

The Imperial Infantrymans Handbook Warhammer 40 000

Astra Militarum Cadia Stands Dead Men Walking Elves Sons of Dorn Last Chancers Baneblade Ghostmaker Nightbringer First and Only Forges of Mars Omnibus Imperial Munitorum Manual Storm of Iron Season of the Witch The Imperial Infantryman's Handbook Sons of the Emperor: An Anthology Double Eagle Fifteen Hours Cadian Blood Angron: Slave of Nuceria The Legend of Sigmar Desert Raiders The Crimson King Tactica Imperialis Reiksguard Dark Heresy Gods of Mars The Art of Warhammer Fulgrim Last Chancers: Armageddon Saint Caiphus Cain Lion El'Jonson: Lord of the First Warhammer Chronicles: Brunner the Bountyhunter Imperial Creed Ravenor: The Omnibus Rites of Passage Vengeful Spirit Farsight: Empire of Lies The Bastion Wars The Sabbat Worlds Crusade

Astra Militarum

Advancing to the ranks of Scouts after surviving the Fists' brutal recruitment regime, rivals Zatori, du Queste and Taloc find their loyalty to the Emperor sorely tested when they are sent to the planet of Vernalis. Original.

Cadia Stands

The final instalment of this sci-fi trilogy 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

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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.

Dead Men Walking

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

Elves

The launch title novel in the Empire Army series focuses on on the Reiksguard knights. Thrust onto the field of battle is Delmar von Reitendorf, a young man who must prove his courage in the face of war to restore his family's honor. Original.

Sons of Dorn

'Tactica Imperialis' is written as an educational document for

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the imperial guard. Bursting with diagrams, maps, artwork, photos and more, it is useful for any fan of the grim universe of the 41st millennium.

Last Chancers

Packed with new rules and careers, as well as all manner of essential gear, the Inquisitor's Handbook is perfect for players and Game Masters alike. Advanced character generation, alternative ranks, and Calixian careers including the Black Priests of Maccabeus, Metallican Gunslingers, and the Adepta Sororitas. With a host of weapons and gear, advice on establishing alter egos and informative contacts, plus in-depth commentary on the Calixis Sector, this tome covers everything you need to create a completely unique character in the 41st Millennium. Suitable for players of all levels. A copy of the Dark Heresy Core Rulebook is needed to use this supplement.

Baneblade

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.

Ghostmaker

Nightbringer

Anthology of stories featuring the Astra Militarum, the backbone of the Emperor's armies. For ten thousand years, the massed armies of the Astra Militarum have defended the Imperium from the multitudinous horrors that seek to overwhelm it. With guns and tanks, determination and courage, these human soldiers fight across a thousand war zones, in a war that has no ending. This anthology showcases some of the most famous regiments of the Astra Militarum along with their charismatic commanders, heroes such as Commissar Yarrick and Colonel Iron Hand Straken."

First and Only

After a 16 year absence the Last Chancers are back! Lieutenant Kage of the 13th Penal Legion is dead, his charred remains lost to the depths of a fiery chasm. But as his battalion – the Last Chancers – mourns, a new hero rises from the ashes. The Burned Man. Kage's miraculous survival attracts a cult of desperate followers, who believe him sent to the ork-infested world of Armageddon by the God-Emperor Himself. However, the rampaging greenskins are not the only threat to his new life. The ruthless Colonel Schaeffer, his former commander, has seen through his ploy and will stop at nothing to bring his errant charge to justice... Yet unbeknownst to both men, darker powers yearn to see Armageddon bathed and bound in blood. Kage and Schaeffer must put the ghosts of their past aside and unite, or see the Emperor's Light forevermore extinguished upon this tortured world.

Forges of Mars Omnibus

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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.

Imperial Munitorum Manual

Commander Farsight is back! The second book in the Farsight Series sees the hero of the T'au face the forces of Chaos for the first time. High Commander Farsight, fresh from his victory against the Imperium over the Damocles Gulf, looks to his borders and finds his old enemies – the savage and warlike orks – assailing his worlds and threatening to ravage the heart of the T'au Empire. Farsight's obsessive crusade will see him locked in an escalating conflict with the greenskins, and he will stop at nothing until their infestation is purged. In the background, foul forces are at work, however – forces that will do whatever they can to see the military genius of Farsight fall on the daemon-haunted world of Arthas Moloch. Can Farsight stand in the face of new truths, and will the T'au Empire stand with him?

