

# Warhammer 40k Shadowword Tank Free Paper Model Download

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**Flesh Tearers** Andy Smillie  
2016-02-09 Formed in the aftermath of the Horus Heresy, the Flesh Tearers, veterans of the Blood Angels Legion now cast adrift, gather behind their leader, Chapter Master Amit, and set out to forge their own destiny. None of the scions of

Sanguinius are as bloody or wrathful as the Flesh Tearers. The fury of this Chapter, scorned by the Blood Angels and many of their successors, is legendary. Within them, the Black Rage is made manifest, a curse on the Imperium and its enemies. In the uncertain years following the end of the Great

Heresy, it fell to Amit to lead this benighted Chapter. Upon his shoulders lay a heavy burden, for to prevent their own self-annihilation, the Flesh Tearers must not only fight their many foes but their very nature itself.

**The Beheading** Guy Haley

2016-11 Subterfuge and assassination bring this thrilling series to an end. Despite the odds, the Imperium has triumphed. The orks have been defeated and the Great Beast is no more. Across the length and breadth of the galaxy, humankind celebrates its salvation, and relishes the prospect of a return of peace. But the war against the orks has riven the political bedrock of the Imperium, exposing its rotten core. One man, one powerful man, decides he has the solution, and launches a campaign of destruction so terrible that thousands of years later his actions will still be viewed with horror. And all the while, the true enemy watches and waits in the starless depths of space; an eternal evil that desires only to devour the souls

of every living human soul in the galaxy.

*Baneblade* Guy Haley

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

*Shadowsword* Guy Haley

2017-10-17 No-holds-barred tank warfare set amid the pitiless battlefields of the Warhammer 40,000 galaxy. Arriving in the Geratomro

warzone, Honoured Lieutenant Bannick and the crew of the Baneblade Cortein's Honour are assigned as close support to a company of Shadowword Titan hunters and find themselves thrust into a deadly battle for the fate of three star systems. New and deadly allies throw into doubt all that Bannick has been told of the Imperium, threatening not only his life, but also his soul...

**Garro: Legion of One** James Swallow 2011-04

**Dragon Rampant** Daniel Mersey 2015-12-20 Whether you're a nameless Dark Lord looking to conquer the known world, a Champion of Light holding out against the forces of evil or a Northern barbarian facing claimants to a stolen throne, Dragon Rampant allows you to bring those battles to the tabletop. Developed from the popular Lion Rampant system, Dragon Rampant is a standalone wargame that recreates the great battles of Fantasy fiction. Scenarios, army lists, and full rules for magic and monsters give players the opportunity to

command unruly orc warbands, raise armies of the undead, campaign across an antediluvian world as the warchief of a barbarian tribe, or exploit the power of mighty creatures and extraordinary sorcery. An army usually consists of 6-8 units comprised of 6-12 individually based figures. These small units move and fight independently, assuming that they follow your orders rather than just doing their own thing. Command and control is just as important on the battlefield as the power of a troll chieftain or the magic of an archmage.

Submarines David Ross 2022-06-14 Submarines features the most significant submarines built, from the German U-9--which sank three British cruisers on September 22, 1914--through the huge Japanese I-400 class, to the great nuclear-powered submarines of the Cold War, such as the USS Los Angeles and Soviet Oscar class. Also included are the "undersea cruiser" Surcouf; the highly successful Type VII U-boats of

World War II; and the latest attack and ballistic missile submarines, such as HMS Astute, USS Virginia, the Chinese Type 094, and the Russian Yasen class. Each entry includes a brief description of the submarine's development and history, a color profile or cutaway, key features, and specifications. Packed with more than 200 artworks and photographs, *Submarines* is an accessible guide for those interested in naval history.

