

Dark Imperium Warhammer 40 000 Novels By Andy Jones

The vicious Night Lords Legion attempt to destroy any hope for the future of humanity. With the noble Emperor Sanguinius ruling from Macragge, Imperium Secundus stands as a lone beacon of hope even as the Warmaster's forces continue to ravage the rest of the galaxy. Roboute Guilliman, still Master of Ultramar, has convinced his brother that Terra has fallen and that the mysterious Mount Pharos on Sotha now holds the key to mankind's future. But the Night Lords, those cruel and pitiless sons of Konrad Curze, have been watching from the shadows, and make ready to launch their long-planned attack on the Pharos itself...

Gripping sci-fi action in this premium Warhammer 40,000 novel Long ago defiled by the Imperium of Man, the eldar maiden world of Dûriel was once a glittering jewel in the crown of the Valedor System. As the tyranids of Hive Fleet Leviathan sweep through the sector consuming everything in their path, wayward Prince Yriel of Iyanden discovers that the farseers have inadvertently brought a greater threat to bear - a fragment of Hive Fleet Kraken, hurled into the warp in order to save the craftworld, has returned. The tyranid fleets cannot be allowed to combine, or their genetic legacies will merge into something even more terrible. Alongside allied forces from Craftworld Biel-Tan and even the dark eldar of Commorragh, Yriel has no choice but to fight on to the bitter end...

The returned primarch Roboute Guilliman strives to save the Imperium from an era of death and darkness. Fell times have come to the galaxy. Cadia has fallen, destroyed by the onslaught of Chaos. A Great Rift in the warp has opened and from its depths have spewed daemons and the horrors of Old Night. But all hope is not lost... A hero, long absent, has returned and with him comes the wrath of the Ultramarines reborn. Roboute Guilliman, the last of the loyal primarchs, has arisen from millennia in stasis to lead the Imperium out of darkness on a crusade the likes of which has not been seen since the fabled days of the Emperor. But never before have the forces of Ruin amassed in such numbers, and nowhere is safe from despoliation. From the dreaded Scourge Stars come the hordes of the Plaguefather, Lord Nurgle, and their pustulent eye is fixed on the Ultramarines home world of Macragge. As the Indomitas Crusade draws to an end, Guilliman and his army of Primaris Space Marines race to Ultramar and a confrontation with the Death Guard.

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 End Times

Perturabo

The Wolftime

Richards & Klein

The much anticipated second story in the Watchers of the Throne Series. As Guilliman, Regent of Terra, heads off to lead the Indomitus Crusade, he leaves behind a world still in turmoil, beset by cult activity. Stripped of its huge armies for the galactic offensive, recovery is precarious. The Custodians do what they can while keeping the Palace secure, and the Sisters of Silence rebuild their citadel on Luna. When the warship Phalanx returns, it seems that stability will at last be assured. However, as reconquest forces push out further into the slums, they come across signs that another mysterious foe is active. The truth dawns – not every enemy is corrupted by Chaos, for there are many on Terra who do not share Guilliman's vision of a new order and the prospect of a Terran civil war looms...

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.

Book 1 in the Dark Imperium Trilogy. Fell times have come to the galaxy. Cadia has fallen, destroyed by the onslaught of Chaos. A Great Rift in the warp has opened and from its depths spew daemons and the horrors of Old Night. But all hope is not lost... A hero, long absent, has returned, and with him comes the wrath of the Ultramarines reborn. Roboute Guilliman has arisen to lead the Imperium out of darkness on a crusade the likes of which has not been seen since the fabled days of the Emperor. But never before have the forces of Ruin amassed in such numbers, and nowhere is safe from despoliation. From the dreaded Scourge Stars come the hordes of the Plaguefather, Lord Nurgle, and their pustulent eye is fixed on Macragge. As the Indomitus Crusade rages on, Guilliman races to Ultramar and a confrontation with the Death Guard.

