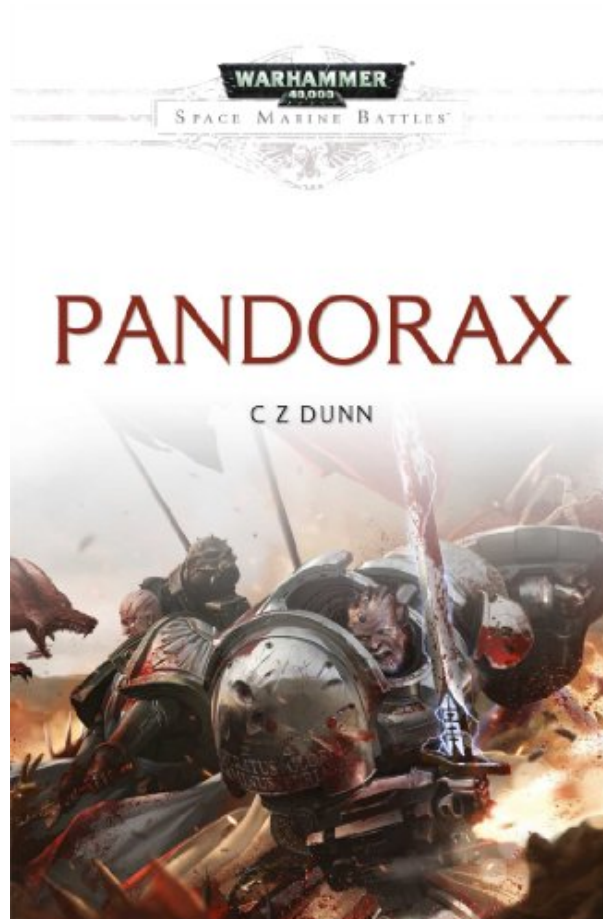


PANDORAX (SPACE MARINE BATTLES) BY CZ DUNN



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About the Author

Domiciled in the East Midlands, C Z Dunn is the author of the Apocalypse novel Pandorax, the Dark Angels novella Dark Vengeance and the audio dramas Trials of Azrael, Ascension of Balthasar and Malediction, as well as several short stories. Having spent many years in the publishing industry, with a strong leaning towards genre fiction, he is an expert in e-publication, audio production and zombies

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The latest novel in the Space Marine Battles series

In the Pandorax System, on the death world of Pythos, an ancient secret that has laid buried for millennia has been unearthed.... Ignorant of this terror, troopers of the Catachan 183rd, stranded on Pythos and under the command of Colonel 'Death' Strike, find themselves under attack by the forces of Chaos. Daemons in their thousands flock the sky, and none other than Warmaster Abaddon leads the attack. With the Death Guard and Black Legion arrayed against them, the Catachans appear to be doomed, until salvation arrives in the form of the entire Dark Angels Chapter, led by Master Azrael and a host of heroes. But what is the so-called 'Damnation Cache'? What secrets does it harbour and why has it also attracted the attention of the daemon-hunting Grey Knights?

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About the Author

Domiciled in the East Midlands, C Z Dunn is the author of the Apocalypse novel Pandorax, the Dark Angels novella Dark Vengeance and the audio dramas Trials of Azrael, Ascension of Balthasar and Malediction, as well as several short stories. Having spent many years in the publishing industry, with a strong leaning towards genre fiction, he is an expert in e-publication, audio production and zombies

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6 of 6 people found the following review helpful.

Mostly bland and sometimes unbelievable

By JPS

This is mostly a bland Space Marine Battles title. Although not exactly a "bad" one, the author attempts to bring in too many types of characters, the plots had holes in it and the story is, as a result, not as convincing and compelling as it could have been.

One interesting feature is that the story takes place in the Pandorax system and, mostly, on Pythos even if the – very useful - map provided calls it "Pandorax world for some unknown reason. The story takes place at the very end of the 41st millennium, some ten thousand years after the Damnation of Pythos.