**Plague War** Guy Haley  
2022-07-05 Book 2 in the Dark Imperium series. In the void and upon the worlds of Greater Ultramar, the battle for the Imperium continues. Intent on rebuilding his home realm and using it as a base to reconstruct the ravaged stellar empire of mankind, the returned primarch Roboute Guilliman proceeds with his war to drive Mortarion and his Death Guard Traitor Legion from the domain of the Ultramarines. But when Guilliman brings his brother to battle upon the diseased plains

of Parmenio, the intervention of a greater power in their fraternal struggle threatens to upend the Imperial Regent's understanding of the galaxy, and his place within it.

Primarchs and ideologies clash in this second, thrilling part of the Dark Imperium trilogy. [Hammer of the Emperor](#) Steve Lyons 2020-01-07 A fantastic collection of stories centred around the forces of the Astra Militarum. A must read for fans of military sci-fi Across the war-torn galaxy, the Imperial Guard are a bastion against the enemies of mankind. From the punishing heat of Tallarn's deserts to the bonechilling tundras of Valhalla, these are the soldiers who give their lives in the Emperor's name.

Whether shoulder to shoulder or crushing their enemies in vast machines of war, they are unwavering in their devotion to duty. On a thousand stars, they repel the forces of Chaos and the foul xenos in an eternal conflict. This omnibus collects three novels and three short stories telling tales of savage warfare and heroism on the

frontline. Contents Mercy Run by Steve Parker Gunheads by Steve Parker Ice Guard by Steve Lyons A Blind Eye by Steve Lyons Desert Raiders by Lucien Soulban Waiting Death by Steve Lyons

**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.

**Gunheads** Steve Parker 2009  
**Illuminati Bavarian Fire Drill** Illuminati 2007-04-18  
*Architect of Fate* Christian

Dunn 2015-08-18 Four tales of different Space Marine Chapters battling the forces of Chaos across the galaxy. From small scale clashes to total war, all are drawn into the machinations of Kairos Fateweaver. But how does it all link together? The Space Marines stand against the darkness, and yet on countless battlefields they play unwitting roles in the schemes of Fateweaver. From the doomed world of Ilissus, through the embattled corridors of the Endeavour of Will, to the borders of the Eye of Terror itself - friend and foe alike follow the great plan that he set in motion many thousands of years ago. But not even the Architect of Fate himself can foresee the destiny that lies in wait for him...

**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 Demski-Bowden and Rob Sanders. The battle for Calth is far from over...

### **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?

### **Through the Evil Days** Julia Spencer-Fleming 2013-11-05

When a raging fire quickly becomes a double homicide and kidnapping, expectant parents Chief of Police Russ Van Alstyne and Reverend Clare Fergusson must deal with personal and professional issues they never before encountered. 75,000 first printing.

**Gods of Mars** Graham McNeill 2015-05-01 Beyond the edges

of the galaxy, Archmagos Kotov's great voyage is over. He has achieved his goal - to find the resting place of the long-lost Vettius Telok. But Telok yet lives, and as the brave explorators of Kotov's fleet marvel at the wonders laid before them, darker plans unfold. As reality itself is threatened by impossible technologies from the dawn of time, it falls to a small group of heroes to thwart an insane plan that could see the entire universe annihilated. Previous titles: Priests of Mars - 9781849704083 Lords of Mars - 9781849707022

### **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...

### **Apocalypse** Josh Reynolds

2019-07-09 Forces from several Space Marine Chapters mobilise to defend the cardinal world of Almace from an invasion by the twisted traitors of the Word Bearers. But unbeknownst to the forces of the Imperium, conquest is not the enemy's sole aim... Book 5 in the Space Marine Conquest Series Lieutenant Heyd Calder is a Primaris Marine whose mastery of warfare is matched only by his diplomatic prowess. Under the orders of Roboute Guilliman, he is deployed to Almace, a minor seat of the Ecclesiarchy, to protect the world at whatever cost. Yet even as diabolical forces leer from the system's edge, Calder discovers that the capital's Cardinal-Governor, a sharp, inscrutable figure of spiritual and material authority, is hiding something. When it

becomes clear that conquest is not the enemy's sole aim, Calder resolves to uncover the secret of Almace. As the system is set ablaze, clashes of faith, strategy and politics ensue in the capital, and it becomes clear that the forces of the Ecclesiarchy and the Adeptus Astartes must fight together if they are to have any hope of victory.

