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Night Lords Lord of the Night Void Stalker Soul Hunter *Blood Reaver Red Tithe Sagas of the Space Wolves: The Omnibus Konrad Curze: The Night Haunter The Darkest Night Nightlord The Darkest Night The Lords of Silence Outer Dark Black Legion Shroud of Night A Morning and Evening Prayerbook Lord of the Flies Void Stalker Battle for the Abyss Ahriman: The Omnibus The Age of Darkness Eye of Terra The Talon of Horus Good Night, Lord Heroes of the Space Marines Sons of the Emperor: An Anthology The First Book of Moses, Called Genesis The Emperor's Gift The Silent War Gardens of the Moon Dark King Pharos The Victory: Part 1 The Founding The Return of the King The Infinite and The Divine Cadian Blood Shadows of Treachery Cycles of Time and Meaning in the Mexican Books of Fate The Magos*

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Trapped on one of the huge megacities of the Imperial, a rogue Chaos Space Marine must evade his pursuers and navigate unseen while paving the way for invasion. The saga of Gaunt's Ghosts continues in this two-book collection charting the first half of the Victory story arc. Gaunt's Ghosts is Black Library's longest-running single author war series; military science fiction at its visceral best, beloved by fans for its gritty realism, superb storytelling, and humanity of its characters. \n"}" style="font-size: 10pt; font-family: Arial; text-align: center; ">After twenty-five hard, blood-soaked years, Warmaster Macaroth's crusade to free the Sabbat Worlds from the clutch of Chaos has ground to a halt. The Warmaster's forces are split and deadlocked on two separate fronts, haemorrhaging momentum, men and materiel. A series of ambitious covert operations is planned across the sector – their aim to break the stalemate so the Imperial forces can move forward once more. Key players in this shadow war are Colonel-Commissar Gaunt and the Tanith First-and-Only. Will the bravery and cunning of this infamous regiment tip the balance in the Imperium's favour? Gaunt's Ghosts is Black Library's longest-running single author war series; military science fiction at its visceral best, beloved by fans for its gritty realism, superb storytelling, and humanity of its characters. \n"}" style="font-size: 10pt; font-family: Arial; text-align: center; ">Gaunt's Ghosts is Black Library's longest-running single author war series; military science fiction at its visceral best, beloved by fans for its gritty realism, superb storytelling, and humanity of its characters. A short story collection on the Horus Heresy From the battlefields of

Phall and Isstvan, to the haunted shadows of Terra itself – the Horus Heresy rages on across the galaxy in this collection of short stories and novellas. A new anthology of short stories delving into the secret history of the Horus Heresy. After the betrayal at Isstvan, Horus begins his campaign against the Emperor, a galaxy-wide war that can lead only to Terra. But the road to the final confrontation between father and son is a long one – seven years filled with secrecy and silence, plans and foundations being formed across distant stars. An unknown history is about to be unveiled as light is shed on the darkest years of the Horus Heresy, and revelations will surface that will shake the Imperium to its very foundation... An ideal introduction to the Warhammer 40,000 universe, this anthology is the first collection of stories to feature only Space Marines, the series' most popular faction. Original. An band of elite Chaos Space Marines from the Alpha Legion undertake a deadly stealth mission to infiltrate a heavily defended Imperial world. Upon the oceanic hive world of Tsadrekha, the darkness of the Noctis Aeterna is held at bay by the golden light of a unique beacon. Yet as sharks are drawn to blood, so the ravening warbands of the Heretic Astartes circle the planet, warring to claim this rich prize for their Dark Gods. Now, one of those warlords has deployed a secret weapon to end the deadlock. Kassar and his elite band of Alpha Legionnaires, the Unsung, must infiltrate the planet, using all their cunning and warrior skill to overcome the planet's defenders and corrupt the beacon. They need to work fast, for none other than Khârn the Betrayer himself has come to lead the final assault. As a rising tide of apocalyptic warfare consumes Tsadrekha, Kassar and his brothers must race for the prize or be consumed by the fury of the storm. "The hunters have become the hunted. The Night Lords flee to the dark fringes of the Imperium to escape their relentless pursuers--the elder of Craftworld Ulthwe. Their flight takes them to the carrion world of Tsagualsa, where their primarch died and their Legion was broken. There, history will repeat itself as a deadly assassin stalks the shadows, and the Night Lords are drawn into a battle they are destined to lose"--P. [4] of cover. Returning after his long self-imposed exile, Abaddon offers the disparate Chaos Space Marine warbands within the Eye of Terror a simple choice – join him or die. Ezekyle Abaddon and his warlords strive to bind the newborn Black Legion together under