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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.

Fear to Tread James Swallow 2012-08-28 The latest Horus Heresy novel There is war on Signus Prime; Horus sends the Blood Angels to the Signus system, where an army of Khornate daemons waits for them. The Warmaster's plan is to use the flaw in the Blood Angels' gene-seed – which will later be known as the Red Thirst – to turn them to the worship of the Blood God. At the height of the battle, Sanguinius fights with the Bloodthirster Ka'Bandha. The Blood Angels fight for survival of thier minds and bodies

Sisters of Battle: The Omnibus James Swallow 2017-09-19 Definitive omnibus edition of James Swallow's popular Sisters of Battle series. The Adepta Sororitas, or Sisters of Battle, are the military arm of the Ecclesiarchy, and their remit is to prosecute the enemies of mankind with extreme prejudice. Uniquely among the fighting forces of the Imperium, all the warriors of this organisation are female. Clad in ceremite power armour and armed with an awesome array of wargear, they fight with fanatical fervor for the glory of the Emperor, scourging both xenos and heretic alike with bolter and flamer. This omnibus collects together James Swallow's two classic Sisters of Battle novels, Faith & Fire and Hammer & Anvil, along with the prose version of the audio

drama Red & Black.
Vengeful Spirit Graham McNeill 2015-01-27 The 29th book in the New York Times bestselling series Once the brightest star in the Imperium and always first among his primarch brothers, Horus has dragged the Space Marine Legions into the bloodiest conflict that the galaxy has ever seen. While their allies wage war on a thousand different fronts, the XVIth Legion descend upon the Knight world of Molech - home to the ruling House Devine, and a principal stronghold of the Imperial Army. The forces loyal to the Emperor stand ready to defy the Warmaster, but just what could have drawn Horus to attack such a well defended planet, and what might he be willing to sacrifice to fulfil his own dark destiny?

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...
The Greater Good Sandy Mitchell 2014-04-29
Ninth novel in the popular Commissar Cain series. When the world of Quadravidia comes

under attack by the insidious tau, only one man can defeat the aliens and save the planet in the Emperor's name: the legendary Hero of the Imperium, Commissar Ciaphas Cain. When the aliens call for a ceasefire, Cain expects the worst, and his fears are answered in the form of the dread menace of the tyranids. As a hive fleet approaches Quadravidia, Cain must try to forge an alliance between the Imperium and the tau – but can he truly trust the inscrutable xenos? Overlord, Vol. 10

(manga) Kugane Maruyama 2019-05-21 Three paths converge when the warrior Unglaus and the rookie fighter Climb witness a scuffle involving an old gentleman who turns out to be none other than Sebas himself. While the first searches for his reason to fight, the

second aims to become stronger for the sake of his life savior. The third resolves to carve a safe path for the girl he has chosen to protect. What will become of this unlikely trio?

The End of Enlightenment

Richard Strachan 2021-12-21 Explore notions of destiny and divinity through the lens of the Lumineth Realm-lords Long have the Lumineth Realm-lords held themselves aloof from the troubles of the Mortal Realms. But now, as Nagash asserts his dominion over the living and the dead, the Lumineth must strike back. For Carreth Y'gethin, a legendary warrior and powerful Stonemage, the war against Nagash is merely a distraction from the Lumineth's true purpose – to hone their spiritual equilibrium and prevent their realm

falling back into the madness that once plagued it. But when Carreth's sister is horrifically killed fighting the undead, he finds himself inexorably drawn back into the struggle. As the Ossiarch Bonereapers invade Hysh, Carreth is charged by Teclis himself to defeat one of Nagash's most dangerous generals, who is destined to destroy the Light of Eltharion, the Lumineth's greatest champion. The Stonemage must conquer the warring emotions within and slay this champion of Death, lest the light of Hysh fade from the Mortal Realms forever...

Baneblade Guy Haley
2017-10-17 Fast-paced, hard-hitting military fiction featuring the Baneblade battle tank Mars Triumphant. By the blessing of the Ommissiah was the Mars Triumphant born – from

the forges of the Adeptus Mechanicus, the mighty Baneblade super-heavy battle tank comes to bring death and destruction to the foes of the Imperium. During a bitter war against the orks in the Kalidar system, Lieutenant Lo Bannick joins the crew of the venerable tank, and as part of the 7th Paragonian Tank Company he witnesses combat from within one of the Astra Militarum's mightiest war machines. But even as Bannick's own dark past threatens to undo him, the Mars Triumphant may have met its match in the form of a terrifying new foe.

