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**The Best of Hammer and Bolter** Christian Dunn 2012-06-26 The best of new fiction short stories from the Black Library Sample the best short fiction from Black Library's monthly magazine, from our most popular established authors and a host of new talent. Available for the first time in print.

**The Age of Darkness** Christian Dunn 2011-04-26 A new anthology of short stories delving into the secret history of the Horus Heresy. After the betrayal at Isstvan, Horus begins his campaign against the Emperor, a galaxy-wide war that can lead only to Terra. But the road to the final confrontation between father and son is a long one – seven years filled with secrecy and silence, plans and foundations being formed across distant stars. An unknown history is about to be unveiled as light is shed on the darkest years of the Horus Heresy, and revelations will surface that will shake the Imperium to its very foundation...

**Ferrus Manus** David Guymer 2018-04-03 Ferrus Manus, primarch of the Iron Hands, employs his brutal methods of war to bring a world to heel in the Emperor's name. The Great Crusade has swept across half the galaxy, a million human worlds now embracing the truth and reason that comes with allegiance to the rule of Terra. But even such unparalleled success comes at a cost. Rumours abound that the Emperor plans to step back from the Crusade and raise one of his primarch sons to lead in his stead. Faced with the bitterly non-compliant human empire of Gardinaal and a leaderless host of Ultramarines, Thousand Sons and Emperor's Children at his Legion's command, the Iron Hands primarch Ferrus Manus decides to make an example that even the Emperor cannot ignore.

**Warhammer 40,000 Vol. 1: Will of Iron** George Mann 2017-05-09 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! Into this grim warzone, we follow Balthus, a Dark Angel initiate, newly-elevated to the rank of Marine, as he is baptized on the bloody battlefield - and as he uncovers the price his Chapter has paid for victory in the distant past. Alongside him fights Interrogator-Chaplain Altheous, a sombre and dedicated warrior, burdened by knowledge and the truth of his chapter, whose beliefs are tested on Calaphrax as never before. And, navigating a maze of shifting loyalties and suspicions: Inquisitor Astor Sabbathien, convinced that Balthus and all Dark Angels teeter on the brink of heresy. Determined to expose them and root out the taint of Chaos, she and her Acolytes have followed the Marines to Calaphrax - and into the jaws of the warp! 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! Armor up, offer up a prayer to the Emperor, and deploy your drop pod into the very heart of the enemy! Collects Warhammer 40,000: Will of Iron #1-4.

**The Horus Heresy : Angel Exterminatus** Graham McNeill 2013-01-29 The latest title in Black Library's premium line. Perturabo – master of siegecraft, and executioner of Olympia. Long has he lived in the shadow of his more favoured primarch brothers, frustrated by the mundane and ignominious duties which regularly fall to his Legion. When Fulgrim offers him the chance to lead an expedition in search of an ancient and destructive xenos weapon, the Iron Warriors and the Emperor's Children unite and venture deep into the heart of the great warp-rift known only as 'the Eye'. Pursued by a ragged band of survivors from Isstvan V and the revenants of a dead eldar world, they must work quickly if they are to unleash the devastating power of the Angel Exterminatus!

**Heroes of the Space Marines** Nick Kyme 2009 An ideal introduction to the Warhammer 40,000 universe, this anthology is the first collection of stories to feature only Space Marines, the series' most popular faction. Original.

**Deathfire** Nick Kyme 2016-07-28 Vulkan lies in state beneath the Fortress of Hera, and yet many of his sons still refuse to believe that he is truly dead. After a seemingly miraculous rescue by the Ultramarines, Artellus Numeon, once captain of the Pyre Guard, urges the other Salamanders on Macragge to leave Imperiu Secundus and return their primarch's body to the home world of Nocturne - there to be reborn in the flames of Mount Deathfire. But Numeon grapples endlessly with his doubts and fears for the future of the Legion, while their foes seek to carve out new destinies of their own...