A massive collection of fantastic short stories from New York Bestselling author Dan Abnett, collated together for the first time. A must read for all Abnett fans! From the bloody battlefields of the Sabbat Crusade, the clandestine world of the Inquisition and the grand stage of the galaxy-defining Horus Heresy, this anthology brings together the entire collection of Warhammer 40,000 and Horus Heresy short stories by esteemed science fiction and New York Times bestselling author Dan Abnett for the first time. Featured in these pages are classic tales such as 'Thorn Wishes Talon' and 'A Ghost Return' alongside lesser known gems such as 'Midnight Rotation' and 'Eternal'. Each story adds depth and nuance to the author's most celebrated characters, including Ibram Gaunt, Gregor Eisenhorn, Horus Aximand, Shadrak Meduson and many more. Containing well over thirty stories and charting a legacy over twenty years in the making, Lord of the Dark Millennium is the definitive Black Library short fiction collection of Dan Abnett.

Dark Imperium

Avenging Son

Throne of Light

Deathwatch: The Long Vigil

A fantastic collection of action packed stories from the Warhammer 40,000 universe. Three novellas of war and bloodshed in the Dark Imperium, where mankind stands on the brink of annihilation... On the once-glorious shrine world of Chevreuse, the stalemate between Faithful and Defiler is broken when the Adeptus Astartes take to the field, and the Fulminators walk the Storm. Deep in the alien forests of Kallash, Mordian lives are fed to the meatgrinder of war to blunt the advance of a vast greenskin horde, until one hastily built medicae post is all that stands against the tide. And across the gulf of the void, the soulless Necrons pursue their inscrutable agendas, one that will see Nemesor Zahndrekh and Vargard Obyron test their bond, searching for what lurks in the darkness and what has become of those known only as 'the Severed'...

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 Banekblade 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...

Book 1 of the brand new 9 part mega-series from Warhammer 40,000. A great darkness has befallen the galaxy, and the armies of Chaos are rampant. To survive, humanity must retaliate and take back what they have lost. By the will of the reborn primarch, Roboute Guilliman, is the Indomitus Crusade launched - a military undertaking that eclipses all others in known history. From the Throneworld of Terra does the Avenging Son hurl his fleets, their mission the very salvation of mankind. As vessels in their thousands burn through the cold void, the attention of Fleetmistress VanLeskus turns to the Machorta Sound - a region under attack by a dreaded Slaughter Host of the Dark Gods. The success of the Indomitus Crusade will be determined by this conflict, and the desperate mission of Battlegroup Saint Aster, led by Space Marine Lieutenant Messinius. Even then it is but a prelude to the forthcoming bloodshed.

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?

Valedor

Let the Galaxy Burn

Plague War

The Hammer of Olympia

Book 3 in the Dark Imperium series. The paths of Roboute Guilliman and his fallen brother Mortarion bring them inexorably together on Iax. Once a jewel of the Imperium, the garden world is dying, as the plans of the Lord of Death to use it as a fulcrum to drag the stellar realm of Ultramar into the warp come to deadly fruition. While Guilliman attempts to prevent the destruction of his kingdom, Mortarion schemes to bring his brother low with the Godblight, a disease created in the Cauldron of Nurgle itself, made with the power to destroy a son of the Emperor. Primarchs clash on the ravaged landscapes of Iax. The gods go to war, and the wider galaxy balances on a knife-edge of destruction. As something powerful stirs in the sea of souls, only one thing is certain - no matter who wins the last great clash of the Plague War, the repercussions of victory will echo through eternity...

Three champions of Chaos face hellish trials to become one of Archaon's chosen Knights of Ruin. Of the many champions of Chaos, none are as great or as feared as mighty Archaon. He is the Everchosen, Exalted Grand Marshal of the Apocalypse and Ender of Worlds, and it is a worthy warrior indeed who can fight by his side. Such Knights of Ruin are known as the Varanguard. Only by answering the call of Archaon can a warrior of Chaos ascend to their ranks, and acceptance is never guaranteed, for their mettle must first be proven. In this dark tale, three fell champions of the Chaos Gods all heed the call of the Everchosen. Each desires the ultimate prize: to become part of the Varanguard. But where one is chosen, others will fail, for Archaon's will is cruel and his trials exacting...