This could have provided for some interesting (and original) story-telling showing, in particular, how this death world had evolved and how, in particular, the Daemon Prince that was triumphant at the end of the Horus Heresy novel had been neutralised. Unfortunately, there is very little of that. All you get are a few

hints here and there, with the main (smallish) hive built on top of where most of the action took place. Even this, however, goes unexplained. Also unexplained is the very name of the hive – Attika – named after the Iron Hands captain of the Horus Heresy title - or the value that the planet has for the Imperium and the exact use of the “red rubies” that are mined from its depths.

The beginning of the novel, with a regiment of Catachans stranded on the planet, leads to some interesting encounters with the local fauna except that, here again, it is somewhat unclear and unexplained as to why they would have been “dumped” on such a backwater while “en route” to the front lines.

Then the “arch-enemy” fleet – or rather three fleets - arrive and invade and the Catachans barely manage to send out a call for help. This is where the book reaches one of its best parts with an imperial battle fleet arriving on scene and a protracted space battle taking place complete with fighter wings, destroyers, cruisers and ships of the line. It even gets better as a second fleet of Imperial Space Marines (Dark Angels and Grey Knights, no less!) arrives – somewhat implausibly – just in the nick of time to save the day before landing on the planet to fight it out against a wide range of Warp monsters and Chaos Marines, including Abbadon and his Black Legion.

One of the problems I had here, however, was that the author seems to have “pilled it on a bit thick”. The only missing characters are those of the Mechanicum. Even a few Titan Warlords make an appearance, although it is no more than that. With regards to characters, you get the whole Dark Angel Chapter, including their Grand Master the haughty Azrael and all his top officers, who manage to board and conquer a Chaos Marine battleship with virtually no casualties at all, a whole Chapter of Grey Knights with the Supreme Grand Master.

On the “baddies” side, and in addition to Abbadon the Despoiler who seems to be becoming a popular figure now that Demski-Bowden has started a trilogy on him, you get Huron Blackheart, suitably treacherous of course. There are also a couple of other Chaos Marine Lords. There is one Lord Irongrasp and his fleet who at one point just disappears from the book after having been abandoned by Huron when the battle is lost. There is also one Lord Corpulax, a Plague Marine that Abbadon is trying to enlist on his side and who seeks to enlist the hidden evil power that lurks in the depths of the planet.

Then there is the “deus ex machina” – a mysterious Grey Knight who is ten thousand years old and was left as a guardian on the planet. Here again, the story felt a bit contrived, with heavy hints about his importance and the fact that he was one of the Grey Knights “founding fathers”, but no real disclosure about the need for his presence, the exact nature of the “colossal” threat he was supposed to protect against and which could, of course, threaten the whole Imperium or his real identity. Both Abbadon and Supreme Grand Master Draigo of the Grey Knights get to know who he is but, unfortunately, neither of them has the courtesy to share this information with the reader.

Finally, there are also some scenes which are almost ridiculous when showing the mutual lack of trust and rivalry between Grand Master Azrael and Supreme (he very much insists on it!) Grand Master Draigo. Both are, of course, supreme warriors. However, both very implausibly behave as spoilt little brats with one even going so far as to punch the other in the nose! At this point, I confess that I burst out laughing. Three stars.

1 of 1 people found the following review helpful.

Good Writing but same ole theme?

By Steven L. Coker

This is actually a pretty well written book on the Space Marines. I gave it the rating for one reason only - all of these books (and there are many) have the same basic theme -- 1 bad guys attack, 2 good guys respond, 3

bad guys either WIN or are barely beaten off, ALL bad guys escape (very rarely are any killed or captured). I have yet to read a book on the Space Marines, where they are the AGGRESSORS and attack their enemies -- 1 st. It is hard to believe, specially since they are Super Warriors and u would think they would be on the Attack rather than on the defensive.

Because of this - even though many of the authors who write these Warhammer novels are very good writers - they have all become mundane - same ole same ole.

Just once, I would like to see a story where the Astarte's plan, attack and destroy their enemies FIRST.

2 of 2 people found the following review helpful.

so close to being awesome it hurts

By Shon M.

Characters are likable but really needed more development. Actually that could be said of the whole book each moment in this book is so close to being awesome it hurts. The writer just needed to expand on his great ideas more. Maybe this should have been a three book trilogy instead of a one shot in the Space Marine Battle series. It is still a fun read though

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