**Perturabo** Guy Haley 2017-07-25 Perturabo, primarch of the Iron Warriors, is forced to crush his own home world rather than see it fall to rebellion. Born to a life of political conflict, Perturabo was always considered a child prodigy among the people of Olympia – indeed, his philosophical and scientific works were

beyond compare. But then, after his rediscovery by the Emperor and decades of thankless military campaigning on the Great Crusade, the primarch begins to resent his Legion's place in the Imperium. When word reaches him of turmoil on his adoptive home world, he orders the Iron Warriors to abandon their campaign against the alien hrud and crush this emerging rebellion by any means necessary...

**The Ultramarines Omnibus** Graham McNeill 2012-06-01 Containing the novels Nightbringer, Warriors of Ultramar and Dead Sky, Black Sun, plus a connected short story, the series follows the adventures of Space Marine Captain Uriel Ventris and the Ultramarines as they battle against the enemies of mankind. From their home world of Macragge, into the dreaded Eye of Terror and beyond, Graham McNeill's prose rattles like gunfire and brings the Space Marines to life like never before.

**The Solar War** John French 2020-11-24 Explore the final stages of the New York Times Bestselling Series The Horus Heresy in this fantastic miniseries, a must have for all fans! After seven years of bitter war, the end has come at last for the conflict known infamously as the Horus Heresy. Terra now lies within the Warmaster's sights, the Throneworld and the seat of his father's rule. Horus' desire is nothing less than the death of the Emperor of Mankind and the utter subjugation of the Imperium. He has become the ascendant vessel of Chaos, and amassed a terrible army with which to enact his will and vengeance. But the way to the Throne will be hard as the primarch Rogal Dorn, the Praetorian and protector of Terra, marshals the defences. First and foremost, Horus must challenge the might of the Sol System itself and the many fleets and bulwarks arrayed there. To gain even a foothold on Terran soil, he must first contend the Solar War. Thus the first stage of the greatest conflict in the history of all mankind begins.

**War of the Fang** Chris Wraight 2016-03-08 A thousand years after the Heresy, the Space Wolves find themselves outgunned as the Thousand Sons invade Fenris. Contains the prequel novella The Hunt for Magnus and the novel Battle of the Fang. The Hunt for Magnus It is the end of the thirty-second millennium. For two thousand years, since the fall of Prospero, the Space Wolves have hunted their greatest foe, the quarry who escaped them on that benighted world: Magnus the Red, sorcerer-primarch of the Thousand Sons. Now, Great Wolf Harek Ironhelm has the traitor primarch's scent... Determined to finish what Leman Russ began, Ironhelm sets out to capture and kill his prey, and the Hunt for Magnus begins. Battle of the Fang It is M32, a thousand years after the Horus Heresy. The Scouring is over and the Imperium at the height of its post-Crusade power. When Magnus the Red is tracked down to Gangava Prime, the Space Wolves hasten to engage the daemon primarch. Even as Great Wolf Harek Ironhelm closes on his ancient enemy, the Fang on the Space Wolves home world is besieged by a massive force of Thousand Sons. A desperate battle ensues as the skeleton forces of Wolf Lord Vaer Greylock attempt to hold back the attacking hosts before the last of his meagre defences gives in. Though a single Scout ship survives to summon Great Wolf Harek Ironhelm back to Fenris, none of the defenders truly realise the full scale the horror that awaits them, nor what the Battle for the Fang will cost them all.

**Sons of the Selenar** Graham McNeill 2020-04-28 A Siege of Terra novella from New York Times best selling author Graham McNeill. The Shattered Legion crew of the Sisypheum, broken and at the end of their endurance, find themselves divided; torn between following their resurrected captain on a suicidal mission or obeying orders to return to Terra and rejoin their Legion brothers. Following a series of garbled messages intercepted by the Kryptos, the divided warriors descend to the shattered surface of Luna. Here, their bonds of loyalty, duty, as well as their devotion to one another will be tested as ancient horrors of the earliest days of genemanipulation are unleashed, and a longburied secret is revealed. A secret that will have farreaching consequences for the future course of the galaxy, no matter who eventually claims Terra.