threat of destruction. Now Khayon, Abaddon's most-trusted assassin, is tasked with ending the threat of Thagus Daravek, the self-proclaimed Lord of Hosts and a rival to the dark fate that Abaddon claims as his own. Fighting the vile whispers of the Dark Gods within his mind, Abaddon turns a fevered gaze back to the Imperium, where his true destiny awaits. Yet the Emperor's Champion and his Black Templars stand guard at the gates of Hell, and Sigismund has waited centuries to face Abaddon in battle... Omnibus containing all three novels in the Ahriman trilogy - Ahriman: Exile, Ahriman: Sorcerer and Ahriman: Unchanged - as well as eight additional short stories. The name Ahriman has lived in infamy ever since the galactic war of the Horus Heresy. The greatest sorcerer of the Thousand Sons, and protege to the primarch Magnus the Red, Ahriman's deepest flaw is hubris. His mistaken belief in casting the Rubric to cure his Legion of their curse has seen him exiled. Though spurned by his kin, Ahriman has not given up on his quest to restore his brothers from the fleshless husks they have become, and he will brave the worst horrors of the galaxy, and the Eye of Terror itself, to obtain the knowledge to achieve it. For to bring about salvation, Ahriman must risk his own further damnation and the wrath of his primarch. A collection of quick morning and evening prayers that will will enrich your commitment to God and personal connection to the Christian tradition and the entire church. A Morning and Evening Prayerbook provides a framework for prayerful devotions with two prayers for each day of the year. The morning prayers are ideal for encouraging your heart for the approaching day's activities and challenges while the evening prayers will help you close each day with reverence, gratitude, and reflection. Selected to mirror the seasons and the liturgical calendar, the prayers are intended not to replace your personal, spontaneous prayers but to serve as a springboard for them. Editors Jeanie and David

Gushee have collected inspiring contributions from Protestant, Catholic, and Eastern Orthodox sources; from all continents; from the Old Testament; and from each century of Christian history. A Morning and Evening Prayerbook will enrich your commitment to God and personal connection to the Christian tradition and the entire church. The first volume in The Black Legion series, now available in trade paperback. When Horus fell, his Sons fell with him. A broken Legion, beset by rivalries and hunted by their erstwhile allies, the former Luna Wolves have scattered across the tortured realm of the Eye of Terror. And of Abaddon, greatest of the Warmaster's followers, nothing has been heard for many years. But when Horus's body is taken from its resting place, a confederation of legionaries seek out the former First Captain, to convince him to embrace his destiny and continue what Horus began. The secretive minions of Malcador the Sigillite take centre stage in an anthology of thrilling tales of subterfuge and treachery. While loyalist and traitor forces clash on a thousand battlefields across the galaxy, a very different kind of war is being fought in the shadows - a war of subtlety and subterfuge, unknown to many, but one that surely holds the key to victory for either side. As Rogal Dorn and his Legion prepare to defend the Solar System against the armies of the Warmaster Horus, Malcador the Sigillite charges his many agents and spies with missions of the utmost secrecy. The future of the Imperium is being shaped by unseen hands... This Horus Heresy anthology contains thirteen short stories by various authors including James Swallow, John French, Chris Wraight and many more. It also contains Anthony Reynolds' return to the hallowed halls of the Imperial Palace in his novella The Purge. In communities throughout precontact Mesoamerica, calendar priests and diviners relied on pictographic almanacs to predict the fate of newborns, to guide people in choosing marriage partners and auspicious wedding dates, to know when to plant and harvest crops, and to be successful in many of life's activities. As the Spanish colonized Mesoamerica in the sixteenth century, they made a determined effort to destroy these books, in which the Aztec and neighboring peoples recorded their understanding of the invisible world of the sacred calendar and the cosmic forces and supernaturals that adhered to time. Today, only a few of these divinatory codices survive. Visually complex, esoteric, and strikingly beautiful, painted books such as the famous Codex Borgia and Codex Borbonicus still serve as portals into the ancient Mexican calendrical systems and the cycles of time and meaning they encode. In this comprehensive study, Elizabeth Hill Boone analyzes the entire extant corpus of Mexican divinatory codices and offers a masterful explanation of the genre as a whole. She introduces the sacred, divinatory calendar and the calendar priests and diviners who owned and used the books. Boone then explains the graphic vocabulary of the calendar and its prophetic forces and describes the organizing principles that structure the codices. She shows how