Mark of Calth Laurie Goulding 2014-01-28
Anthology of short stories revealing the untold tales of the Underworld War. The Heresy came to Calth without warning. In just a few hours of betrayal and bloodshed, the proud

warriors of the XIIIth Legion – Guilliman’s own Ultramarines – were laid low by the treachery of their erstwhile brothers of the XVIIth. Now, as the planet is scoured by solar flares from the wounded Veridian star, the survivors must take the fight to the remaining Word Bearers and their foul allies, or face damnation in the gloomy arcology shelters beneath the planet’s surface. A collection of stories by authors including Dan Abnett, Aaron Demsbki-Bowden and Rob Sanders. The battle for Calth is far from over...

The Kingdom of Wyrd Dave Morris 2014 "BLOOD SWORD can be played either solo or in a team of up to four people, providing the most exciting challenge yet in fantasy adventures, combining the best of role-playing, novels and tabletop games." The

Warlock King holds the land of Wyrd in thrall. His tyrannized subjects live in perpetual fear, knowing that he can see into their dreams and kill them while they sleep. But now an ancient prophecy has brought outsiders from beyond the shores of Wyrd. You seek the lost hilt of the Sword of Life. To claim it you must find the Palace of Eternal Dusk and there confront the Warlock King. It is a struggle which will test the limits of your courage and skill, for the nightmares you must face will be shaped from the darkest corners of your own subconscious mind. * * * What reviewers are saying about BLOOD SWORD: "Real effort has gone into the world-building and characterisation of this series." "A lot of really cinematic elements." "A

memorable story, along with a memorable game-playing experience. Long paragraphs and detailed descriptions add to the atmosphere." "There are multiple paths to victory, and each path will provide you with differing challenges." "The atmosphere is fantastic. From the snow-capped landscape to the fear of constantly being stalked by minions of the True Magi, this campaign is very gripping, with great evocations of the senses of claustrophobia and urgency."

Red Tithe Robbie MacNiven 2017-07-25 The most brutal of Space Marines, the Carcharodons Astra, battle the Night Lords for control of the prison world of Zartak. On the prison world of Zartak, darkness has fallen on arbitrators and inmates alike. The Night Lords have come,

and with them the shadow of fear and pain. But they are not the only ones with an interest in Zartak. From the void, running on silent, another fleet emerges. Its warriors are grey-clad and white-faced, and their eyes are as black as the Outer Dark – the savage Carcharodon Astra. As these two packs of ancient, merciless predators stalk the shadows of the prison colony, both seeking a single young inmate with unnatural talents, the corridors run red with blood, and both factions will have to fight tooth and claw to leave Zartak alive. Warped Galaxies: Attack of the Necron Cavan Scott 2019-02-19 Brave champions and the forces of the Imperium battle alien beasts and mechanical tyrants across the gulf of space. On the hive world of Targian, Zelia Lor

helps her mother search for ancient tech, digging up treasures of the past on the wind-blown plains. They are happy. They are safe. All that changes when the Necrons attack. Without warning, a host of robotic ships appear in the skies above Targian and rip the planet apart. Separated from her mother, Zelia must escape the doomed world, her only hope a scrambled transmission promising safety at a mysterious place known only as the Emperor's Seat. Launched in an escape pod, she crashes on an icy wasteland far, far from home. But Zelia is not alone. She is joined by a rag-tag group of survivors – the street-tough juve Talen, gadget-obsessed Martian boy Mekki and super-intelligent alien-ape, Fleapit.

Dark Hunters: Umbra
Sumus Paul Kearney

2015-06-09 An action-packed adventure featuring Space Marines The Space Marines of the Dark Hunters, descendants of the White Scars and their savage primarch Jaghatai Khan, are called to battle on the world of Ras Hanem, a world they thought long since liberated from the grip of heresy and returned to Imperial rule. Many years ago, he Dark Hunters defeated the traitor warband known as the Punishers on that world, in a conflict that left deep wounds in the Chapter. But now the Punishers have returned, seeking vengeance upon their would-be destroyers. Captain Jonah Kerne of Mortai Company is sent to annihilate the traitors once for all, but the cost of victory may be too high for him to bear...