**Legion** Dan Abnett 2014-08-28 Book seven in the New York Times bestselling series A Great War is coming, and it will engulf the Imperium of Man. The Space Marines of the Alpha Legion, the last and most secretive of all the Astartes brotherhoods, arrive on a heathen world to support the Imperial Army in a pacification campaign against strange and uncanny forces. But what drives the Alpha Legion? Can they be trusted, and what side will they choose when the Heresy begins? Loyalties are put to the test, the cunning schemes of an alien intelligence are revealed, and the fate of mankind hangs in the balance.

**Word Bearers: The Omnibus** Anthony Reynolds 2015-07-28 Three books and short stories in one big volume of battling space marines This omnibus edition contains three novels - Dark Apostle, Dark Creed and Dark Disciple plus two short stories about the chaos space marines from the Word Bearers Chapter **Waiting Death** Steve Lyons 2010-04

**The Damnation of Pythos** David Annandale 2015-04-28 The 30th book in the New York Times bestselling series In the aftermath of the Dropsite Massacre at

Isstvan V, a battered and bloodied force of Iron Hands, Raven Guard and Salamanders regroups on a seemingly insignificant death world. Fending off attacks from all manner of monstrous creatures, the fractious allies find hope in the form of human refugees fleeing from the growing war, and cast adrift upon the tides of the warp. But even as the Space Marines carve out a sanctuary for them in the jungles of Pythos, a darkness gathers that threatens to consume them all...

**Mechanicum** Graham McNeill 2014-08-26 Book nine in the New York Times bestselling series As the flames of treachery spread outwards through the Imperium, Horus mobilises those forces who are loyal to him, and plots to subvert or destroy those who stand against him. A battle is being fought for the heart and soul of all the Imperial forces – the Astartes, the Imperial Army, the Titan Legions and more. In this epic story, author Graham McNeill tells the story of the civil war on Mars, and the genesis of the Dark Mechanicum.

**Iron Hands** Jonathan Green 2004 Dedicated to serving the Imperium, the Iron Hands, the most powerful members of the Adeptus Astartes, will do anything to remove all weaknesses, even practicing bionic augmentation on their own bodies in order to achieve a physical perfection to match their iron will. Original.

**Titandead** Guy Haley 2020-07-07 Book 53 in the bestselling series, The Horus Heresy. Horus's armada gathers, and he has defeated all enemies sent against him, even the Emperor's own executioner. One barrier remains before he can strike for Terra and lay waste to the Emperor's dream. The Beta Garmon system occupies the most direct and only viable route to the Solar System and Terra. To break it, Horus assembles a war host of incredible proportions and Titans in untold numbers. To lose here is to lose the war and Horus has no intention of turning back. But the Imperium understands the importance of Beta Garmon too.

A massive army is arrayed, comprised of near numberless Army cohorts and a mustering of Titans to challenge even the martial might of the Warmaster. Titans fight against Titans as the God Machines of Loyalists and Traitors alike go to war. This conflict will be like no other before it, a worldending battle that will determine the next phase of the war.

**Iron Warriors: The Omnibus** Graham McNeill 2015-07-28 Warsmith Honsou, embittered nemesis of the Ultramarines and champion of Chaos. This omnibus edition collects all of Graham McNeill's Iron Warriors series together in one volume. The Iron Warriors are Chaos Space Marines with unrivalled expertise in the art of siege warfare. With great batteries of artillery and all the favours of the Ruinous Powers at their command, there is no fortress in the galaxy that can stand against them for long. This omnibus follows the schemes of the embittered Warsmith Honsou in his struggles against the hated Space Marines of the Imperium. Drawing upon characters and events from author Graham McNeill's popular Ultramarines series and for the first time in a single publication, Storm of Iron and the novella Iron Warrior are gathered along with short stories The Enemy of My Enemy, The Heraclitus Effect and The Skull Harvest.