Storm of Iron

Black Library presents the Masterworks – a curated collection of novels celebrating the very best science fiction and fantasy set in the worlds of Warhammer. Newly promoted to the captaincy of the Ultramarines Fourth Company, Uriel Ventris leads his warriors to the world of Pavonis, where vicious alien raiders are bringing death and destruction. As Pavonis descends into political turmoil, Uriel and his warriors must battle the xenos as they unravel a plot to unleash an ancient evil buried deep beneath the world – the mysterious and

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deadly Nightbringer. This edition also includes the prequel short story 'Chains of Command'. Locked in battle with the treacherous Night Lords, Captain Idaeus and his warriors – including Sergeant Uriel Ventris – enact a dangerous plan that goes against the tenets of the Codex Astartes... with deadly consequences.

Season of the Witch

Exiled, hunted and reviled, the Thousand Sons Legion are adrift – as is their primarch, Magnus. But with his power and personality fracturing, drastic action is needed by the Legion if they are to avoid losing their gene-father forever. After the razing of Prospero, Magnus the Red spirited the Thousand Sons away to the aptly un-named Planet of the Sorcerers, deep within the Eye of Terra. Removed from the concerns of the galaxy at large and regarding the Warmaster's unfolding Heresy with cold detachment, he has dedicated his hollow existence to the preservation of all the knowledge once held in the great libraries of Tizca, should mankind ever seek such enlightenment again. But his sons can see the change in their primarch – he is a broken soul, whose mind and memories are slipping away into the tumult of the warp. Only by returning to the scenes of his greatest triumphs and tragedies can they hope to restore him, and allow the Crimson King to be crowned anew by the Ruinous Powers.

The Imperial Infantryman's Handbook

The vastly outnumbered Phantine Fighter Corps, flying missions out of airstrips on key offshore islands, launch one final desperate battle to prevent the evil Chaos legions of the dread-lord Anakwanar Sek from overrunning the war-torn

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world of Enothis. Reprint.

Sons of the Emperor: An Anthology

When a force of daemon-worshipping renegades invade the Medina sub-sector, whole worlds are imperilled and a few heroes - and villains - find themselves thrust into the midst of cataclysmic events. When a force of daemon-worshipping renegades invade the Medina sub-sector, whole worlds are imperilled and a few heroes - and villains - find themselves thrust into the midst of cataclysmic events. Inquisitor Roth must locate and secure a cache of dangerous artefacts before the traitors can use their power to drown the region in blood. The brave Imperial Guardsmen of the 31st Riverine are beset by rebellion on what should be a routine mission, and the Blood Gorgons Chaos Space Marines are brought to the edge of destruction when a mysterious plague grips one of their recruiting worlds. Discover the secrets of Medina and experience the horror of the Bastion Wars in this mammoth omnibus.

Double Eagle

The amazing art from the studios of Games Workshop has long served as an inspiration to fans from the 'Warhammer' game, as well as fantasy artists around the world. This book features the very best 'Warhammer' fantasy art.

Fifteen Hours

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

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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?

Cadian Blood

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?

Angron: Slave of Nuceria

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Omnibus edition of all three novels in the Forges of Mars trilogy - Priests of Mars, Lords of Mars and Gods of Mars - as well as an additional short story. The Martian Mechancius's thirst for knowledge is insatiable, and when Archmagos Lexell Kotov learns of an ancient expedition that went in search of the very source of life in the universe itself, he immediately assembles a powerful Explorator fleet to follow in its footsteps. Not only does Kotov have the powerful engines and warriors of the Adeptus Mechanicus to call upon, even the troops of the Imperial Guard and the vaunted Space Marines join his crusade. The way, however, is treacherous and fraught with perils both within and without the fleet. There are marvels and wonders at the edge of known space, discoveries beyond price, but there are those who believe the secrets of the universe should stay hidden and beings there who pose a danger not only to the fleet but to the Imperium itself.

