

Titanicus Dan Abnett

Book 14 in the much loved series, "The Horus Heresy: Primarchs" Legends abound of the glorious – or infamous – deeds of the Emperor's sons. Yet almost nothing is known of Alpharius, the most mysterious of them all, for the Lord of the Alpha Legion is unparalleled in the art of obfuscation. Such are his gifts of secrecy and deceit that even his rediscovery has remained an enigma – until now. But when the tale comes from the serpent's mouth, where does the deception end and the truth begin?

Inquisitors Ravelnor and Eisenhorn return in the first in a new trilogy. In the city of Queen Mab, nothing is quite as it seems. Pariah, spy and inquisitorial agent, Alizebeth 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 Ravelnor, 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.

TitanicusGames Workshop

The mighty Warlord Titans of the Adeptus Titanicus go to war against the forces of Chaos. The Battle Titans of the Adeptus Titanicus are towering war engines, striding to war as holy effigies of the Ommissiah, and the mighty Warlord Titans are the most renowned among all the forces of the Imperium of Man. Their weapons bring righteous death to the alien and the heretic alike, and the merest glimpse of them on the march has stalled entire planetary rebellions. But as the galaxy burns before the rampaging hordes of Chaos, it will take more than any one single Titan Legion to hold the line...

First and Only

The Gildar Rift

Savage Scars

Salvation's Reach

Ravelnor: The Omnibus

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 Mechanicus'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

Explorer 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 Casus Belli, an Imperator Titan that has defended the Imperium for ten millennia, marches to war at the head of an army of Adeptus Mechanicus – but will treachery end the god-machine's long legacy of glory? Holy warbringer of the Legio Metalica, the Imperator Titan Casus Belli has routed armies and levelled cities over ten thousand years of service in the name of the Machine-God. As

war engulfs the Dark Imperium this mechanical god of battle arrives to destroy the renegade armies and tech-priests of Nicomedia. At the head of a battlegroup of Titans, Imperial Knights and skitarii, Casus Belli must defeat tainted war engines, Traitor Legionaries and armies of cultists. While apocalyptic battles rage across the planet, a no less deadly battle unfolds within the Titan itself, as Magos Exasus, leader of the Casus Belli's Tech-guard, must find and defeat the enemy within before their insidious plans come to fruition.

When the world of Orestes comes under attack by a force of Chaos Titans, the Imperial Titans of Legio Invicta stride out in defence of the vital forge world. Fresh from a hard-fought military campaign, one of the Imperium's most celebrated Titan Legions, the Legio Invicta, prepares to ship out to the warzones of the Sabbat Worlds. However, while stopping at the forge world of Orestes for refit and repair, the Legio Invicta finds itself thrown back into battle when a force of Chaos Titans attacks. But as the god-machines of the Adeptus Titanicus stride to war, a sudden religious schism threatens to tear the Adeptus Mechanicus apart and destroy the very world they have pledged to protect, testing the resolve of the Imperial defenders to the limit.

Book 2 in the Bequin Saga. In the mysterious city of Queen Mab, the forces of light and darkness are locked in a murderous struggle for truth. The dedicated agents of the Holy Inquisition battle with their shadowy counterparts, the infamous Cognitae, to discover the encrypted identity of the enigmatic, all-powerful King in Yellow. Caught at the heart of this struggle is the pariah Alizebeth Bequin. Will she stand with the Inquisition or with the Cognitae that raised her? And if she chooses the Inquisition, will it be the wise but ruthless Ravelnor or his rival, the denounced heretic Eisenhorn? Bequin must withstand an onslaught of angels, daemons, and even the monstrous warriors of the Traitor Legions, to unpick the greatest riddle of her life. The beloved characters of Eisenhorn and Ravelnor return, as implacable adversaries in a novel of esoteric mystery, macabre intrigue, and vivid action, where the revelation of true identity could mean death... or might shake the Imperium to its very foundations.

Avenging Son

Imperator: Wrath of the Ommissiah

The Founding

Sabbat Crusade

Forges of Mars Omnibus

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.