they form almanacs that either offer general purpose guidance or focus topically on specific aspects of life, such as birth, marriage, agriculture and rain, travel, and the forces of the planet Venus. Boone also tackles two major areas of controversy—the great narrative passage in the Codex Borgia, which she freshly interprets as a cosmic narrative of creation, and the disputed origins of the codices, which, she argues, grew out of a single religious and divinatory system. Hailed as "the most radical repackaging of the Bible since Gutenberg", these Pocket Canons give an up-close look at each book of the Bible. The most brutal of Space Marines, the Carcharodons Astra, battle the Night Lords for control of the prison world of Zartak. On the prison world of Zartak, darkness has fallen on arbitrators and inmates alike. The Night Lords have come, and with them the shadow of fear and pain. But they are not the only ones with an interest in Zartak. From the void, running on silent, another fleet emerges. Its warriors are grey-clad and white-faced, and their eyes are as black as the Outer Dark – the savage Carcharodon Astra. As these two packs of ancient, merciless predators stalk the shadows of the prison colony, both seeking a single young inmate with unnatural talents, the corridors run red with blood, and both factions will have to fight tooth and claw to leave Zartak alive. Spending quiet

moments to reflect and renew at the end of your day can bring you untold inner serenity. Home, family, friends, and neighbors--these are a woman's "garden," her sphere of influence. Quin Sherrer shows you how to cultivate and tend your garden to reap a bountiful spiritual harvest. Based on Sherrer's own personal experiences, these delightful, sometimes heartrending stories will encourage you to gain the most from each day--no matter how chaotic or ordinary it may seem at the time. Do you feel overworked? Or somehow out of balance? Are you too often fearful, angry, or unforgiving? Quin Sherrer has been there, too, and emerged stronger than ever with the help of the Lord. Good Night, Lord is the perfect way to end your day and begin tomorrow renewed! Driven on by their hatred of the False Emperor, the Night Lords stalk the shadows of the galaxy, eternally seeking revenge for the death of their primarch. Their dark quest leads them to a fractious alliance with the Red Corsairs, united only by a common enemy. Together with this piratical band of renegades, they bring their ways of destruction to the fortress-monastery of the Marines Errant. **THEY SEEK ONLY TO BRING DEATH** An anthology of Horus Heresy tales written by some of Black Library's bestselling authors. The galaxy burns at Horus's command, and a billion more lives are lost with each passing moment – though it was not always so. Once, the title of Warmaster stood for honour, loyalty and a fierce pride in the strength of the Space Marine Legions. But perhaps by following the myriad lines of destiny and defiance that were already woven around the primarchs and their sons, we may yet come to understand the bitterness that can eat away at even the most steadfast of souls... This Horus Heresy anthology contains fifteen short stories by authors including Graham McNeill, Nick Kyme, Gav Thorpe, Chris Wraight and many more. It also includes Aaron Dembski-Bowden's acclaimed novella Aurelian. Vast legions of gods, mages, humans, dragons and all manner of creatures play out the fate of the Malazan Empire in this first book in a major epic fantasy series The Malazan Empire simmers with discontent, bled dry by interminable warfare, bitter infighting and bloody confrontations with the formidable Anomander Rake and his Tiste Andii, ancient and implacable sorcerers. Even the imperial legions, long inured to the bloodshed, yearn for some respite. Yet Empress Laseen's rule remains absolute, enforced by her dread Claw assassins. For Sergeant Whiskeyjack and his squad of Bridgeburners, and for Tattersail, surviving cadre mage of the Second Legion, the aftermath of the siege of Pale should have been a time to mourn the many dead. But Darujhistan, last of the Free Cities of Genabackis, yet holds out. It is to this ancient citadel that Laseen turns her predatory gaze. However, it would appear that the Empire is not alone in this great game. Sinister, shadowbound forces are gathering as the gods themselves prepare to play their hand... Conceived and written on a panoramic scale, Gardens of the Moon is epic fantasy of the highest order--an enthralling adventure by an outstanding new voice. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **HIS POWERS--INHUMAN HIS PASSION--BEYOND IMMORTAL...** All her life, Ashlyn Darrow has been tormented by voices from the past. To end the nightmare, she has come to Budapest seeking help from men rumored to have supernatural abilities, not knowing she'll be swept into the arms of Maddox, their most dangerous member--a man trapped in a hell of his own. Neither can resist the instant hunger that calms their torments...and ignites an irresistible passion. But every heated touch and burning kiss will edge them closer to destruction--and a soul-shattering test of love... With tyrannid hive fleets approaching, the Carcharodons make a stand on the world of Piety V. If they can stop the xenos here, they will be able to end the menace before it begins. The Carcharodons' remit is an unenviable one - this Chapter of Space Marines plies the dark areas of space, endlessly hunting down the enemies of mankind. Living on the edge, with no fixed base of operations, they are creatures shaped by their environment, renowned for their ruthlessness and their brutality. With a fresh wave of tyrannid hive fleets approaching the galactic plane, the Carcharodons decide to use the world of Piety V as a bulwark. If they can stop the xenos here, they will be able to end the

