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First and Only Dan Abnett  
2015-01-01 The Sabbath World

have been lost to the Imperium  
for many long centuries. Now, a  
crusade fights to reclaim them.

In its midst are Colonel-Commissar Ibram Gaunt and his "Ghosts", the brave men of the Tanith First-and-Only. As they survive battle after battle, Gaunt and his men uncover an insidious plot to unseat the crusade's warmaster, a move that threatens to destabilise the war effort and undo all the good work and sacrifice of millions of soldiers. With no one to trust and nowhere to turn, Gaunt must find a way to expose the conspiracy and save his men from a needless death.

*Warrior Brood* C. S. Goto 2005

The world of Herodian IV is doomed when the nightmarish tyrannid hive fleets descend from the depths of space, intent on

devouring every living thing there. In the vital hours before the planet is lost, Inquisitor Kalipsia and a team of Deathwatch Space Marines are sent on a mission to investigate a mysterious research outpost. The terrible secret they uncover could affect the fate of all humanity, but can they escape to safety before they are torn apart by the ravenous alien hordes?

*The Imperial Infantryman's Handbook* Graham McNeill

2020-09-29 The ultimate introduction to life as an Imperial Guardsman! Welcome to the Astra Militarum, Guardsman! You don't know it yet, but this book is your new

best friend. In its pages, you'll find everything you need to know in order to defeat mankind's enemies and prove yourself worthy of being a trooper in the Imperial Guard. It'll teach you how to march, how to shoot, how to maintain your weapons (and how to request replacements if you misplace yours), and much more. Learn the prayers and benedictions that will protect you from your foes, and how to best kill each of the Imperium's enemies with minimum effort. It's the essential guide for every Guardsman. CONTENTS  
Imperial Munitorum Manual  
Imperial Infantryman's Uplifting Primer  
The Benedictions of the

Emperor

Caves of Ice Sandy Mitchell

2004-01 Commissar Ciaphas

Cain, hero of the Imperium, and

his regiment are deployed to

the ice world of Frigidia to quell

unrest amongst mine workers.

But a malevolent evil stirs deep

in the ice caves. Original.

**Cadian Blood** Aaron Dembski-

Bowden 2009 When the

Imperial shrine world of Kathur

is blighted by Choas, the brave

Guardsmen of Cadia are sent to

reclaim it. The plague of Nurgle

has set in deeply on the planet,

forcing the Cadians into battle

with an innumerable legion of

the infected.

*Straight Silver* Dan Abnett

2016-06-28 Commissar Gaunt

and his men undertake a seemingly suicidal mission in the blood-soaked trenches of the 41st Millennium. On the battlefields of Aexe Cardinal, the struggling forces of the Imperial Guard are locked in a deadly stalemate with the dark armies of Chaos. Commissar Ibram Gaunt and his regiment, the Tanith First and Only, are thrown headlong into this living hell of trench warfare, where death from lethal artillery is always just a moment away. The only chance for Gaunt and his lightly armed scouts to survive is to volunteer for a mission so dangerous that no one else dares accept it.

**Death World** Steve Lyons 2006

Science fiction-roman.

**Let the Galaxy Burn** Marc

Gascoigne 2008-12 By popular demand, we've gathered up the best sf short stories ever written for the Black Library into one massive volume, and added some brand new tales!

Warhammer 40,000 fans will be keen to get their hands on classic stories that have been unavailable for a while, and all readers will enjoy the range and variety on offer in this high-value volume.

**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.

*Ghostmaker* Dan Abnett

2015-04-01 On the jungle world of Monthax, Colonel-Commissar Ibram Gaunt and his Tanith First and Only await the order to advance into the sweltering wilderness and drive the alien eldar from the Imperial planet. As battle approaches, Gaunt walks the lines, raising his

men's spirits and remembering their greatest battles and heroic acts - and the tragedies that have dogged Gaunt's Ghosts from the day of their founding on lost Tanith; The day that Gaunt became known as the Ghostmaker.

Only War Fantasy Flight Games  
2012-10-16

Dark Apostle Anthony Reynolds

2007-09-25 Driven by dark visions, Dark Apostle Jarulek and his forces from the Word Bearers Chaos Space Marines ravage the Imperial planet of Tanakreg, brutally enslaving its inhabitants and racing against time to build a monstrous tower before the Imperial army arrives to reclaim the planet. Original.

## **Dead Men Walking Steve Lyons**

2010-11-30 When the necrons rise, a mining planet descends into a cauldron of war and the remorseless foes decimate the human defenders. Salvation comes in an unlikely form – the Death Korps of Krieg, a force as unfeeling as the Necrons themselves. When the two powers go to war, casualties are high and the magnitude of the destruction is unimaginable.

## **The Emperor's Finest Sandy**

Mitchell 2012 Bestselling Ciaphas Cain book now in paperback. The search for the source of an alien threat leads Ciaphas Cain to a drifting space hulk. But when the Reclaimator Space marines suffer terrible

losses, Cain and his trusty aide Jurgen must go it alone. With the tyrannids waking and a group of stowaway orks on the loose, Cain must use all his ingenuity and cunning to escape the space hulk alive.