In the aftermath of a century-long campaign, Inquisitor Eisenhorn finds his beliefs pushed to their limits. The trail of an escaped enemy leads him face to face with those within his very organization who believe their greatest enemy is the only means of mankind's salvation.

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 Tulon’ 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.

The Blood Gorgons, a Chaos Space Marine warband, fight the threat from Nurgle-infected foes on the planet of Hauts Bassiq. The Blood Gorgons Chaos Space Marines are called to one of their recruiting worlds as the populace is struck down by a plague of mutation. But the expeditionary force is decimated by a mysterious foe, and Sargaul is one of few survivors. The polluted world has become even more nightmarish than before, and Sargaul faces insurmountable odds if he is to save the savage planet. Facing a hostile environment, shadowy xenos enemies and treachery from within his own forces, Sargaul must dig deep into his hatred and determination to leave Haute Bassiq alive.

The Graphic Novel

Let the Galaxy Burn

Sabbat Martyr

Darkblade

Wrath of the Ommissiah

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 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 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.

The fourteenth title in the best selling Gaunt’s Ghosts series. Back after a four year absence. For a thousand years, the Sabbat Worlds have been lost to the Imperium, claimed by the dread powers of Chaos. Now, a mighty crusade seeks to return the sector to Imperial rule. The Space Marines of the Iron Snakes strike against heretic enclaves. Astra Militarum units such as the Volpone Bluebloods defend worlds from the ruinous hordes. The forces of the enemy – the vicious Blood Pact and Sons of Sek – fight amongst themselves for the honour of facing their foes. And at the forefront of the crusade are Colonel-Commissar Ibram Gaunt and the Tanith First and Only – better known as Gaunt’s Ghosts.

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

Captain Kor’sarro Khan of the White Scars is petitioned by his Chapter Master to hunt down and destroy the daemon prince Voldorius. Captain Kor’sarro Khan of the White Scars is petitioned by his Chapter Master to hunt down and destroy the daemon prince Voldorius, a warleader of the renegade Alpha Legion, thus ending his reign of terror across the stars. Hunting the beast doggedly for over a decade, Kor’sarro finally brings Voldorius to battle on Quintus, a world that has totally given itself over to the Alpha Legion. Together with their Raven Guard allies, the White Scars must fight an entire planet if they are to slay the daemon prince.

God Machine

Her Majesty’s Hero

Iron Guard

Warlord: Fury of the God-Machine

A Gaunt’s Ghosts Omnibus

As the White Scars lead a ground assault against the aliens who have established a stronghold on Dal’yth, the members of the Crusade Council, pursuing their own agendas, put the entire war effort in jeopardy. By the author of The Hunt for Voldorius Original. 30,000 first printing.

Across the Sabbat Worlds, a bitter conflict is fought, a conflict that can only end in victory or annihilation. This anthology opens the gateway to the Sabbat Worlds like never before.

The Banished Lands are engulfed in war and chaos. The cunning Queen Khin has conquered the west and High King Nathair has the cauldron, most powerful of the seven treasures. At his back stands the scheming Calidus and a warband of the Kaoshim, dread demons of the Otherworld. They plan to bring Asroth and his host of the Fallen into the world of flesh, but to do so they need the seven treasures. Nathair has been deceived but now he knows the truth. He has choices to make, choices that will determine the fate of the Banished Lands. Elsewhere the flame of resistance is growing - Queen Edama finds allies in the swamps of Ardan, Maquin is loose in Tenebral, hunted by Lyow and his minions. Here he will witness the birth of a rebellion in Nathair’s own realm. Corban has been swept along by the tide of war. He has suffered, lost loved ones, sought only safety from the darkness. But he will run no more. He has seen the face of evil and he has set his will to fight it. The question is, how? With a disparate band gathered about him - his family, friends, giants, fanatical warriors, an angel and a talking crow he begins the journey to Drassil, the fabled fortress hidden deep in the heart of Fom Forest. For in Drassil lies the spear of Skald, one of the seven treasures, and here it is prophesied that the Bright Star will stand against the Black Sun.