### **The Macharian Crusade**

**Omnibus** William King  
2017-02-07 Omnibus edition containing all three novels in The Macharian Crusade trilogy: Angel of Fire, Fist of Demetrius and Fall of Macharius. At the dawn of the 41st millennium, Lord Solar Macharius and his vast Astra Militarum armies embark upon the reconquest of a thousand worlds. Only Macharius, his will idomitable, has the strength of purpose and leadership to bring about such an immense undertaking, a crusade the like of which has not been seen since the dark days of the Heresy. But the countless wars are all-consuming, devouring men and

materiel, and soon even Macharius's trusted generals and advisors begin to question the feasibility of such a punishing and seemingly endless campaign. As the battlefield stretches across the length of the stars and over a thousand worlds, can Macharius hold his crusade together or will it end in ignominy and flame?

### **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! [Slaves to Darkness](#) John French 2020-02-04 Book 51 in the global best selling Horus Heresy series. The end is nearly here.....what lies ahead? After a long and gruelling conflict, the traitors at last close upon Terra. But time is dwindling for an attack. Both Guilliman and the Lion are returning with all haste, and their armies could turn the tide. The hosts of the Warmaster must unite, for only then can they attack the Throneworld itself. While Mortarion is sent on ahead as the fleet's vanguard, it falls to Lorgar and Perturabo to marshal Fulgrim and Angron, both now elevated to daemonhood and perhaps beyond even the will of the Warmaster to command. But Horus lies wounded and as the greatest battle the galaxy has ever know looms, it is up to Maloghurst to hold his fractious Legion together and

to wrench Horus himself from the edge of oblivion.

### **Yarrick: Imperial Creed**

David Annandale 2015-06-16

The thrilling exploits of one of Warhammer 40,000's most iconic characters Yarrick: the very name carries the weight of legend, of great deeds and of wars won for the Imperium. But Sebastian Yarrick, who fought on Armageddon, who Space Marine Chapter Masters show their fealty to on bended knee, was not always Lord Commissar. He was once just a man, a newly minted officer from the ranks of the schola progenium. His first mission under the tutelage of Lord Commissar Rasp was on Mistral. Here, an uprising of barons had upset the delicate balance of power. But, as Yarrick was soon forced to learn, Mistral and Imperial politics are often murky, the truth seldom clear cut. As war engulfs the world, a plot unravels that pits old friends against one another and fashions unusual alliances. Chaos cults, the fanatical Adepta Sororitas and

clandestine inquisitors all stand between Yarrick and his mission. Here is where the legend began. In this crucible was Lord Commissar Sebastian Yarrick forged in blood.

**Steel Tread** Andy Clark 2021-12-07 The Astra Militarum are a blunt instrument of violence, wrought on a galactic scale. This new series from Black Library will explore some of their regiments. On the war-torn world of Croatoas, the armies of the Astra Militarum do battle with the twisted servants of the Ruinous Powers. Against the backdrop of this increasingly desperate conflict, tanker Hadeya Etsul finds herself consolidated into a Cadian regiment, and placed in command of the Lemnass Demolisher Steel Tread. Haunted by nightmares, surrounded by a dysfunctional crew and striving to find her place amidst a proud and insular regiment with a culture so different from her own, Etsul must guide her crew to victory. But, as her regiment rolls out beneath the poisonous

light of the Great Rift to join a death-or-glory offensive, the crew of Steel Tread are about to face the fight of their lives. If they cannot learn to work as one, how can they hope to survive?

**Sons of Gruumsh** Christopher Perkins 2005 The first full-length Forgotten Realms adventure in three years! This adventure showcases the classic high fantasy for which the Forgotten Realms setting is known. Sons of Gruumsh features an epic quest to prevent war between the orcs of Thar and the cities of the Moonsea. Though set in the Forgotten Realms, Dungeon Masters can place this adventure anywhere in the Realms, or easily adapt it for their own D&D® campaigns. This adventure features encounters written to facilitate the use of D&D Miniatures and is designed for 4th-level characters.