**Warhammer 40k - Space Marine Chapters** Source Wikia 2013-09 This book consists of articles from Wikia or other free sources online. Pages: 354. Chapters: 10th Founding, 13th Founding, 19th Founding, 23rd Founding, Angels Encarmine, Angels Porphy, Angels Sanguine, Angels Vermillion, Angels of Absolution, Angels of Fire, Angels of Fury, Angels of Redemption, Angels of Vengeance, Angels of Vigilance, Astartes Praeses, Astral Claws, Astral Knights, Aurora Chapter, Avenging Sons, Black Consuls, Black Dragons, Black Guard, Black Templars, Blood Angels, Blood Drinkers, Blood Ravens, Blood Swords, Brazen Claws, Brazen Minotaurs, Brotherhood of a Thousand, Carcharodons, Celebrants, Celestial Lions, Chapter, Consecrators, Crimson Castellans, Crimson Consuls, Crimson Fists, Crimson Guard, Dark Angels, Dark Eagles, Dark Hands, Dark Hunters, Dark Sons, Death Knights, Death Spectres, Death Strike, Deathwatch, Desert Lions, Destroyers, Disciples of Caliban, Doom Eagles, Doom Legion, Doom Warriors, Dusk Raiders, Eagle Warriors, Emperor's Hands, Emperor's Hawks, Emperor's Shadows, Emperor's Spears, Emperor's Swords, Emperor's Warbringers, Emperor's Wolves, Excoriators, Executioners, Exorcists, Fire Angels, Fire Hawks, Fire Lords, Flame Falcons, Flesh Eaters, Flesh Tearers, Genesis Chapter, Golden Gryphons, Grey Knights, Grey Slayers, Grief Bringers, Guardians of the Covenant, Halo Dragons, Hammers of Dorn, Hawk Lords, Herald of Ultramar, Howling Griffons, Imperial Fists, Imperial Harbingers, Imperial Hawks, Imperial Paladins, Imperial Stars, Invaders, Iron Fists, Iron Hands, Iron Knights, Iron Lords, Iron Snakes, Knights of Blood, Knights of Gryphonne, Knights of the Raven, Lamenters, Legion of the Damned, Libators, Liberators, Lion Warriors, List of Space Marine Chapters, Lords of Wrath, Lost Primarchs, Mantis Warriors, Marauders, Marines Errant, Marines Exemplar, Marines Malevolent, Masters of Protelus, Mentors, Metamarines, Minotaurs, Mortifactors, Night Watch, Novamarines, Omega Marines, Praetors of Orpheus, Rainbow Warriors, ..

**The Eye of Medusa** David Guymer 2017-11-14 The coldly methodical and unrelenting Iron Hands Space Marine Chapter clash with the cybernetic soldiers of the Adeptus Mechanicus over control of the world of Thennos. Ever since the dark days of the Great Heresy, the Iron Hands have a long and tortured history. Their years of suffering and war has left them hardened and believing in a brutal tenet: the flesh is weak. Heavily cybernetic, their flesh extensively altered, these warriors of the Imperium are more machine than man, cold in aspect as well as demeanour. Their methods of recruitment are harsh, their rituals arcane, their pride unshakable. So when a world under the protection of the Chapter falls foul of insurrection, the Iron Hands answer with fire and cold retribution. It matters not that Thennos is considered sovereign territory by the Adeptus Mechanicus - the Iron Hands' campaign is one of extermination. But there is something dark lurking within Thennos, a horror that defies the purity of cold logic and the machine, and threatens something more, something ruinous...

**Storm of Iron** Graham McNeill 2008-05-20 "On the nightmare battlefields of the Warhammer 40,000 universe, few foes spark more fear and dread than the Chaos Space Marines. Nurturing a hatred that is millennia-old, they attack without mercy, spreading terror and destruction in their wake. Now hell has come to Hydra Cordatus, for a massive force of terrifying Iron Warriors, brutal assault troops of Chaos, have invaded the planet and lain siege to its mighty Imperial

citadel. But what prize could possibly be worth so much savage bloodshed and destruction and how long can the defenders possibly hold out?"--P. [4] of cover.