menace before it begins. But as they mobilise the planet's defenders and fight the tyrannids, the Carcharodons come to learn what the value of mankind truly is. The omnibus edition of this gripping science fiction series. The omnibus edition of this gripping science fiction series. Driven by their hatred of the False Emperor, the Night Lords stalk the shadows of the galaxy, eternally seeking revenge for the death of their primarch. Guided by the visions of the prophet Talos, a warband from this sinister Legion struggles to survive in a constant war against the forces of the Imperium. But when they come into conflict with fellow renegades and are hunted by the Eldar of Craftworld Ulthwe, the Night Lords find themselves returning to the scene of their greatest defeat and drawn into a battle they cannot possibly win. Two aspirants are recruited into the Grey Knights, and must hone their psychic talents if they are to join the hallowed and mysterious ranks of the Space Marine daemon hunters. The Grey Knights are all that stands between mankind and the ravages of Chaos. Since their secretive beginnings during the Horus Heresy, these legendary Space Marine daemon hunters have journeyed into the dark realms of the warp – and beyond – in pursuit of their supernatural enemies. Through an intensive regime of psychic training, new recruits are brought to the clandestine fortress of Titan to join the hallowed and vaunted ranks of the 666th Chapter. More than ever, these legendary battle-brothers must be vigilant and ever ready to defend the Imperium for the forces of Chaos are never truly defeated, and Armageddon beckons! 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. An amazing collection of Horus Heresy Primarch short stories, 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 our 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 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 Night Lords are one of the most feared Legions of Chaos Space Marines. Remorseless hunters & killers, they relentlessly battle the Imperium of Man to avenge the death of their Primarch Konrad Curze. Their dark crusade takes them to the world of Crythe Primus, where they will fight Imperial forces to claim the planet. The 12th release from The Horus Heresy Primarchs series. Explore the inner workings of the deranged Night Lords Primarch in this fantastic novel Of all the Emperor's immortal sons, the primarchs, it is Konrad Curze whose legend is the darkest. Born in the shadows of Nostramo, a world of murderers, thieves and worse, is it any surprise that he became the figure of dread known only as the Night

Haunter? Heed now the tragic story of the creature Konrad Curze, master of the Night Lords Legion, of how he became a monster and a weapon of terror. He who once served the Imperium saw the truth in a maddening universe and the hypocrisy of a loveless father, and embraced the only thing that made any sense – Chaos. From the blood-soaked gutters of his hiveworld upbringing, to the last days of his ill-fated existence, Curze is a primarch like no other and his tale is one to chill the very bone... When the Imperial shrine world of Kathur is blighted by Chaos, 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. Fantasy fiction. The first ever illustrated paperback of part three of Tolkien's epic masterpiece, *The Lord of the Rings*, featuring 15 colour paintings by Alan Lee. It's not easy, being King. Especially since he has an allergy to sunrise and sunset, a fire-goddess for a mother-in-law, demonic adversaries, random assassins, and a basement full of insecurities to cope with. Add to that his daughter, the priestess/princess, a couple of lightly-deranged professional magicians, a whole city full of wizards, and enough squabbling princes to resemble a kindergarten argument. It's enough to make a man want to just go home. Luckily for Eric, he has the world's largest pet rock, a smart-mouthed sword, and a horse that not only understands him, but likes him anyway. A plane crashes on a desert island and the only survivors, a group of schoolboys, assemble on the beach and wait to be rescued. By day they inhabit a land of bright fantastic birds and dark blue seas, but at night their dreams are haunted by the image of a terrifying beast. As the boys' delicate sense of order fades, so their childish dreams are transformed into something more primitive, and their behaviour starts to take on a murderous, savage significance. First published in 1954, *Lord of the Flies* is one of the most celebrated and widely read of modern classics. Now fully revised and updated, this educational edition includes chapter summaries, comprehension questions, discussion points, classroom activities, a biographical profile of Golding, historical context relevant to the novel and an essay on *Lord of the Flies* by William Golding entitled 'Fable'. Aimed at Key Stage 3 and 4 students, it also includes a section on literary theory for advanced or A-level students. The educational edition encourages original and independent thinking while guiding the student through the text - ideal for use in the classroom and at home. 