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Ravenwing

A Tale of Bitter Betrayal and Corruption Unbound

Blood Angels: The Omnibus

Sons of the Great Khan

The Brethren of the Great Wolf

Dante

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Angels
Warhammer
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ISABEL TYRESE

The Age of Darkness

Games Workshop

A new anthology of short stories delving into the secret history of the Horus Heresy. After the betrayal at Istvan, 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...

Bloodquest Games Workshop

This omnibus edition collects together for the first time the four Blood Angels novels of author James Swallow and includes several bonus short stories. The full story of Blood Angels Brother Rafen. From humble battle-brother to war-hardened sergeant, Rafen survives civil war, Chaos plots and the

calling of destiny in four novels by James Swallow. In this epic tale of brotherhood and darkness, the Blood Angels face strife from within when Brother Arkio claims to be a reincarnation of Sanguinius, the Blood Angels' spiritual father. His message is clear: follow me or die. With no other choice, his brother Rafen kneels before this prophet of the Blood and swears an oath of devotion. But in his heart, Rafen knows that Arkio cannot be allowed to lead the Chapter into darkness. A reckoning is coming, one that they will not both survive. As the ashes settle on the devastating by civil war, the Blood Angels face a dire crisis and must call together their Successor Chapters or face extinction. But the sons of Sanguinius have many enemies, and this audacious scheme to rebuild their ranks comes under threat by the machinations of the arch-traitor Fabius Bile. Blood Angels Codex Supplement Warhammer 40,000 Blood Angels Codex Supplement Blood Angels Sons of Sanguinius, Protectors of Mankind Bloodquest A chilling mosaic novel by masters of their craft. On

a misty cemetery world, three strangers are drawn together through mysterious circumstances. Each of them has a tale to tell of a narrow escape from death. Amid the toll of funerary bells and the creep and click of mortuary-servitors, the truth is confessed. But whose story can be trusted? Whose recollection is warped, even unto themselves? For these are strange stories of the uncanny, the irrational and the spine-chillingly frightening, where horrors abound and the dark depths of the human psyche is unearthed. A chilling portmanteau. I could feel the hairs on the back of my neck prickling. The perfect combination of horror and Warhammer 40,000.' Paul Kane – bestselling and award-winning author of *Sherlock Holmes and the Servants of Hell* and *Before White Scars* Games Workshop Limited Fantasirollespil. *Technik und Gender : Technikzukuenfte als geschlechtlich codierte Ordnungen in Literatur und Film* Games Workshop Upon steeds of adamantium and steel,

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

Champions of Fenris

Games Workshop
Warhammer 40,000 Blood
Angels Codex
Supplement Blood
Angels Sons of Sanguinius,
Protectors of
Mankind Bloodquest Games
Workshop

Flesh Tearers Games

Workshop
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...

The Vincula

**Insurgency: Ghost
Dossier 1** Games

Workshop Limited
Discover the story of Astorath, one of the Blood Angels' most fascinating characters! Following the Devastation of Baal and the arrival of the Primarch Roboute Guilliman's Indomitus Crusade, Commander Dante of the Blood Angels has been appointed Lord Regent of all Imperium Nihilus. Working with the successor chapters of the Blood Angels, Dante commands that the area around the Red Scar be scouted in preparation for reconquest. The Red Wings' sweep has led them to the foetid world of Dulcis, dangerously near to the Cicatrix Maledictum itself. Decimated by the tyrannids during the war for Baal and only lightly reinforced by Primaris Space Marines, the Red Wings Chapter are in no position to deal with the events that unfold there. Strange psychic phenomenon and a deadly xenos enemy threaten the great hope of all the Chapters of the Blood - that the flaw in Sanguinius' geneseed has at last been tamed. Drawn by the Black Rage to Dulcis, Astorath the Grim, Lord High Chaplain and Redeemer of the Lost, comes to aid the Red Wings. But what he

discovers there will shake the Chapters of the Blood to their very core.