With the future of the Sabbat Worlds campaign balanced on a knife edge, new hope arises in the form of Saint Sabbat herself, reincarnated to lead the Imperium to victory against the dark forces of Chaos. The living saint calls for Colonel-Commissar Gaunt and the Tanith First to be her guardians. Doubting that she is who she claims, Gaunt must discover the truth while fending off enemy troops and lethal assassins. But treachery within the Ghosts will not only threaten the mission, but will rip the Tanith asunder.

Titanicus

Imperial Gothic

Blood Gorgons

Penitent

Pariah

New edition of the first Gaunt's Ghosts omnibus, containing the opening story arc in the series, comprising the novels First and Only, Ghostmaker and Necropolis. In the Chaos-infested Sabbat System, the massed ranks of the Astra Militarum - more commonly known as the Imperial Guard - stand shoulder to shoulder as they counter an invasion by heretical forces. Amongst the defenders of the Imperium are the troops of the Tanith First-and-Only, a displaced regiment forced to flee their home planet before it succumbed to the unrelenting assault of Chaos. Nicknamed 'the Ghosts', their specialist scouting role sees them thrown into the thickest of the fighting. Led by Colonel-Commissar Ibram Gaunt, they must evade the treacherous scheming of rival regiments and the lethal firepower of the enemy if they are to have any hope of achieving victory over the forces of Chaos.

Ravelnor and his retinue become fugitives from the Inquisition in order to hunt down the arch-heretic Zygmut Molotch. Inquisitor Ravelnor continues his persecution of the arch-heretic Zygmut Molotch – a hunt that has, for him, now become an obsession. In direct contravention of Inquisition orders, Ravelnor and his team go rogue, in relentless pursuit of their quarry. Thrown through time and space, pitted against enemies of limitless power and cunning, just how much will Ravelnor and his team have to sacrifice in order to thwart Molotch's schemes and bring the heretic to justice?

Contains all four volumes of the epic "Titan," featuring the battle-robots of the Imperium, and their mind-linked human crew, including apprentice commander Ervin Hekate, an untried and inexperienced officer who is forced into a command situation followin

Omnibus edition of all three Ravelnor novels - Ravelnor, Ravelnor Returned and Ravelnor Rogue - by Black Library's best-selling Warhammer 40,000 author, Dan Abnett.

Double Eagle

Triumff

Lords of Mars

Embedded

The Sabbat Worlds Crusade

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 world of Enothis. Reprint.

Inquisitor Eisenhorn returns in a stunning new novel that pits him against his oldest foe, forcing him to finally confront the growing darkness within his own soul. Inquisitor Gregor Eisenhorn has spent his life stalking the darkest and most dangerous corners of the galaxy in pursuit of heresy and Chaos, but how long can a man walk that path without succumbing to the lure of the warp? Pursuing heretics in the remote worlds of the Imperium, Eisenhorn must confront the truth about himself. Is he still a champion of the Throne? Or has he been seduced by the very evil that he hunts? The Magos is the brand new, full-length fourth novel in the hugely popular Eisenhorn series. This paperback edition also includes the definitive casebook of Gregor Eisenhorn, collecting together all twelve of Dan Abnett’s Inquisition short stories, several of which have never been in print before. These additional stories have been compiled by the author to act as an essential prologue to this long-awaited new novel, while also serving as an indispensable companion to the original Eisenhorn trilogy.

In the year 2010, in a world run by Alchemy and Superstition under the reign of Queen Elizabeth XXX, Rupert Triumff, a dashing swordsman and champion drinker, stumbles upon a dastardly plot to dethrone Her Divine Majesty. Original.

The pride of Mordian arrive at the mining world of Belmos VII, unaware of the terrible affliction plaguing the local populace. What manner of daemon or xenos could cause such horror?