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.

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...

Darkness in the Blood

A Marvel Legends of Asgard Novel

The Lost and the Damned

Pariah

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.

The origin story of Dante and his rise from young aspirant to the mighty Chapter Master of the Blood Angels. Dante is Chapter Master of one of the noblest but most troubled Chapters of Space Marines in the Imperium: the Blood Angels. From the time of his birth in the rad-scarred wastes of Baal Secundus, he was destined for glory and strife. From his apotheosis to Scout, to the hive cities of Armageddon and the alien menace of the Cryptas system, Dante has waged war against all the enemies of the Imperium. He has witnessed the divine, and struggled against the darkness within all sons of Sanguinius. Longer lived than any other Chapter Master, this is his chronicle, his great and storied legend.

Book 2 in The Horus Heresy: The Siege of Terra. Essential reading for all Horus Heresy fans. On the thirteenth day of Secundus, the bombardment of Terra began... With the solar defences overcome through the devastating strength of the Traitor armada and the power of the warp, Horus launches his assault on the Throneworld in earnest. After withstanding a ferocious barrage of ordnance, an immense ground war commences outside the Palace with every inch gained paid for in the lives of billions. The front lines are beyond horrific and the very air is reduced to poison and blood. Bodies are thrown into the meatgrinder but the outer redoubts cannot possibly hold for long, even with the loyal primarchs to reinforce them. For Horus has his own generals to call upon... Between the plague weapons of Mortarion and the fury of Angron, the defenders face a losing battle.

The Warriors Three must traverse space and time to save their realm from magical villainy, in this swashbuckling fantasy adventure from Marvel's Legends of Asgard While helping some rebels overthrow their tyrannical king, the Warriors Three meet an old mystic who claims to have been waiting for them. He describes to them the threat posed to Asgard by three sorcerous brothers, the Enchanters, who are each working to create an army to conquer Asgard. But the Enchanter's towers are scattered across time and space, and the Warriors Three will have to risk life and limb to stop these sorcerers before they can overthrow Odin's rule. But things are not quite as they seem, for in the shadows, someone is plotting against these heroes.

Skarsnik

Godblight

Belisarius Cawl: The Great Work

Ghal Maraz

The popular Space Marine Battles series is relaunched with an epic novel that sees the whole Blood Angels Chapter in action, fighting a desperate rearguard battle to defend their home world from the predations of the tyrannid hive fleet Leviathan. After a brutal campaign in the Cryptus System fighting the alien tyrannids, Lord Dante returns to Baal to marshal the entire Blood Angels Chapter and their Successors against Hive Fleet Leviathan. Thus begins the greatest conflict in the history of the sons of Sanguinius. Despite a valiant battle in the void around Baal, the Blood Angels are unable to stop the tyrannids drawing ever closer, but their petitions for reinforcements are met with dread news. The Cadian Gate, the Imperium's most stalwart bastion against Chaos, has fallen. In their darkest hour, no help will reach the beleaguered Dante and his warriors. Is this truly then the Time of Ending? The rise of the goblin king The goblin chieftain Skarsnik's name is known and feared throughout the Old World. When a greenskin horde threatens the borders of the Empire, the greatest military minds in Altdorf seek assistance from a most unlikely source – the disgraced poet Jeremiah Bickenstadt. Though long since consumed by madness, he claims to have spent a great deal of time in the company of the feared Warlord of the Eight Peaks, and can offer a unique insight into what it is that drives and motivates him. From humble beginnings, a monstrous legend is born.

