



## Warhammer 40,000: Will of Iron #1

*George Mann , Tazio Bettin (Illustrator) , Enrica Eren Angiolini (Illustrator)*

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After a thousand years, violent warp storms have receded from the Calaphrax Cluster, and an ancient battlefield in the war against Chaos has again been opened to the universe.

Now, multiple forces risk complete immolation to attack the sector – drawn by the lure of ancient relics, lost knowledge, and powerful megaweapons, buried for aeons. Chief among those forces, the fearsome Dark Angels, emerald-armored Space Marines, shock-troopers of the Emperor's Imperium and indomitable defenders of humanity. But Chaos stirs in the warp, and the Dark Angels will not be alone for long!

Based in the universe of the ever-popular miniatures game, novels, and videogames, this new ongoing series is perfect for both the hardcore Warhammer 40,000 fan and the complete newcomer!

## Warhammer 40,000: Will of Iron #1 Details

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Author : George Mann , Tazio Bettin (Illustrator) , Enrica Eren Angiolini (Illustrator)

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## From Reader Review Warhammer 40,000: Will of Iron #1 for online ebook

### Ozan says

The 10 millenias long warp storm is over and Calapax Cluster is excecible again. There is past there which interests both The Dark Angels and The Iron Warriors and that's a past left from the times of Horus Heresy. Since the warp storm is over and they can axces to Calapax Cluster, both Dark Angels and Iron Warriors rush in there and the fight begins for an anciant secret artifact of great power. Legend says The Dark Angels fought against The Iron Warriors in this anciant place 10000 years ago and it was an immens scale battle. The Iron Warriors used somekind of super weapon which could kill millions with a single shot and it brought the warp storm upon The Calapax Cluster. An inquisitor after the truth of the anciant past of The Dark angels also comes to Calapax Cluster. The Dark Angels who landed on the planet discover the anciant artifact of great power and the chause froce The Iron Warriors soon arrive after them and they get into a fire fight. then loosing, desperate Dark Angels in the firefight activate the antiant weapon of great power...

And that's pretty much not very detailed short summery of what happened in this first volume. It was pretty action pact and there was some gore as you can expect from a Warhammer work. I'm kind of new to Warhammer 40k and The Dark Angels doesn't seem like traitors to me but the inquisitor seemed so sure but afterall inquisitors are usually overly suspicious and kind of crazy lol I'm really looking forward to volume 2.

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### Tazio Bettin says

Err I should shut up and avoid rating a book on which I worked, shouldn't I?  
But I do own it and re-reading it as finished and printed comic is quite the delight so... whatever :D

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### Gianfranco Mancini says

A more than good first issue of the series, introducing the 3 main factions and their motivations. The art is far better than lots of other comics based on W40K and you need not much knowledge of the setting to appreciate the story.

A must read for fans of military sci-fi and Warhammer 40000 addicts.

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## Daniel says

Read this really quickly this morning. This collects the first four issues of this series in a graphic novel format. It is a tale of the opening of the paths to the Calaphrax Cluster, a series of worlds lost in a maelstrom of Chaos, thousands of years ago, and the ending of a mystery and tale of the Dark Angels. This story involves the Dark Angels returning to the Cluster to find that Chaos mutants and other sinister forces inhabiting once-Imperial worlds. The Dark Angels go directly to war on one planetfall, and have to negotiate with local government on another world, just to get those who don't even know the Emperor to join against the encroaching Chaos forces. Add to this the Iron Warriors, traitor legion landing and bolstering the Chaos mutants and degenerates on the planet surface, and you have a grand war under weigh. The Inquisition also appears here, led by an Inquisitor and her agents, seeking a deeper explanation of her suspicions of the Dark Angels and what happened to them on these worlds. This proves to be difficult and the results of this examination will unfold in later volumes, I'm sure. The Dark Angels discover a powerful weapon in the bowels of a subterranean hive city, and fight the Iron Warriors for it, eventually setting it off, destroying the entire hive. The story ends there, and yet there are so many more worlds and mysteries to discover in future issues.

I liked this a great deal, and I wanted more. I will order the other collections of this story because it really piqued my interest and it was written by George Mann, a writer for Black Library. The art is good and does a great job of delivering the feel of the book. I wish it was longer, but this is the world we live in now. Still a great a quick read.

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## Daniel says

Interesting, but disjointed. There's too many stories going on at once, and none is getting the proper spotlight.

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## L J Field says

I have enjoyed books based on the Warhammer universes for more than a decade and usually find them very enjoyable. This graphic novel does not in any way satisfy. The story is disjointed throughout and hardly understandable. Anyone new to the 40,000 universe will be completely lost trying to follow this material.

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## Sean Goh says

Good warhammer 40k stuff, though the number of factions to keep track of gets confusing, and Baltus feels underdeveloped throughout the series.

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## Andy Haigh says

Titan Comics is doing some great things and this is one of them.

Tazio Bettin and Enrica Eren Angliolini's depictions of the 40K world are sublime.

Along with the expected space marines, the Dark Angels, this also features the Inquisition, the most interesting part of the Imperium. Credit to writer George Mann for balancing out the notorious 40K testosterone somewhat by including an inquisitor, Sabbathiel, who is a woman with a team with several women in it.

The only real problem is this story seems like it's written for an on-going series, or a longer series, not one that's broken into four issue limited series arcs.

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### **James says**

Great start to the series. Particularly enjoying the artwork and it avoided the pitfalls of too much narrative build-up some first issues suffer from with a good few panels of tasty Space Marine actions. With most of the main protagonists - and their motivations - established I'm very much looking forward to the next 3 issues

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### **DarkChaplain says**

The biggest problem I have with this volume is that it feels too short for its plot. Spanning barely four and a half issues, it skips too many developments and major characters barely appear throughout.

It does a fantastic job nailing the atmosphere of the franchise and the art is spot on, but the scattershot plotlines and lackluster resolution of the arc drag the trade down in my eyes. Not only do we have three major factions involved, four if we consider the last page reveal, but there are multiple subplots of the Dark Angels strike force. In the end I didn't feel like George Mann developed his characters well enough in this condensed format.

If anything, this needed to be an issue or two longer. As it stands, it is good, but not amazing, and could have managed more, given clearer answers, had it been more focused and less heavy on the action, which often came without preamble.

As an opening arc I definitely enjoyed it, though the end kinda soured my feelings despite its magnificent depiction.

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### **Tim Brown says**

I like the art and the story is okay. Standard 40K fare. There were a few things I didn't quite understand, but hopefully that will be cleared up in future volumes - which I am looking forward to.

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### **Gianfranco Mancini says**

Read and reviewed as individual issues.

Just one of the best comics adaptations ever of Games Workshop grimdark Warhammer 40000 setting.

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