Damnos Nick Kyme
2016-06-14 The world of

Damnus faces annihilation by the necrons, until the Ultramarines arrive to even the odds. When Damnus is hit by cataclysmic earthquakes, an ancient force is awakened. Deep beneath the earth, the necrons rise from their slumber to decimate the human populace. All appears lost until salvation comes from the heavens... The Ultramarines brave an orbital bombardment to deploy their forces on Damnus. They are led by two legendary warriors - Captain Cato Sicarius and Chief Librarian Tigurius. They are the planet's last, great hope against the remorseless alien foes, but tensions within their ranks threaten to derail victory. As battle rages on Damnus, and the Ultramarines seek to defeat their soulless enemies,

Tigurius receives a terrible vision - a vision telling of the death of a hero...

Ravenwing Gav Thorpe
2013-01-01 Upon steeds of adamantium and steel, the Ravenwing of the Dark Angels bring death to the foes of the Imperium in the first book in a new trilogy from acclaimed author Gav Thorpe. The Ravenwing stand apart from the rest of the Dark Angels Chapter - these dynamic Space Marines take to the battlefield upon steeds of adamantium and steel, and swoop from the skies in lightning-fast speeders to bring death to the foes of the Imperium. Led by the heroic Master Sammael, they prosecute war where their battle-brothers cannot, and are ever at the forefront of the Dark Angels' campaigns.
Star Wars James Luceno
2006 Darth Vader, the

evil emperor's powerful enforcer, sets out to eliminate all resistance to the Empire, a mission that reveals his true strength and role as the Emperor's iron fist.

Soul Hunter Aaron Dembski-Bowden 2010 The Night Lords are one of the most feared Legions of Chaos Space Marines. Remorseless hunters & killers, they relentlessly battle the Imperium of Man to avenge the death of their Primarch Konrad Curze. Their dark crusade takes them to the world of Crythe Primus, where they will fight Imperial forces to claim the planet.

Duty Calls Sandy Mitchell 2007 Cain and his regiment of Valhallans assist local forces quell widespread civil disorder, but with a rioting populace, aliens on the rampage and the dreaded Inquisition poking their

noses everywhere, how can the wily commissar ever find the quiet life that he craves?

Tales of Heresy Lindsey Priestley 2018-08-28 Book ten in the New York Times bestselling series. This is a reissue of 9781849708180 It is the 31st millennium, and mankind has spread across the galaxy. When Horus the Warmaster rebelled against the Emperor, the ensuing civil war nearly destroyed the Imperium. War raged across galaxy, pitting Astartes against their battle-brothers in a struggle where death was the only victor. This collection features stories of heroism and tragedy set during this turbulent time, by star Horus Heresy authors Dan Abnett, Graham McNeill, James Swallow and more. *Codex Armageddon* Andy Chambers 2000-07 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.

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.

For the Emperor Sandy Mitchell 2021-07-06 Black Library presents

the Masterworks – a curated collection of novels celebrating the very best science fiction and fantasy set in the worlds of Warhammer. On an Imperial outpost world on the fringes of tau space, the renowned Commissar Ciaphas Cain and his fractious regiment of Valhallan Guard, newly created from the remnants of two devastated units, find themselves in the middle of a war. As the Astra Militarum struggle to contain worldwide civil insurrection, can the wily Commissar Cain identify the real villain before the planet is lost to the Imperium forever?

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.

Wookiee Cookies Robin Davis 2016-01-26

Boba Fett-Uccine and Princess Leia Danish Dos are just the beginning when the

Force is with you in the kitchen. Wookiee Cookies is your invitation to fine culinary experiences in the Star Wars frame of mind. From C-3PO Pancakes to Jedi Juice Bars, this intergalactic Star Wars cookbook features healthy snacks, delicious dishes, sweet treats, and easy main courses no Rebel can resist. The ebook includes hilarious photos and safety tips for cooking on Earth as well as in most space stations. Age is no issue when it comes to Star Wars cuisine-kids as well as adults will have a great time with this book. Whether you drove to your first Star Wars flick or just had your fifth birthday, there's no reason you can't whip up some Crazy Cantina Chili at near light speed.