The Legend of Sigmar

Get whisked away into the history of some of the most controversial women in history: witches. Tracing as far back as the Stone Age, witches have fascinated us for centuries. But were they evil sorceresses determined to seek revenge, or suppressed feminists who were misunderstood? From Egyptian priestesses to Norse healers, take a closer look at witches throughout history and across the world, in this holistic non-fiction book that incorporates poetry, art, mythology, hexes, potions, and magic from different cultures and religions around the world.

Desert Raiders

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"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.

The Crimson King

Placed in command of a Legion he does not want, in service to a father he cannot forgive, Angron gives an ultimatum to his children, one that will set them down a path from which they can never return... As the Emperor travels the galaxy at the head of his Great Crusade, few events are as important as rediscovering his scattered sons, the Primarchs, and bestowing them as the masters of their Legions. United, a Legion becomes a reflection of its Primarch, both in his strengths and his flaws. For the Twelfth Legion, once the War Hounds and now the World Eaters, the line between strength and flaw is almost impossible to separate. Desperate for his acknowledgement, will the World Eaters follow their father and cast themselves in his broken image or will they resist? And will any of them ever learn who their father was truly meant to be?

Tactica Imperialis

Omnibus edition of all three Ravenor novels - Ravenor, Ravenor Returned and Ravenor Rogue - by Black Library's

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best-selling Warhammer 40,000 author, Dan Abnett.

Reiksguard

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.

Dark Heresy

Bumper omnibus of classic Warhammer Elves stories. From the Gemmell award-winning writer Graham McNeill comes a grand saga of magic, treachery and elves. The elves are a mysterious and magical race, best on all sides by war. Blessed with exceptionally long life, but cursed by the mistakes of their ancestors, high elves and wood elves alike must defend their realms from those who would seek to destroy them. In *Defenders of Ulthuran* and *Sons of Ellyrion*, Ulthuran comes under attack from an alliance of the traitorous dark elves and Chaos-corrupted Norscans. As the great heroes of the high elves – Tyrion, Teclis and Eltharion among them - rally their armies, the fate of the land lies in the hands of Eldain and Caelir, brothers separated by fate and

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treachery. In *Guardians of the Forest*, the noble Bretonnian knight Leofric is thrown into an uneasy alliance with the wood elves as they battle a plot by monstrous beastmen to corrupt the sacred groves of Athel Loren that threatens not only the forest, but all of Bretonnia. This Omnibus edition also contains three short stories.

Gods of Mars

For fans of political intrigue and machinations. The death of Lord Azariel, head of the Navigator House Brobantis, draws his widow into a dark world of ritual killings and cult murders, while larger plans are at work and entire worlds are threatened... Lord Azariel, Head of the Navigator House Brobantis is dead. His widow and murderer, the Lady Chettamandey, stands to inherit his power and influence. Her plans for ascension are curtailed when she's drawn into a dark world of ritual killings and cult murders, with planets being dragged into the warp seemingly at a whim, the threat to Chettamandey's legacy is dire, and only she can avert potential disaster

The Art of Warhammer

A trio of novels featuring the adventures of the Thirteenth Legion includes *13th Legion*, in which Kage and the convict soldiers of the Thirteenth Legion, members of the Last Chancers penal battalion, embark on a deadly battle for survival and for redemption in the eyes of the immortal emperor, as well as *Kill Team*, *Annihilation Squad*, and two short stories. Original.

Fulgrim

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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.

Last Chancers: Armageddon Saint

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 Mastes show their fealty to on bended kneww, 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 stan between Yarrick and his mission. Here is where the legend began. In this crucible was Lord Commissar Sebastian Yarrick forged in blood. Previous titles: Ghostmaker - 9781849708685 First and Only - 9781849708562

Caiphus Cain

The Sabbat 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

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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.

Lion El'Jonson: Lord of the First

Science fiction-roman.