Warhammer 40,000 fans rejoice - Belisarius Cawl has his own novel! Join him on his journey to the abandoned world of Sotha which hides a long-buried secret... and an ancient evil. Belisarius Cawl, Archmagos Dominus of the Adeptus Mechanicus is the most brilliant mind alive. For 10,000 years he has furthered the cause of mankind, working under the aegis of the Emperor and Lord Commander Roboute Guilliman to prevent the inexorable march of the alien and the traitor. Many call him heretic, but all must recognise the magnitude of his achievements, for who else but he was entrusted to create a new generation of Space Marines? Who else but the great Belisarius Cawl could even accomplish such a task? Now, in the

wake of the Great Rift and the Indomitus Crusade, his ambitions bring him to the long-dead world of Sotha, once home to the Scythes of the Emperor, now a barren wasteland devoured by the vile Tyranids. Accompanied by Tetrarch Felix and his elite warriors, it is here that Cawl believes the lynchpin of his mysterious Great Work lies. But uncovering it is a near impossible task, one in which the Archmagos must overcome an ancient evil that threatens to extinguish the last hope of humanity.

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.

Lord of the Dark Millennium: The Dan Abnett Collection

The Lords of Silence

Call of Archaon

Dante

New omnibus of novels and short stories featuring the Deathwatch, alien-hunting Space Marines who undertake special ops-style missions in the 41st millennium. The Deathwatch are the elite. Recruited from numerous Space Marine Chapters, their mission is simple: exterminate any xenos threat to the Imperium. Assembled into kill-teams, the Deathwatch are expert alien hunters, equipped to undertake any mission in any environment. None are as dedicated or as skilled in the brutal art of alien annihilation. This action-packed omnibus contains three separate novels written by Steve Parker, Ian St Martin and Justin D Hill, along with a dozen of the best short stories ever written about the Imperium's premier xenos hunters.

As the toll from plague and mutation continues to grow, four heroes must work together to prevent the summoning of a terrible daemon, or the Empire of Man will be lost, in this tie-in to the Warhammer: Age of Reckoning online game. Original. (Media tie-in).

The second title in the Realmgate Wars series follows a heroic quest for the God-King's mystical warhammer: Ghal Maraz. Plague and devastation ravage the Mortal Realms, but there is hope yet, for Sigmar's Stormcast Eternals are paragons of justice and retribution. In Ghyran and the lands of Rotwater Blight, Lord-Castellant Grymn fights to find the Hidden Vale of Alarielle, the Radiant Queen and ruler of the sylvaneth. Returning to the Hanging Valleys of Anvrok, Thostos Bladestorm is much changed, but he also carries a weighty truth... He has found Ghal Maraz, the great hammer of Sigmar itself. Reunited with Vandus Hammerhand, these two heroes and their warriors must conquer the Eldritch Fortress of Tzeentch if they are to retrieve this mighty artefact.

The Biggest, Baddest Ork is BACK! Of the billions of greenskins who swarm the galaxy, only the name of one strikes fear into the hearts of human and xenos alike: Ghazghkull Mag Uruk Thraka. The Warlord of Warlords. The Beast of Armageddon. The Prophet of the Waaagh! With his tusks, fists, and power claw, he does the holy work of Gork and Mork - and soon all worlds will burn in his bootprints. Mystery shrouds how such a beast came to exist, and rumours abound that the mighty warlord was once just like any other ork. But if that is the case, how did his ascendance come to be? Many have lost their minds trying to unravel the mystery. Lord Inquisitor Tytonida Falx has headed into the murky depths of heresy to find the answer, only this time, something is different. She possesses something the others did not. Custody of the one creature in the universe who claims to know the truth of it all. Ghazghkull's banner bearer: Makari the Grot.