**Warriors of Ultramar** Graham McNeill 2015-05 In the cold darkness of space, the voracious alien tyrannids travel from world to world, consuming all in a futile attempt to slake their hunger for bio-matter. Lying directly in their path is the industrial planet Tarsis Ultra, where Captain Uriel Ventris and the Ultramarines of Fourth Company stand shoulder to shoulder with their battle-brothers from the Mortifactors Chapter. As war rages and the situation looks bleak, Uriel must accept the barbaric traditions of his allies and act against the ancient tactics laid down in the holy Codex Astartes if there is to be any chance of destroying the alien menace. Previous Titles: Nightbringer - 9781849708609 Dark Hunters: Umbra Sumus - 9781849708449

**Of Honour and Iron** Ian St Martin 2018-09-04 The age of the Dark Imperium has begun, and the human race is poised on the brink of ruin. In their darkest hour, the Emperor's servants have achieved the impossible: the resurrection of the Primarch Roboute Guilliman. Now Lord Commander of the Imperium of Man, Guilliman marshals his forces in a desperate effort to drive back the predations of Chaos: the Indomitus Crusade. Dispatched ahead of the bulk of Guilliman's war fleets, Chaplain Helios of the Ultramarines is entrusted by the risen primarch with a mission of vital importance. Will he achieve a crucial victory for Guilliman in time, or will a millennia-old obsession spell his doom? And just what manner of weapons will be needed to wage the war to save mankind?

**Tallarn** John French 2019-02-19 The Iron Warriors came from nowhere, falling upon the world of Tallarn in a flash and devastating it with deadly virus weapons. A verdant world was transformed in a heartbeat into a radioactive wasteland... but that was only the beginning. It's a collection of all John French's tales from Tallarn... do you really need any more convincing? Okay then. Millions of tanks clashing in desperate battle on a dying world. As the Warmaster's campaign of galactic domination continues, his generals seek out fresh battlefields to conquer. After leaving the Crone World of Iydris behind, Perturabo strikes for Tallarn. A bitter, vengeful primarch, the lord of the Iron Warriors unleashes a deadly bombardment against the world, killing millions but entrenching the survivors. A brutal, all-consuming armoured conflict ensues, the greatest of the war, and one that grinds down all combatants over more than a year of relentless battles.

But Perturabo's reasons for the attack are about more than unleashing punitive destruction against the Imperium - he has an entirely darker purpose in mind. Tallarn: Ironclad John French 2017-12-19 The Battle of Tallarn grinds on to its climactic end, but what secret purpose drives the Iron Warriors to commit such mindless atrocities? The answer lies buried deep beneath the planet's surface... As one of the many staging grounds for the forces serving in the Great Crusade, the verdant world of Tallarn has long served as a transfer point for the personnel and war machines of the Imperial Army. Now, destroyed by a deadly virus-bomb attack launched by the fleet of the vengeful primarch Perturabo, the entire world is reduced to a toxic wasteland where the survivors must fight to defend what little remains of their home. As the battle for Tallarn rages between the traitor Iron Warriors Legion and the Imperial Army, a carpet of armour covers the surface of the toxic planet: Dreadnoughts versus tanks versus Titans. But what secret purpose drives the Iron Warriors onwards to war?

**Wrath of Iron** Chris Wraight 2012 After decades spent in the service of the Chaos god Slaanesh, the ruling classes of the Contqual sub-sector have finally brought true damnation upon their people - innumerable hordes of foul and lascivious daemons swarm from a tear in the fabric of reality to embrace their mortal pawns and drive them on to ever more depraved acts of worship. It falls to the merciless Space Marines of the Iron Hands Chapter to cleanse these worlds of the warp's unholy taint, and it is upon the surface of Shardenus that the fate of a billion lost souls will be decided.

**The Primarchs** Christian Dunn 2012 Created in the Emperor's own image, the primarchs had long thought themselves to be princes of the universe and masters of their own destiny--they led the Space Marine Legions in glorious conquest of the galaxy, and no enemy of the Imperium could stand against them. However, even amongst this legendary brotherhood, the seeds of dissent has been sown long before the treacherous Warmaster Horus declared his grand heresy. Gathered within this anthology are four novellas focusing on some of the mightiest warriors and leaders that mankind has ever known--Fulgrim, Ferrus Manus, Lion El'Jonson and the twin primarchs Alpharion and Omegon--and the roles that they may have yet to play in war which threatens to change the face of the Imperium forever.