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... Explore a story told across the millennia that delves deep into a pair of fascinating necron characters, their relationship and their plans for the galaxy. Before the being called the Emperor revealed Himself, before the rise of the aeldari, before the necrontyr traded their flesh for immortal metal, the world was born in violence. Even when they inhabited bodies of flesh, Trazyn the Infinite and Orikan the Diviner were polar opposites. Trazyn, a collector of historical oddities, presides over a gallery full of the most dangerous artefacts – and people – of the galactic past. Orikan, a chronomancer without peer, draws zodiacs that predict and manipulate the future. But when an artefact emerges that may hold the key to the necrons' next evolution, these two obsessives enter a multi-millennia game of cat and mouse that ends civilisations, reshapes timelines, and changes both forever. As riddles unwind and ancient secrets are revealed, the question remains: will their feud save the necron race or destroy it? The third book in the Night Lords trilogy by New York Times best selling author Aaron Dembski-Bowden. Talos and the rest of First Claw continue down their dark path, until it crosses that of the alien eldar – the Farseers of the Ulthwe craftworld divine a great threat posed by the

Night Lords, and seek to bring the myriad skeins of fate back into alignment before their prophecy can be fulfilled. With the wrath of the ancients upon them, Talos reluctantly leads his warriors into battle once more... Talos leads First Claw further down their dark path, until the elders of craftworld Ulthwe foresee a great conflict centered around the Night Lords, and the xenos muster for battle! Bumper Omnibus collecting together some of Black Library's most loved Space Wolves stories for the first time. Born on the icy world of Fenris, few amongst the brotherhoods of the Adeptus Astartes are as fierce or as noble as the Space Wolves. Long are their tales, told around mead halls or the flickering glow of a hungry fire. Heed them well, for they speak of legends like the Young King Ragnar Blackmane, whose thirst for battle is only matched by his heroism, or the Wolf Lord Logan Grimnar that most venerable and fearsome of warriors, he who leads the Chapter itself. So listen hard and listen carefully to the skald as he holds forth around the burning fire, because there is darkness in these sagas as well as light. This omnibus edition collects together for the first time the novels Ragnar Blackmane, Curse of the Wulfen, Legacy of Russ and The Hunt for Logan Grimnar as well as the novellas Blood on the Mountain and Arjac Rockfist, and a host of short stories. Book eight in the New York Times bestselling series Now that the news of Horus's Treachery is in the open, a time of testing has come. Some Legions have already declared allegiance to the Warmaster, while the loyalty of the others lies firmly with the Emperor. As Horus deploys his forces, loyalist Astartes learn that the Wordbearers are sending a fleet to Ultramar, home of the Ultramarines. Unless they can intercept and destroy it, the Ultramarines may suffer a blow from which they will never recover. Battle for the Abyss continues the epic tale of the Horus Heresy, a galactic civil war that threatened to bring about the extinction of humanity. A snarky fae, a sexy king, and forbidden desire deep as the sea. Once, I was a fae princess with sea-magic at my fingertips. Now? I'm a hunted supernatural in a squalid shop, stripped of my power. My only comforts are stale cookies, Elvis records, and my hula-hoop. Until a lethally sexy fae king arrives and rips even those away. After the brutal king throws me in prison, I strike a bargain with him: my freedom in exchange for helping him find a magic blade. What Lyr doesn't know is that the blade might restore my stolen magic. But as we journey, the gorgeous jerk is starting to make me feel things I've never felt. When Lyr touches me, desire ignites. I see raging passion in his eyes, too. If I give in, I risk losing my chance at reclaiming my power. Even worse... I could be forfeiting my life.*** Readers of Sarah J. Maas, Laura Thalassa, and K.F. Breene. will love the Sea Fae Series! 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 Legion of 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. 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.

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