Watchers of the Throne: The Regent's Shadow

The Primarchs

Dark Storm Gathering

Of Honour and Iron

The End Times are coming. In the warrens of Skavenblight, a new power is rising. The verminlords walk the earth and they plan to lead the skaven to their destiny as rulers of the world. The End Times are coming. In the warrens of Skavenblight, a new power is rising. The verminlords walk the earth and they plan to lead the skaven to their destiny as rulers of the world. But for Queek Headtaker, the only destiny that matters is his own, as he plans his final assault on Karak Eight Peaks. In the depths of that ancient city, two rival kings - the goblin Skarsnik and the dwarf Belegar - prepare to meet the onslaught. And in Karaz-a-Karak, High King Thorgrim Grudgebearer presides over what he knows, in his heart, is the end of the dwarf empire. The Horned Rat rises and nothing will ever be the same...

Intent on rebuilding Ultramar, the returned primarch Roboute Guilliman wages war on the treacherous Death Guard - but the intervention of a greater power threatens all he works for. 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 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.

Book 3 of the Black Library Mega-Series, "Dawn of Fire" The Indomitus Crusade has brought the Emperor's vengeance to thousands of star systems. The fleets and armies under the leadership of Roboute Guilliman fight for the survival of humanity against the forces of the Chaos Gods. But the traitors and heretics are not the only foe looking to destroy the rule of Terra. Xenos prey on human worlds in numbers not seen for millennia. Worst amongst them are the rampaging orks, whose migration conquests threaten to reverse many gains of Fleet Primus. And their throaty bellows

carry a name not heard in years, of destruction made flesh, a bestial warlord without peer: Ghazghkull Mag Uruk Thraka. In the midst of this brutal tide is Fenris, world of the Space Wolves under Logan Grimnar. Depleted by ever greater demands on their warriors, called upon by the Legion-breaker Guilliman, the Wolves of Fenris face a momentous decision. Grimnar and his counsellors must choose whether their fate is to ally themselves with an ancient rival and risk all that makes them the Vika Fenryka, or to accept their demise and wait for the return of their own primarch, and the coming of the Wolftime.

Stunning re-release of the first book in the Bequin series! In the city of Queen Mab, nothing is quite as it seems. Pariah, spy and Inquisitorial agent, Alizabeth Bequin is all of these things and yet none of them. An enigma, even to herself, she is caught between Inquisitors Gregor Eisenhorn and Gideon Ravenor, former allies now enemies who are playing a shadow game against a mysterious and deadly foe. Coveted by the Archenemy, pursued by the Inquisition, Bequin becomes embroiled in a dark plot of which she knows not her role or purpose. Helped by a disparate group of allies, she must unravel the secrets of her life and past if she is to survive a coming battle in which the line between friends and foes is fatally blurred.

Shadowword

Three Swords

Blood of Iax

The Devastation of Baal

High Octane Anthology focussing on the Xenos hunting forces of the Deathwatch. It is humanity's darkest hour. From Imperium Nihilus to Segmentum Pacificus, the vile xenos hordes swell. If left unchecked, these ungodly beasts will savage the Imperium like scavengers upon a carcass. Only the Adeptus Astartes of the Deathwatch stand defiant before them. This noble brotherhood is the Shield that Slays; they are the watchmen of the void, their star-borne fortresses guarding the Emperor of Mankind's realms from terrors unimaginable. Between them, these warriors will keep the light of the Imperium burning until the stars themselves extinguish. This anthology of high-octane stories features a host of Black Library's finest authors, including Steve Parker, Ben Counter, David Guymer, Andy Clark and many more.