## **Black Crusade John Dunn**

2012-03-13

## Rogue Trader Fantasy Flight

Games 2010-05-04 Lure of the Expanse, the latest book for Rogue Trader, features three adventures set amongst the unexplored stars beyond the Imperium. Wealth and glory await those with the courage to venture into the farthest reaches of space. In "Eye of the Needle," your Explorers will travel to the perilous port of

Footfall to learn of a dark prophecy of long-lost riches. In "The Heathen Trail," the Explorers find themselves on the path of uncountable riches... but they must cross the wild tracts of the Heathen Stars. Threats abound, but can the Explorers transform danger into rewards? Finally, in "The World Beyond," the Explorers discover the location of the legendary treasure world. Now, can they prevail against a host of enemies?

**Dark Heresy Fantasy Flight Games** 2014-07-15

*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.

**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?

**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.

**Black Crusade: The Tome of Excess** Kendall Butner

2013-05-31 The Tome of Excess is a sinfully indulgent supplement for Black Crusade! Devoted to the Dark God Slaanesh and his followers, this comprehensive hardcover book introduces four new Heretic Archetypes, along with cruel weapons, rules for empowering minions, new Daemon Engines, and more. Expanded rules for



social interactions, Infamy, and dark rituals help players of all alignments, and in the included adventure, the Heretics must best a Pirate Prince of the Ragged Helix!

### **Cain's Last Stand** Sandy

Mitchell 2008 As the forces of Chaos overwhelm Perlia, can Commissar Cain prove himself to be a real hero of the Imperium one last time?

*Caiphus Cain* Sandy Mitchell

2012-01-06

*Xenos* Dan Abnett 2015-06 The Inquisition moves amongst mankind like an avenging shadow, striking down the enemies of humanity with uncompromising ruthlessness. When he finally corners an old

foe, Inquisitor Gregor Eisenhorn is drawn into a sinister conspiracy. As events unfold and he gathers allies - and enemies - Eisenhorn faces a vast interstellar cabal and the dark power of demons, all racing to recover an arcane text of abominable power: an ancient tome known as the Necroteuch.

### The Infinite and The Divine

Robert Rath 2021-07-20

Explore a story told across the millennia that delves deep into a pair of fascinating necron characters, their relationship and their plans for the galaxy. Before the being called the Emperor revealed Himself, before the rise of the aeldari,

before the necrontyr traded their flesh for immortal metal, the world was born in violence. Even when they inhabited bodies of flesh, Trazyn the Infinite and Orikan the Diviner were polar opposites. Trazyn, a collector of historical oddities, presides over a gallery full of the most dangerous artefacts – and people – of the galactic past. Orikan, a chronomancer without peer, draws zodiacs that predict and manipulate the future. But when an artefact emerges that may hold the key to the necrons' next evolution, these two obsessives enter a multi-millennia game of cat and mouse that ends civilisations, reshapes timelines, and

changes both forever. As riddles unwind and ancient secrets are revealed, the question remains: will their feud save the necron race or destroy it?

*Rogue Trader: Battlefleet*

*Koronus* Andy Chambers

2011-03-30 Battlefleet Koronus

is an extensive sourcebook for the Warhammer 40,000 Rogue

Trader Roleplay Game,

covering the myriad starships

traversing the Koronus

Expanse. It also provides a host

of enemy starships to challenge

Explorers, and delves into the

rich history of the Imperial Navy

and Battlefleet Calixis. With new

rules on Nova Cannons,

torpedoes, attack crafts, and

squadrons, plus new options for outfitting player ships, this book is perfect for players and GMs alike!

Baneblade Guy Haley

2017-10-17 Fast-paced, hard-hitting military fiction featuring the Baneblade battle tank Mars Triumphant. By the blessing of the Omnissiah 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.

Disciples of the Dark Gods Alan

Bligh 2008-10-01 Dark conspiracies, blasphemous cults, and corrupting chaotic powers are ever present threats to the Imperium. Yet searching out such hidden horrors is the task of the Inquisition, for who else will save mankind from these threats? Disciples of the Dark Gods features in-depth descriptions of a variety of cults,

organizations, and factions for Acolytes and Inquisitors to infiltrate and expose. Plus backgrounds on internal feuds, factionalism, and personal rivalries that constantly threaten to weaken the God-emperor's domain. Wanted Heretics of the Calixis Sector: Complete descriptions of eight of the most notorious and dangerous villains at large and declared Excommunicate Tratoris. The House of Dust and Ash-a scenario for experienced Acolytes with an exciting mix of action, horror, and investigation. Not for the faint-hearted! A copy of the Dark Heresy Core Rulebook is needed to use this supplement.

**Death Or Glory** Sandy Mitchell  
2006 Escaping from a disastrous space battle, Commissar Cain and Jurgen crash behind enemy lines. The only way out is to round up what few troops they can find, and fight their way back to the safety of the Imperial lines. Unfortunately, thousands of barbaric alien orks stand in their way. Original.

