diverse, dystopian, science fantasy world of Games Workshop and Black Library's "Warhammer 40,000" I've discovered one of the reasons why the genetically engineered fan favorite warriors of the various Space Marine legions are so popular is the original 18 legions and the thousand of others that formed in subsequent foundings is the eclectic cultures they hail from and the cool premises behind them. For instance, the members of the Space Wolf legion essentially are futuristic vikings with werewolf style powers. I repeat futuristic vikings with werewolf powers! That's a fantastic premise with a lot of promise.

So I was excited to read "The Space Wolf Omnibus" by William King which collects his first three novels featuring the titular Space Marine Legion, "Space Wolf," "Ragnar's Claw," and "Grey Hunter." Now having finished the book I can whole heartedly say that King took the awesome and very Metal premise of the Space Wolves and fleshed it out into something fun and fascinating. He also expertly and slowly immerses readers into the big, exciting world of 40k. If you or a friend are looking for an introduction into the 40K universe and it's larger lore "The Space Wolf Omnibus" is a good place for them to start.

The culture of the Space Wolves revolves around the one found on the "Death World" (a planet inhospitable to human life) of Fenris. It's a snowy world of islands so its human population very much lives as the ancient Vikings did; as seafaring warriors and hunters who battle rival clans for territory. It's from these clans that the Space Wolves, who are viewed as god like beings and sorcerers recruit new aspirants.

So in "Space Wolf" King kicks things off with a chapter that throws you headlong into an exciting battle, with the protagonist of the three novels, Ragnar Blackmane, and then in chapter two he winds the clock back and reintroduces us to a very young Ragnar who is still a pretty fierce warrior even at his young age. You get to spend some time with him and the members of his clan as they use one of their boats to ferry a Space Wolf back to one of their facilities. Then King plunges you headfirst into the tragic events that lead Ragnar to become a potential recruit for the Sixth Space Marine Legion. What makes the story even more interesting is that a mortal enemy of Ragnar's clan named Strybjorn is recruited at the same time as Ragnar and the two are forced to cooperate.

From there we follow Ragnar and his fellow aspirants through the various trials of William King becoming a Space Wolf. We get to learn a lot more about the fascinating and frozen environment of Fenris and the customs of the Space Wolves. You also learn a lot more about Ragnar and his unique perspective among the Space Wolves.

So "Space Wolf" is definitely more of a character driven novel and probably my favorite of the three in this omnibus. Ragnar's journey from human to genetically enhanced warrior is a pretty epic one and watching him learn about the larger universe is fun if you're new to the world of 40K or someone who's pretty knowledgeable like myself. In the final part of the book King tests the mettle of Ragnar and his new Space Marine comrades by forcing them to confront one of their Legion's ancient and most hated foes.

In "Ragnar's Claw" King introduces readers and Ragnar to another important 40K institution as the surviving Blood Claws are recruited by the Inquisition for a mission. It's an exciting one that takes them to a variety of classic 40K locales like a world under siege by an Ork Waagh and a Space Hulk. The novel is very much a classic and fun adventure story as King's heroes travel to various locales looking for pieces of an

ancient artifact that will help them combat the powers of Chaos. The climax where Ragnar and his comrades invade an ancient Eldar temple to confront the forces of a specific Chaos God is especially satisfying.

Then in “Grey Hunter” King immerses readers deeper into the universe of 40K by upping the scope and scale of the novel to epic proportions. In the story Ragnar and most the of the Legion are called to defend a world sacred to the Space Wolves that is under siege by a massive army of Chaos aligned heretics. The story is pretty much a war novel with some thrilling set pieces. I particularly loved the boarding action Ragnar and his brethren engage in as they storm a hostile Chaos warship and the final apocalyptic confrontation with the leaders of the heretic army.

So over the course of “The Space Wolf Omnibus readers are given some breathtaking action sequences and taken to many strange alien vistas, but what really makes those scenes work is the connection the readers feel to Ragnar and his fellow Space Wolves. King really makes these characters larger than life. They’re daring in battle, loyal to their friends and love to celebrate victories with ale capable of intoxicating them even with their enhanced physiques.

Ragnar is especially interesting because of his introspective nature and the time we spend with him as he processes all these new things and learns and deals with his inner demons like his hatred of Strybjorn or what appears to be claustrophobia (At first I wasn’t sure what to make of that because my understanding was Space Marines are genetically programmed to not feel fear, but I just let it go. It helped humanize Ragnar a bit)

My other favorite characters included Ragnar’s Sargeant, Hakon, and Berek Thunderfist, the Wolf Lord of Ragnar’s division of the Space Wolves. Hakon is a classic gruff but fair instructor type, and Berek Thunderfist is as cool and as Heavy Metal as his name suggests.

So if you’re looking for a great entry point into the “Warhammer 40,000” universe, or if you’re looking for three novels that celebrate some of it’s awesome fundamental and unique traits definitely check out “The Spacewolf Anthology.” It’s packed with fun action, cool characters, and makes great use of one of “Warhammer 40,000’s” most Metal premises.

Natasha Duncan-Drake says

The only way to describe this book is Viking werewolves(ish) in space. I bought it in a Cancer Research charity shop for £1.80 and it's the kind of book I tend to buy just to have a look at it. I wasn't sure I was going to like it. The fact is I enjoyed it so much I searched out Space Wolf: The Second Omnibus and bought that too (it's in the post as we speak).

The book is a set of three novels about Ragnar, a young Viking from the world of Fenris. When the first book opens as far as he knows his whole world is the islands on which the Viking tribes live, but when he dies he starts a completely new life, or rather, when he almost dies.