Warhammer Chronicles: Brunner the Bountyhunter

The sixth title in The Horus Heresy: Primarchs series, focusing on Fulgrim, primarch of the Emperor's Children Legion. Lord of Chemos and bearer of the Palatine Aquila, Fulgrim, primarch of the Emperor's Children, is determined to take his rightful place in the Great Crusade, whatever the cost. A swordsman without equal, the Phoenician has long studied the art of war and grows impatient to put his skills, and those of his loyal followers, to a true test. Now, accompanied by only seven of his finest warriors, he seeks to bring a rebellious world into compliance, by any means necessary. But Fulgrim soon learns that no victory come without cost, and the greater the triumph, the greater the price one must pay

Imperial Creed

In the Old World few are feared and hated as much as the bounty hunter. Brunner is one such man, a ruthless individual who will stop at nothing to catch his prey and claim his reward. This is the dark saga of the ruthless bounty hunter who goes by the name of Brunner. Goblins, vampires,

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outlaws and even dragons - they're all fair game for this dark hero's blade. Across the length and breadth of the grim Warhammer Old World, Brunner plies his trade, tracking down and killing monsters. But he also faces challenges from within his own dubious profession as a rival hunter stakes a claim to his bounty.

Ravenor: The Omnibus

Book 13 in The Horus Heresy Primarch Series Each primarch is an exemplary being, derived from the Emperor's own genetic stock to embody a facet of His personality. Their powers are unfathomable, but only one of them is the First. Lion El'Jonson is the paragon of what it is to be a primarch. His Legion, pre-eminent for most of their long history, typify the virtues of temperance, pride, and martial excellency that the Lion embodies. They are the Emperor's last line and final sanction. They are His Dark Angels. Now, while the Emperor gathers His mightiest sons for an assault on Ullanor Prime, the Lord of the First instead draws his Legion to the farthest reaches of the known galaxy, seeking to subdue a single rebellious world. Is this but another example of the Lion's infamous pride, or is there more afoot amidst that graveyard of empires that is the Ghoul Stars, more than the Lion will share even with his own sons?

Rites of Passage

The definitive origin story of the God-King Sigmar in a collected omnibus edition. Before he became the God-King of Azyr and saviour of the Mortal Realms, before the Old World perished in the fires of the End Times, before even the rise of the Empire, Sigmar was a mortal man. As the young chieftain

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of the Unberogen tribe, he saved the high king of the dwarfs, earning the eternal friendship of the mountain folk. When a mighty horde of orcs threatened his lands, he united the tribes of men to stand against them at Black Fire Pass. He broke the siege of Middenheim and pushed back the forces of Chaos. And in defeating the great necromancer Nagash, he saved mankind, securing the future of the Empire and taking his first steps on the road to godhood. His deeds are legend. This is his story.

Vengeful Spirit

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.

Farsight: Empire of Lies

An amazing collection of Horus Heresy Primarch short stroies, penned by a host of best selling authors. A must have for all fans of Horus Heresy! From their shadowed origins to the desperate battles that ensued when half of them rebelled against their father, the Sons of the Emperor – the vaunted primarchs – were among the greatest of humanity's champions, warriors without peer and heroes whose deeds became legend. From the Angel Sanguinius, who took the sole brunt of his Legion's most brutal acts, to Vulkan, whose humanity made him unique amongst his brothers, and from dour Perturabo, architect, inventor and murderous warlord, to Horus, whose shining light was eclipsed only by the darkness that grew within his soul, this anthology covers eight of the

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primarchs and their greatest – or darkest – deeds.

CONTENTS The Passing of Angels by John French The Abyssal Edge by Aaron Dembski-Bowden Mercy of the Dragon by Nick Kyme Shadow of the Past by Gav Thorpe The Emperor's Architect by Guy Haley Prince of Blood by L J Goulding The Ancient Awaits by Graham McNeill Misbegotten by Dan Abnett

The Bastion Wars

In the style of a military weapons catalogue, this text features over 60 entries on weapons, kit and equipment utilised by the Imperial Guard, as well as details about the organisation that provides it, the Departmento Munitorum.

The Sabbat Worlds Crusade

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 Kreig, 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.

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