**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?

### **Aliens vs. Predators: Rift War**

Weston Ochse 2022-08-16

When the Predators choose LV-363 for a hunt and seed it with Xenomorph eggs, the result is bizarre alien hybrids and humans trapped between the Predators and their prey.

The planet LV-363 teems with

exotic life, including a plant growing in the shadows of its deep rifts. The plant's flower yields a valuable narcotic, and people are forced by the cartels to harvest it. When a Yautja (Predator) ship arrives for a hunting ritual, the Predators seed the rifts with Xenomorph eggs. The aliens emerge and the result is bizarre and deadly hybrids, with humans trapped between the Predators and their prey. These deadly Xenomorph hybrids—some of which possess the ability to fly—swarm out of control and may prove more than either the Yautja or the humans can defeat. © 2021 20TH CENTURY STUDIOS Kill Team Gavin Thorpe 2001

*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.

**Blades of Damocles** Phil Kelly  
2017-04-04 Setting out to exterminate the upstart Tau Empire before it becomes a threat, the Ultramarines under Captain Atheus discover that the xenos may be more of a menace than they originally believed... The Imperium of Man takes its bloody revenge upon the expansionist tau in a war of dizzying spectacle. For the first time, the daredevil warriors of the Ultramarines Assault

Company go to war en masse, fighting in the skies, in the streets, and even in the prototype testing facilities of the tau Earth caste. However, Sergeants Sicarius and Numitor must overcome their hunger for glory as the brightest stars of the Tau Empire, Commanders Farsight and Shadowsun, hunt them to the brink of disaster. Tempers run short as battle-brothers fall, ammunition runs out and the course of the war takes ever-darker twists and turns. With two warrior cultures struggling for a vital edge and the body count spiralling towards a terrible conclusion, can notions of honour and duty survive at all?

**Lasgun Wedding Will McDermott**  
2007 When the ruler of the massive hive city of Necromunda falls dead, Kal Jerico is coerced into taking his place. But with assassins taking pot shots at him from all sides and forced into marrying a Spire noble, Kal begins to suspect there may be more to his rapid ascension than first appeared. Will Kal triumph and discover the root of the conspiracy or will he end up dead, or worse, married!

**Eye of Terror Barrington J. Bayley** 2000-06-01 As the Imperium's war-fleets launch a mission into the heart of Chaos, rogue trader Maynard Rugolo search for wealth and power on

the fringe worlds of the distant realm, until he comes face to face with the devastating powers of Chaos, in a novel based on the Warhammer 40,000 universe. Original. *Reigning Cats and Dogs* Tanith Lee 2015-11-26 Grace is green-eyed, beautiful, a psychic healer - and also a whore. She walks the streets of Black Church to make a living. After years of horror and poverty as a brothel slave, Saul Anger was adopted into a life of ease, and now he has taken on the mantle of his dead uncle's house, as well as the leadership of a secret society whose figurehead is Anubis, the jackal god of Egypt. Dedicated to justice and to

retribution, this society will destroy those it deems evil. There must always be blood. One midnight in the great clock-tower of the city, a man hangs himself - and secret desires are let loose. A demon now stalks the streets and alleys, slaying the wicked and the innocent alike. But can Saul locate the source of the destruction and tame it? Or will beautiful Grace - who has fallen in love with him - be able to stem this tide of madness and primeval terror? For, aided by the goddess Pasht and by all the cats of the city, perhaps she alone can turn back the clock. Rebel Winter Steve Parker 2007 On the snowy wastes of



Danik's World, a regiment of the Vostroyan Imperial Guard is ordered to hold their ground to protect the retreat of other Imperial forces. But when their own orders come to move back, they discover they have been left stranded behind enemy lines. Can the Guardsmen ever fight their way back to safety?

Fifteen Hours Mitchel Scanlon  
2005-06-16 An inexperienced soldier receives his first taste of the horrors of combat against the monstrous orks on the nightmarish, futuristic battlefields of the Warhammer 40,000 world. Original.

Mortis John French 2021-10-26  
Book 5 in the global bestselling series, "The Horus Heresy:

Siege of Terra" The victories of Saturnine and the sacrifices of the Eternity Wall space port have faded into the hope of yesterday. Denied but not defeated, the traitors intensify their assault on the Imperial Palace. With the principal space ports in Horus' hands, the Warmaster now drains the heavens of his reserves. As the pressure of the assault increases, the power of Chaos waxes. The waking lives of the defenders are filled with despair, while their dreams pull them in search of a false paradise. As the fabric of the defences fails and the will of those who stand on them cracks, Horus commands the

Titans of the Legio Mortis to breach the walls. Against them stands the might of Mercury Wall and the strength of the Legio Ignatum. Ancient rivals, the god-engines of both Legions meet in battle, while within the walls a few desperate

individuals seek a way to turn back the tide of the warp's malign influence. Across Terra lost warriors and travellers make their way through wastelands and gardens of horror, towards home and an unknown future.