**Warhammer 40,000** George Mann 2016 Sent by Lord Azrael to cleanse the Calaphrax Cluster, Baltus and his fellow Dark Angels Space Marines made planetfall on Exyrion, where they discovered an ancient, powerful artefact in a cavernous hive - one infested by twisted warpspawn! Now, forces of Dark Angels and the Titans of Tintaroth clash with a speartip of Iron Warriors on the surface of Exyrion, as the Chaos Space Marines push ever-closer to the ancient, buried weapon. Baltus' squad has already suffered heavy casualties. With only four Marines left to hold off the Iron Warriors pursuing them into the caverns, can the Dark Angels keep the weapon out of the hands of their enemies?

**The Gildar Rift** Sarah Cawkwell 2015-10-06 When the ancient warship Wolf of Fenris emerges from the warp, Imperial forces find that it has been overrun by the dreaded Red Corsairs. However, this is no mere raiding party – Huron Blackheart and his entire renegade fleet soon follow, intent on conquering the Gildar Rift and tightening their grip on the sector. When the ancient warship Wolf of Fenris emerges from the warp, Imperial forces find that it has been overrun by the dreaded Red Corsairs. However, this is no mere raiding party – Huron Blackheart and his entire renegade fleet soon follow, intent on conquering the Gildar Rift and tightening their grip on the sector. Lance batteries and torpedo salvos burn fiery contrails through the void, and only Captain Arrun of the Silver Skulls Space Marine Chapter can halt the renegades' advance. The fate of the Rift will not be decided in the heavens but on the surface of Gildar Secundus below.

**The Voice of Mars** David Guymer 2018-11-06 Charged with unlocking mysterious Aeldari devices, Iron Father Kristos of the Iron Hands soon realises the xenos



are not alone in their attempts to thwart his duty... For ten thousand years, the Voice of Mars has been a secretive, but powerful position upon the Iron Council. Yet its ambitions, first seeded during the Horus Heresy, are only now beginning to mature. Iron Father Kristos is charged with unlocking the mysterious Eldar devices known collectively as the 'Dawnbreak Technologies.' Before he can recover the first element from Fabris Calivant, the Eldar orchestrate a vicious greenskin invasion which descends upon the Knight World. Kristos soon realises the xenos are not alone in their attempts to thwart his duty. His own brothers also seek to possess the formidable powers for their own ends. In a mission that pitches Clan against Clan, Iron Hand against Iron Hand, to what lengths will the Iron Father go to secure victory?

**Corax Gav Thorpe** 2018-04-24 The Raven Guard primarch Corax and the remnants of his once mighty Legion wage a guerrilla war to liberate worlds oppressed by the traitor forces. After Isstvan, after Deliverance, the Raven Guard still endure. Their primarch Corvus Corax has rallied countless warriors to his banner, striking back at the forces of the Warmaster on every front – from the degenerate heretekes of the Mechanicum to the cruel legionaries of the Sons of Horus, none shall escape his wrath. But although Corax has managed to stall the physical corruption of his own Space Marines, what of their spirit? And what sinister end must await those who dwell forever in the darkness? The saga of the primarch Corax comes to its grim conclusion in this anthology, which collects together the novellas Soulforge, Ravenlord and Weregeld along with several short stories.

**Seventh Retribution** Ben Counter 2013 Captain Darnath Lysander, hero of the Imperial Fists, captain of their elite first company, leads his battle-brothers in an assault on a daemon world. Beset by unimaginable horrors and tortured by memories of his time imprisoned by the Iron Warriors, he must rally his Space Marines to defeat the master of the daemon hordes.