Ragnar is taken by the Choosers of the Slain and in the first book he trains to become a Space Wolf. Space Wolves aren't actually werewolves, but they have been implanted with the gene-seed that gives them wolf

like characteristics, but I still think of them as werewolves in space :). We see through Ragnar's eyes and all his confusion at the new worlds and new possibilities opening up before him.

In the second book Ragnar is a Blood Claw, the lowest rank among the Space Wolves and we are allowed to live his first off world mission with him.

Then in the third book Ragnar is just seasoned enough to almost be a Grey Hunter and we see him go to war with the whole chapter of Space Wolves to retrieve one of their sacred relics from the forces of Chaos.

As far as I am concerned each book was better than the next. I enjoyed the first book, but I found Ragnar's ignorance of everything around him a little jarring. Then the second book is exciting and had me continually coming back for more, and finally the third book I didn't want to put down.

The only thing I could have lived without were some of the battles. They became a little repetitive in places (but that's probably just me - I'm not much of a battle person :)) and I have to admit to skimming through some of them for the important plot points and not really taking much notice of the rest. However, there is plenty of other, much more interesting stuff around the battles, so this isn't a big issue for me. After all it is called Warhammer, so I had to expect some epic battles :).

Ragnar is a great character. He has doubts and flaws, but he's still a fantastic warrior and he's especially good when teamed up with his friend Sven, because they play off each other really well. In the first book he's more alone and isolated, which is part of why I think I prefer the later books, because Sven is there as well.

These books exist in a very interesting universe that I find fascinating as well, which really helps keep me interested. They have good characters, good plot and good world building. The way Ragnar learns everything gives the reader a way to learn everything as well, which is a very useful device. I am looking forward to when the new omnibus arrives.

The one thing I had to wonder though ... with all these hot blooded males, what about sex? Ragnar is attracted to a female character at one point, but it never comes to anything. I had to wonder what happened to their sex drives. Also, a very male orientated book, simply because of the setup there are virtually no female characters.

Tucker says

I finally got around to reading the 1st book in this 3 book Omnibus. The story is set on the war-savaged world known as Fenris. Everything is all fine and dandy for war hero Ragnar til his village gets pillaged by Orcs. Everyone is killed except for Ragnar. Ragnar kills off 3 orcs than takes a crushing blow to his chest. He knocked out but all of the orcs think he is dead. He awakens to see his family dead. While the rest of the village is also murdered. Soon after he realizes he is alone a Witch Hunter named Styjborn appears in front of a sad Ragnar and tells him that since he survived the pillage he is allowed to fight along side the Space wolves- an elite military force. So, Ragnar becomes a Space Wolf and the book just continues as Ragnar fights along side the Space Wolves trying to end the Emperors reign of tyranny over the space colonies. Between the maelstrom of war and the excitement that comes with this book I would highly recommend it to any person that likes anything Sci-Fi. This is by far the best omnibus in the Warhammer series.

Liam says

This is a strong book from the Black Library, the book imprint of Games Workshop. Not all their books are great, you need to be careful eg avoid The Konrad Saga, which is a Warhammer fantasy omnibus - not good. The Space Wolf omnibus centres on Ragnar Blackmane, one of leader characters in the Space Wolves chapter in Warhammer 40K. I starts off with his days as a youth on Fenris and his initiation and introduction into the Space Wolves and continues his life as a Space Marine. William King has a good writing style. I really like the early tales on Fenris. He gets into major scrapes. perhaps the story loses a little bit of it's grittiness as this stage but it never becomes farcical. A good entry into the Warhammer 40K universe

Fantasy Literature says

In mankind's distant future there is only war. Welcome to the world of WARHAMMER 40,000; a time flung so far into the future that the past has long been shrouded in legend. The human empire spans the universe but is assaulted on every front by demons, aliens, and the followers of evil gods. The Emperor is immobile, only kept alive by ancient machines created in the Dark Age of Technology. Our survival depends on his constant vigilance and the command of his vast armies. The greatest of the Emperor's soldiers are the Adeptus Astartes, the Space Marines; and the Space Wolves Chapter of the Space Marines consists of barbarian warriors recruited from the primitive world of Fenris, selected for their prowess in battle. If they live through the brutal training regimen and survive the tests, they then drink from the Cup of Wulfen. This mutates the warriors with a beast-like spirit. If their bodies accept ... Read More:
<http://www.fantasyliterature.com/revi...>

Oscar says

The first book in the space wolf omnibus is all about how young men from the land of Fenrus are trained to fight for there land against all the other tribes. One day the young boy named Ragnar finds out that he is chosen by the angels that watch during battle. But what the angels really are is all but unknown to them until they are revived on the ship in space of Feruses orbit. They are found out to be the savage but powerful Space Wolves. These space marines are arguably the most powerful space marines that ever existed in the Space marine legions. Ragnar is sent through rigorous training that finally leads to his last part of training. He must drink from a holy cup that allow one to begin becoming a space wolf, but there is one twist, one must be able to hold the inner wolf at bay to become a space wolf, if they can not do this they will become wild and uncontrollable and therefore unable to become a space wolf.

The story is a magnificent start to the series, and i rate it highly, defiantly recommend it to any of my friends that dig warhammer, or also anyone that is starting to get into warhammer

Doomsnake Nestrobber says

This book was really entertaining. The mix of the outlandish plot designs, and the characterization of the protagonists over time got me really into the story.

I did notice that the author frequently overused words such as "redoubled" and others kind of like it. It didn't

ruin the story, but it was mildly irritating sometimes.

If anyone is just starting to read Warhammer 40k novels, i would suggest you start with this one on the topic of space marines, because it does a fairly good job of explaining everything.