*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 XVth 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 First Wall Gav Thorpe 2021-08-17 Book 3 in the Global best selling Horus Heresy Siege of Terra series The war for the fate of mankind blazes on. Though the outer defences have fallen, the walls of the Palace itself remain inviolate as Rogal Dorn, the Praetorian of Terra himself, uses every known stratagem and ploy to keep Horus's vast armies at bay. In Perturabo, the Traitor siegebreaker, Dorn

faces an adversary worthy of his skill. A terrible, grinding attrition ensues. The crucial battle for the Lion's Gate spaceport is at the heart of this conflict. With it in their possession, the Traitors can land their most devastating weapons on Terran soil. Dorn knows it must not fall. But with enemies attacking from within as well as without and the stirrings of the neverborn drawn to the slaughter, can the Imperial defenders possibly prevail?

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 Istvan V. Driven almost to the brink of self-destruction at Istvan 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.

**Silver Surfer** Donny Cates 2019-12-11 Collects *Silver Surfer: Black #1-5*. Is this the end of Norrin Radd? In *GUARDIANS OF THE GALAXY*, the cosmos' greatest defenders were thrown through a black hole — including the Silver Surfer! But his story doesn't end there! To beat back oblivion and avoid losing himself to the darkness, the Sentinel of the Spaceways must call on all his inner light to save his own soul! With his Power Cosmic fading and the all-consuming darkness descending, will help come in the form of an unexpected ally?

When the Surfer discovers something with the potential power to turn the tide, is he prepared to pay the terrible price for awakening it? And how does the Surfer's predicament tie in to the sinister world of symbiotes? Donny Cates and Tradd Moore take the Surfer on a journey that will change him forever!

**Leman Russ** Chris Wraight 2017-01-24 The second title in *The Horus Heresy: Primarchs* series, a brand new sequence of novels from Black Library. Many are the sagas of Leman Russ, Lord of Winter and War, most fearsome of the Emperor's primarch sons. At the height of the Great Crusade, his Space Wolves fight to bring the rebel world of Dulan to compliance. Enraged by the defiance of the tyrant Durath, Russ has pledged to strike him down personally - but his brother Lion El'Jonson of the Dark Angels advises more caution. With the might of two Legions arrayed against Durath, tensions nevertheless run high, and the rivalry between the Wolf and the Lion

threatens to engulf them all.  
The Sabbat Worlds Crusade  
Dan Abnett 2005 A chronicle of all the events, battles, and personalities in the Gaunt's Ghosts series contains illustrations, maps, and photographs to bring the cataclysmic future war to life. Original.

**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.

**Blackstone Fortress** Darius Hinks 2019-05-14 When he discovers a prize that could change the face of the galaxy, disgraced Rogue Trader Janus Draik recruits a team of

treasure-seeking misfits to claim it. But danger lurks in the darkness... READ IT BECAUSE The full story behind the Warhammer Quest: Blackstone Fortress game is revealed! Join Janus Draik and his crew as they venture into the depths of the fortress and encounter all manner of deadly foes. There are those in the great expanse of the galaxy that seek profit wherever it is to be found: the deal makers, the opportunists and explorers - the Rogue Traders. Granted power by an ancient charter, sanctioned by the Emperor Himself, these scoundrels, entrepreneurs and adventurers roam the galaxy in search of fortune and glory. None perhaps are as hungry for these twin-vices as Janus Draik. All but disowned by his wealthy family, regarded as a wayward son of ill repute and little potential, Draik knows he must restore his fortunes soon or his misadventures will see him destitute and discarded. So it is then that when he finds a truly exceptional prize, one that will return him to his deserved

station, Draik recruits a crew of fellow treasure seekers and sets them to the task. Draik's obsession is all-consuming, and he will risk everything to obtain his prize and its many secrets, including his life or even that of his crew...