Codex Dark Eldar KIT

Scientific Publishing

Gaunt's Ghosts are back in a fresh new look at the beginning. The war may be over, but duties remain for the brave soldiers of the Astra Militarum. In the ruined border town of Vincula, the newly formed Ghosts of Tanith, along with their commander Ibram Gaunt, find themselves in a thankless police action, trying to establish a permanent peace. But what exactly is stalking them through the shadowed streets, and what dark secrets will the untested, new-founded Ghosts learn about themselves? The Vincula Insurgency is an intense new combat thriller of the Ghosts' early days, pulled directly from the ultra-classified Ghost Dossier.

Codex Space Marines

Games Workshop

Part 1 of the classic

Bloodquest graphic novel, colourised for the first time! Exiled for the loss of the fabled Blade

Encarmine, Captain

Leonatos of the Blood

Angels Space Marines and

his brave battle brothers

set forth upon a quest

that would take them

halfway across the

universe and to the very

brink of madness and reason.

Games Workshop

Following the tragic events that led the Blood Angels to the brink of civil war, the Chapter's strength has been badly depleted. The Blood Angels must act, and act quickly, before their enemies learn of their weakness and attack.

Sons of Fenris Games Workshop

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 Sons of Russ Games Workshop

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.

Blood Angels Games

Workshop

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?

Codex Games Workshop
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.

[Blood Angels – The Complete Rafen Omnibus](#)
Warhammer Horror
Blood Angels Chief Librarian Mephiston ventures to a war-torn shrine world to uncover the truth about the mysterious Blade Petrific. The shrine world of Divinatus Prime has become lost to the light of the Astronomican and no ship can pierce its veil. Only the Lord of Death himself, Blood Angels Chief Librarian Mephiston, has any hope of discerning the fate of this once pious world. After enacting a powerful blood ritual, Mephiston and an honour guard of his fellow Blood Angels reach the stricken shrine world to

find it seized by a religious civil war. Each faction fights for dominance of a potent artefact, the Blade Petrific, said to be wrought by the Emperor Himself. Yet there is more at work here than a mere ideological schism, for Mephiston believes Divinatus Prime could offer answers to how he became the Lord of Death by resisting the Black Rage, and possibly even a way to end the curse of 'the Flaw' in all Blood Angels.

Warhammer 40,000

Games Workshop

A supplement to the Warhammer 40,000 game. Describes in detail the Imperial guard army, its background and its heroes. Includes an army list, background, a hobby section and special characters.

Codex Armageddon

Games Workshop

Book six in the New York Times bestselling series The planet of Caliban exists much as it has for thousands of years – the knightly orders protect the common people, fighting back the beasts that lurk in the depths of the seemingly endless forests. Young Zahariel and Nemiell aspire to join the greatest of the orders, led by the example of

mighty Lion El'Jonson and his vision of a peaceful and unified world. But the coming of the Imperium brings new concerns and a new destiny for the Lion as part of the Great Crusade, and the sons of Caliban must decide if they will follow him to glory among the stars.

Dark Eldar Games Workshop

As Imperium Secundus fails, three primarchs journey into the Ruinstorm in the hope of making it back to Terra. Imperium Secundus lies revealed as a heretical folly. Terra has not fallen,

though it remains inaccessible. Sanguinius, Guilliman and the Lion El'Johnson, the primarchs of the Triumvirate, must reach Terra at all costs. They seek to defend the Emperor, and to atone for their sins. But the Ruinstorm, a galaxy-wide maelstrom of chaos, hides the Throneworld from the primarchs. Now the fleets of three Legions depart Macragge, and the primarchs will stop at nothing to overcome the Ruinstorm. Yet an insidious enemy watches their every move, and plots against the weaknesses of the errant

sons of the Emperor. Each has his own inner storm, and each marches towards his own ruin.

The Wicked and the Damned Games Workshop

This omnibus contains the next three books in the Space Wolf series by William King and Lee Lighthner. The books included are Wolfguard, Sons of Fenris and Wolf's Honour as well as a short story The Space Wolf Omnibus combines superb science-fiction drama with military battles on an epic scale, featuring the legendary hero Ragnar Blackmane.