The Magos

Titan

One Foot in the Grave

Gilead's Curse

Alpharius: Head of the Hydra

When the ancient warship Wolf of Fenris emerges from the warp, Imperial forces find that it has been overrun by the dreaded Red Corsairs. However, this is no mere raiding party – Huron Blackheart and his entire renegade fleet soon follow, intent on conquering the Gildar Rift and tightening their grip on the sector. Lance batteries and torpedo salvos burn fiery contrails through the void, and only Captain Arrun of the Silver Skulls Space Marine Chapter can halt the renegades' advance. The fate of the Rift will not be decided in the heavens but on the surface of Gildar Secundus below.

Get knee-deep in grit with twenty-six grimdark fantasy and sci-fi short stories from the shadowy vaults of Grimdark Magazine. The top names in dark speculative fiction and the genre's brightest newcomers bring you stories of war, betrayal, violence, and greed, as anti-heroes and adversaries fight to the bittersweet end. For the first time, two years of fiction from Grimdark Magazine are printed on dead trees and bound together like captive slaves to be read or reread and proudly placed among your favourite tomes on your bookshelf. Knee-Deep in Grit features short stories by authors including Mark Lawrence, Alette de Bodard, Adrian Tchaikovsky, R. Scott Bakker, Kelly Sandoval, James A. Moore, and Victor Milan.

The Iron Snakes Chapter has sworn a pledge to protect the Reef Stars from ruin, whatever the cost. Sergeant Priad and the Damocles Squad battle to preserve humanity against the myriad foes that threaten to destroy it.

Dan Abnett explores the grim reality of the Warhammer 40,000 universe with a collection of stories, which brings together 'Lone Wolves' and 'Inquisitor Ascendant'.

Straight Silver

Sabbat Worlds

The Hunt for Voldorius

Ruin

Malleus

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.

HE'D DO ANYTHING TO GET A STORY. When journalist Lex Falk gets himself clipped into the brain of a combat soldier, he thinks he has the ultimate scoop - a report from the forbidden front line of a distant planetary war, live to the living rooms of Earth. When the soldier is killed, however, Lex has to take over the body and somehow get himself back to safety once more... broadcasting all the way. Heart-stopping combat science fiction from the million-selling Warhammer 40,000 author. File Under: Science Fiction | Future Warfare | Chipped-In | Anything For a Story | Get Out Alive!]

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 Indominus 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 Indominus Crusade will be determined by this conflict, and the desperate mission of Battlegroup Saint Aster, led by Space Marine Lieutenant Messinas. Even then it is but a prelude to the forthcoming bloodshed.

The latest Gaunt's Ghost now in paperback The Tanith First-And-Only embark on a desperate mission that could decide the fate of the Sabbat Worlds Crusade in the thirteenth book of this popular Imperial Guard series. The Ghosts of the Tanith First-and-Only have been away from the front line for too long. Listless, and hungry for action, they are offered a mission that perfectly suits their talents. The objective: the mysterious Salvation's Reach, a remote and impenetrable stronghold concealing secrets that could change the course of the Sabbat Worlds campaign. But the proposed raid is so hazardous, it's regarded as a suicide mission, and the Ghosts may have been in reserve for so long they've lost their edge. Haunted by spectres from the past and stalked by the Archenemy, Colonel-Commissar Gaunt and his Ghosts embark upon what could be their finest hour... or their final mission.

Knee-Deep in Grit

Ravelnor Rogue

Brothers of the Snake

Two Bloody Years of Grimdark Fiction

Pursued by vengeful eldar, Magos Kotov's Explorer armada heads into a newly revealed area of space in pursuit of ancient secrets. As the Adeptus Mechanicus forces and Black Templars Space Marines tackle the twin threats of the wrathful aliens and insurrection aboard the fleet, a greater danger reveals itself.

New fantasy title, continuing the story of High Elf Gilead Lothain Gilead Lothain returns! From the warrens of the skaven to the streets of Nuln, the shadowfast warrior and his faithful retainer Fritvaei find themselves surrounded by evil. Beneath the earth, the dangerous and insane Rat King, its powers amplified by elf magic, plots Gilead's downfall, while a bloodthirsty vampire count becomes an unlikely ally... and Gilead's deadliest foe.

Lord of the Dark Millennium: The Dan Abnett Collection

Ravelnor vs Eisenhorn

The Warmaster