From Warhammer 40,000 author Guy Haley, his first original series remastered and collected together in this new omnibus edition! Meet Richards & Klein - the Holmes and Watson of the 22nd century. Well, if Holmes were an advanced AI obsessed with pulp fiction, and Watson a gun-toting cyborg. When AI rights activist Zhang Qifang winds up murdered, Richards has to get involved - the man set his kind free after all. What should be a simple case turns out to be anything but, because Qifang has been killed more than once. Someone really wanted him dead. A deadly trail leads the duo across a warming globe, from New London to Colorado, Sinosiberia and beyond, for the ultimate answers lie in the virtual world of Reality... File Under: Science Fiction [Detectives Rebooted | Ghost in the Machine | Remurder | Take Two]

When Ultramarines Primaris Chaplain Kastor and Apothecary Polixis are separated in the fight against a fearsome ork warlord, they must battle to survive and be reunited. In the age of the Dark Imperium, Primarch Guilliman's Primaris Ultramarines are a shining beacon in the darkness of war. On the Imperial Hive World of Ikara IX, Chaplain Kastor and Apothecary Polixis, brothers in blood as well as in battle, stand firm against the endless Greenskin horde. But a threat is looming. An invasion like no other assaults the broken city of Shebat, as the crazed warlord Urgork arrives to lay waste to the Imperial forces and capture a Primaris Marines for his own twisted ends. As Kastor and Polixis find themselves separated by the disaster that unfolds, the brothers must turn the tide of war to win the battles that rage within their very natures, as well as those upon the battlefield.

Book 4 in the fantastic Warhammer 40,000 mega-series, Dawn of Fire, from Black Library. The Indomitus Crusade continues its war across the stars. The primarch Roboute Guilliman has finally broken through the orkish threat bedeviling the sectors near Fenris and makes ready to push on in his bid to stabilise Imperium Sanctus, but old foes have returned. Kor Phaeron, the Dark Cardinal, threatens the previously stable core of the Segmentum Solar. Waves of rebellion instigated by his evil priests suggest imminent, large-scale invasion by the Word Bearers Legion. Worse yet, the Dark Cardinal's warriors are targeting the Black Ships, threatening to starve Terra of the psykers the Emperor needs to survive. Through this turbulent warzone Inquisitor Rostov continues his search for the Hand of Abaddon. Yet when strange, miraculous visions are traced back to the astropathic relay on Srinagar, his quest is diverted, for the visions are a foretelling of hope for the Imperium, a hope the fanatical worshippers of Chaos will do anything to snuff out!

Pharos

Dark Imperium Plague War

Ghazghkull Thraka: Prophet of the Waaagh!

The Beheading

In the war-torn 41st millennium humanity stands on the shores of damnation, their only saviour is the Immortal God Emperor and the massed armies of the Imperium, in this searing anthology of Warhammer 40,000 stories ripped from the pages of Inferno! magazine. WARHAMMER 40.000 is an incredibly detailed science fiction universe of dark adventure developed over 20 years by the Games Workshop Design Studio. This grim and gothic world is the setting for the world's most successful range of science fiction wargames. Already a \$117 m per year business, and enjoying phenomenal growth, Warhammer 40.000 promises exciting and savage adventure in one of the most exciting settings for science fiction novels there is!

Delve into the dark, beating heart of the Blood Angels with a novel that focuses on their twin flaws and the desperate struggle to prevent them from damning the Chapter for eternity. The galaxy is in flames. Chaos is in the ascendant across the stars. The Great Rift has split the holdings of the Imperium in twain, isolating entire sectors from the light of Holy Terra. But all hope is not lost. The Primarch Roboute Guilliman has returned from deathless sleep, and appointed Commander Dante, lord of the Blood Angels, as Regent and Warden of the newly dubbed Imperium Nihilus. In the Baal system, the shattered holding of the Chapter is being rebuilt, and Dante plans the greatest campaign of his long life, to retake half an empire. And yet at this moment of rebirth there are dangers close to home that could overwhelm all those who carry the blood of Sanguinius in their veins, stopping Dante's noble endeavour before it is begun. The Flaw in Sanguinius's sons is growing. As the twin curses of the Red Thirst and the Black Rage threaten everything, the hardest ordeal will fall upon

Mephiston, twice-born Lord of Death and Chief Librarian of the Blood Angels. Among the mighty lords of Baal, perhaps only he can save them all, by mastering the darkness in the blood...

Imperium at War

Deathwatch: The Omnibus