A Thousand Sons Graham McNeill 2014-08-26 Book

twelve in the New York Times bestselling series *The Great Crusade* is at its height, and the *Thousand Sons* are its most dedicated warriors. Though utterly loyal, the Legion of Magnus the Red is viewed with suspicion for its arcane methods. Feared by the Imperium he has sworn to serve, Magnus is called to the planet of Nikaea to answer charges of sorcery. When the ill-fated primarch foresees the treachery of Warmaster Horus and warns the Emperor with forbidden powers, the Master of Mankind dispatches Lemar Russ, Primarch of the Space Wolves, to attack Prospero. But Magnus has seen far more than the betrayal of Horus and his revelations will seal the fate of his Legion forever.

Astorath: Angel of Mercy

Guy Haley 2022-03-01

Discover the story of

Astorath. one of the Blood Angels' most fascinating characters! Following the Devastation of Baal and the arrival of the Primarch Roboute Guilliman's Indomitus Crusade, Commander Dante of the Blood Angels has been appointed Lord Regent of all Imperium Nihilus. Working with the successor chapters of the Blood Angels, Dante commands that the area around the Red Scar be scouted in preparation for reconquest. The Red Wings' sweep has led them to the foetid world of Dulcis, dangerously near to the Cicatrix Maledictum itself. Decimated by the tyranids during the war for Baal and only lightly reinforced by Primaris Space Marines, the Red Wings Chapter are in no position to deal with the events that unfold there.

Strange psychic phenomenon and a deadly xenos enemy threaten the great hope of all the Chapters of the Blood – that the flaw in Sanguinius' geneseed has at last been tamed. Drawn by the Black Rage to Dulcis, Astorath the Grim, Lord High Chaplain and Redeemer of the Lost, comes to aid the Red Wings. But what he discovers there will shake the Chapters of the Blood to their very core.

Prospero Burns Dan Abnett 2014-08-28 Book fifteen in the New York Times bestselling series The Emperor is enraged. Primarch Magnus the Red, of the Thousand Sons Legion, has made a catastrophic mistake and endangered the safety of Terra. With no other choice, the Emperor charges Lemar Russ, Primarch of the Space Wolves, with the apprehension of his

brother from the Thousand Sons' home world of Prospero. This planet of sorcerers will not be easy to overcome, but Russ and his Space Wolves are not easily deterred. With wrath in his heart, Russ is determined to bring Magnus to justice and the events that decide the fate of Prospero are set in motion.

Insignium Astartes Alan Merrett 2006-01-31 This incredibly detailed and full color sourcebook from the world of Warhammer 40,000, is the most comprehensive account to date of the colors and insignia of the Codex chapters of Space Marines. This includes unit markings, chapter organization, vehicle markings and special troop types. Taking the Ultramarines chapter as its prime example, Insignium Astartes closely examines the elite

super-warriors known as Space Marines and explains the significance, history and complexities of their incredible heraldic costumes - making this book a must for anyone with an interest in humanity's greatest champions

Deathwatch Ross Watson 2010-09-07 Deathwatch is a roleplaying game set in the Warhammer 40,000 universe, where you take on the role of a member of the Adeptus Astartes - the devout, bio-engineered super-soldiers also known as Space Marines. Only the most exceptional candidates from the fighting forces of the Adeptus Astartes are invited to join the Deathwatch, and take on a new oath to safeguard the Imperium from the darkest of threats. United in this newly forged brotherhood, all Deathwatch Marines must

learn to put aside their differences and work together to succeed in the most extraordinary operations - whether facing the threat of total annihilation when confronted by implacable alien foes, or fighting against the foul daemon menace that crawls forth hungrily from beyond the Warp. Deathwatch offers a brand-new roleplaying experience by focusing on elite, special-missions style action at the furthest fringes of Imperial space, involving some of the greatest heroes and deadliest opponents the Warhammer 40,000 universe has to offer!