*Legacies of Betrayal* Graham McNeill 2015-10-27 The New York Times bestselling series continues Only from out of great conflict can true heroes arise. With the galaxy aflame and war on an unimaginable scale tearing the Imperium apart, champions of light and darkness venture onto countless fields of battle in service to their masters. They ask not for remembrance or reward - simply to meet their destiny head-on, and only by embracing that destiny will they come to learn what the unseen future may yet hold for them... This *Horus Heresy* anthology contains eighteen short stories by authors such as Graham McNeill, Aaron Dembski-Bowden, Nick Kyme and many more. Also, Chris Wraight's acclaimed novella 'Brotherhood of the Storm'

delves into the nature of the elusive White Scars Legion, and their questionable sense of duty to the Emperor.

**Revenge of the Giants** Bill Slavicsek 2009 Evil giants seek to avenge past defeats by ravaging the civilized lands, and the only thing standing in their way is a renowned band of heroes, in this D&D® adventure that includes a poster map featuring key encounter locations.

*The Beast Arises*: David Guymer 2018-12-25 In the final act of *The Beast Arises* saga, the Imperium is brought to its knees and the orks seek to usurp mankind and establish dominance over the galaxy in this omnibus edition that contains books nine to twelve in the series. The Imperium's initial attempts to attack the orks and kill their leader have ended in failure and tragedy, but there can be no surrender: the fate of humanity hangs in the balance. New, more flexible fighting teams of Adeptus Astartes have been assembled and allies from the Imperium's past have also pledged their

support. With new troops, revised tactics and the full backing of the Adeptus Mechanicus, the Space Marines head to the orks' home world one final time. This time there will be no retreat. They must succeed in their mission... or die in the attempt. "}" style="font-size: 10pt; font-family: Arial; color: rgb(0, 0, 0); text-align: center;">'The Beast Arises' is an epic Warhammer 40,000 series from Black Library. Spanning twelve volumes, the story covers a galaxy-wide conflict between humanity and a massive ork invasion. The Imperium's initial attempts to attack the orks and kill their leader have ended in failure and tragedy, but there can be no surrender: the fate of humanity hangs in the balance. New, more flexible fighting teams of Adeptus Astartes have been assembled and allies from the Imperium's past have also pledged their support. With new troops, revised tactics and the full backing of the Adeptus Mechanicus, the Space Marines head to the orks' home world one final time. This time

there will be no retreat. They must succeed in their mission... or die in the attempt.

### **Codex Craftworld Eldar**

Gavin Thorpe 1999-09

#### 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.

### **Treacheries of the Space**

**Marines** Christian Dunn

2012-09-25 A short story collection about Chaos Space Marines Even among the superhuman warriors of the Adeptus Astartes, there are those who turn their backs on their brothers. An all-new collection of short stories from the 41st Millennium.

*Cadia Stands* Justin D. Hill

2018-03-06 The brutal war for Cadia is decided, as Lord Castellan Ursarkar Creed and the armies of the Imperium fight to halt the Thirteenth Black Crusade and prevent a calamity on a galactic scale. Under almost constant besiegement by the daemonic hosts pouring from the Eye of Terror, Cadia stands as a bulwark against tyranny and

death. Its fortresses and armies have held back the hordes of Chaos for centuries, but that grim defiance is about to reach its end. As Abaddon's Thirteenth Black Crusade batters Cadia's defences and the armies of the Imperium flock to reinforce this crucial world, a terrible ritual long in the making comes to fruition, and the delicate balance of this brutal war shifts... From the darkness, a hero rises to lead the beleaguered defenders, Lord Castellan Ursarkar Creed, but even with the armoured might of the Astra Militarum and the strength of the Adeptus Astartes at his side, it may not be enough to avert disaster and prevent the fall of Cadia. While Creed lives, there is hope. While there is breath in the body of a single defender, Cadia Stands... but for how much longer?