**Dead Sky, Black Sun** Graham McNeill 2015-08-01 The Ultramarines are the epitome of a Space Marine Chapter. Warriors without peer, their name is a byword for discipline and honour, and their heroic deeds are legendary. Exiled from the Ultramarines Chapter, former captain Uriel Ventris and his battle-brother Pasanius embark upon a deadly quest into the heart of darkness - the daemon world of Medregard. There, they must destroy a facility creating new warriors for the Traitor Legions - but Warsmith Honsou and his Iron Warriors stand in their way. Can the Ultramarines complete their mission and redeem their honour, or will they join the ranks of the lost and the damned? This edition also includes the prequel short story 'Consequences', in which Uriel and Pasanius face trial for their breaches of the Codex Astartes, with their lives on the line.

**Jain Zar** Gav Thorpe 2017-11-14 The second book in the Phoenix Lords series, focusing on the fast and deadly female warrior, Jain Zar, first exarch of the Howling Banshees. The enigmatic eldar are one of the many intelligent races that battle humankind for control of the stars. Though few in number, they are an ancient race, and their mode of war blends spirituality with a unique mastery of technology. In times of need, the entire eldar race will rouse to war led by

terrifying, almost mythological figures – the phoenix lords. Each different in his or her own way, these immortal beings embody the warrior nature of the eldar. Jain Zar – the Storm of Silence – was the first phoenix lord to be recruited by Asurmen, and would prove a swift and deadly fighter, able to harness the rage of her scream to slaughter any who dare oppose her.

**Deathwatch** Fantasy Flight Games 2012-01 First Founding is the latest supplement for Deathwatch. The First Founding Legions were crafted by the Emperor himself, and they forged the Imperium in bloody combat as they waged the Great Crusade across the galaxy. First Founding details the nine Chapters directly formed from the loyalist Space Marines Legions, and includes new rules from solo modes to new advances specialities. Of these nine Chapters, First Founding features the final four Chapters not discussed in previous Deathwatch rulebooks. This exciting supplement includes the background of the nine Traitor Legions and their fall to the seduction of the Ruinous Powers. Additionally, for the first time in Deathwatch, First Founding provides new rules for Battle-Brothers to have followers.

**Shattered Legions** Laurie Goulding 2017-10-10 Massive anthology of short stories themed around the guerrilla war waged by the remnants of the three Space Marine Legions massacred at Isstvan V. Driven almost to the brink of self-destruction at Isstvan V, the Iron Hands now seek vengeance for the murder of their primarch Ferrus Manus. Gathering survivors from the Raven Guard and the Salamanders aboard any vessels capable of warp travel, these Shattered Legions wage a new campaign of annihilation against the traitor forces across the galaxy – a campaign masterminded by legendary warleader Shadrak Meduson. This Horus Heresy anthology contains ten short stories by authors including Dan Abnett, Chris Wraight and John French. Also included is the novella The Seventh Serpent, where author Graham McNeill revisits the ragtag crew of the starship Sisyphus as they are drawn into a war of subterfuge against the Alpha Legion.

**Shadows of Treachery** Christian Dunn 2012-09-25 A short story collection on the Horus Heresy From the battlefields of Phall and Isstvan, to the haunted shadows of Terra itself – the Horus Heresy rages on across the galaxy in this collection of short stories and novellas.

**The Siege of Castellax** CL Werner 2015-07-28 The Chaos Space Marines of the Iron Warriors Legion have long been renowned as the masters of siege warfare, able to inflict devastating firepower and unimaginable cruelty upon their foes. On the world of Castellax, twisted Warsmith Andraaz builds his own empire even as a system-crushing ork Waaagh! approaches The Chaos Space Marines of the Iron Warriors Legion have long been renowned as the masters of siege warfare, able to inflict devastating firepower and unimaginable cruelty upon their foes. On the world of Castellax, twisted Warsmith Andraaz builds his own empire even as a system-crushing ork Waaagh! approaches, and drives his own slaves ever harder to meet their production quotas and supply materiel for the Legion's many warbands. Their walls are strong and their weapons ready, but how long can the planet hold out against the deadly greenskin invasion when whisperings of rebellion begin to pass between the Iron Warriors' downtrodden vassals?