Outer Dark Robbie MacNiven 2018-09-18 With tyrannid hive fleets approaching, the Carcharodons make a stand on the world of Piety V. If they can stop the xenos here, they will be able to end the menace before it

begins. The Carcharodons' remit is an unenviable one - this Chapter of Space Marines plies the dark areas of space, endlessly hunting down the enemies of mankind. Living on the edge, with no fixed base of operations, they are creatures shaped by their environment, renowned for their ruthlessness and their brutality. With a fresh wave of tyrannid hive fleets approaching the galactic plane, the Carcharodons decide to use the world of Piety V as a bulwark. If they can stop the xenos here, they will be able to end the menace before it begins. But as they mobilise the planet's defenders and fight the tyrannids, the Carcharodons come to learn what the value of mankind truly is.

Horus Heresy: Know No Fear Dan Abnett
2012-02-28 Mustering for

war against the orks, the Ultramarines Legion is attacked by the Word Bearers on the planet of Calth, and the forces of Chaos openly reveal their part in the Heresy. Unaware of the wider Heresy and following the Warmaster's increasingly cryptic orders, Roboute Guilliman returns to Ultramar to muster his Legion for war against the orks massing in the Veridian system. Without warning, their supposed allies in the Word Bearers Legion launch a devastating invasion of Calth, scattering the Ultramarines' fleet and slaughtering all who stand in their way. This confirms the worst scenario Guilliman can imagine – Lorgar means to settle their bitter rivalry once and for all. As the traitors summon foul daemonic hosts and all the forces of Chaos, the

Ultramarines are drawn into a grim and deadly struggle in which neither side can prevail.
Caiphus Cain Sandy Mitchell 2012-01-06
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...

The Guns of Tanith Dan Abnett 2015-12-08 Book five in Black Library's longest running Sci-fi series returns Gaunt's Ghosts embark on their most dangerous mission yet as they make a daring drop assault on the world of Phantine. With the elite enemy

Blood Pact and vicious xenos mercenaries ranged against them and short of ammunition with no means of escape, things look grim for the Tanith First. But the greatest danger may come from within the regiment as an old grudge is settled and tragedy strikes. *Shield of Baal* Josh Reynolds 2017-01-10 The Blood Angels Space Marines must defend their home world from the ravenous threat of the tyrannid Hive Fleet Leviathan. A tendril of Hive Fleet Leviathan has reached the Cryptus shieldworlds. The Imperium musters its strength, for the aliens must be stopped here, as next in the hive fleet's path is the home world of the Blood Angels Space Marines, Baal itself. Many are the battlefields and the price of victory is steep... On Phodia, the sons of Sanguinius give

battle to the dreaded Spawn of Cryptus. At Lysios, the Adepta Sororitas and Tempestus Scions hold the line against Leviathan. Far from the fighting, Blood Angels Sergeant Jatiel finds himself pitted against another threat, the necrons of Anrakyr the Traveller who may yet have a crucial impact on the greater war.

The Lords of Silence

Chris Wraight 2019-02-05

The galaxy has changed. Armies of Chaos march across the Dark Imperium, among them the Death Guard, servants of the Plague God. But shadows of the past haunt these traitors... The Death Guard have returned to prominence with the return of Mortarion and their fabulous model range, and Chris Wraight's previous work with them (in his Space Wolves novels, notably) makes

him the perfect person to delve into their particular darkness. The Cadian Gate is broken, and the Imperium is riven in two. The might of the Traitor Legions, kept shackled for millennia behind walls of iron and sorcery, has been unleashed on a darkening galaxy. Among those seeking vengeance on the Corpse Emperor's faltering realm are the Death Guard, once proud crusaders of the Legiones Astartes, now debased creatures of terror and contagion. Mighty warbands carve bloody paths through the void, answering their lord primarch's call to war. And yet for all their dread might in arms, there is no escape from the vicious legacies of the past, ones that will pursue them from the ruined daemon-worlds of the Eye of Terror and out into the smouldering wastes

of the Imperium Nihilus.
Faith and Fire James
Swallow 2006-03-28 When
a dangerous psychic
terrorist escapes from
their custody, the
Sisters of Battle not
only have to hunt down
and recapture him, but
also need to restore
their honour in the eyes
of their superiors.
Fire Warrior Simon

Spurrier 2003-09-01
Ruling over the alien
warriors of the Tau
empire are the enigmatic
Ethereals. When a
powerful Ethereal
crashes behind Imperial
battle lines, it falls
to one young Fire
Warrior to sacrifice his
life for the greater
good. Original.