

Spear Of The Emperor Warhammer 40 000

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Void Stalker

The age of the Dark Imperium has begun, and the human race is poised on the brink of ruin. In their darkest hour, the Emperor's servants have achieved the impossible: the resurrection of the Primarch Roboute Guilliman. Now Lord Commander of the Imperium of Man, Guilliman marshals his forces in a desperate effort to drive back the predations of Chaos: the Indomitus Crusade. Dispatched ahead of the bulk of Guilliman's war fleets, Chaplain Helios of the Ultramarines is entrusted by the risen primarch with a mission of vital importance. Will he achieve a crucial victory for Guilliman in time, or will a millennia-old obsession spell his doom?

And just what manner of weapons will be needed to wage the war to save mankind?

War of Secrets

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.

Legacy of Dorn

"Warrior-maiden and consort of the blood god Khorne, the name Valkia the Bloody is feared among all the tribes of the north -- friend and foe alike. From her earliest days as a shield bearer for her father King Merroc, she has known nothing but unending warfare and the brutal politics of the tribal leaders, and soon reaches out to seize power for herself. Though her feral beauty might attract unlikely suitors and her enemies may plot against her in secret, Valkia holds the patronage of the Ruinous Powers, and Khorne will not allow his chosen queen to fall."--Publisher.

Helsreach

Scythes of the Emperor

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.

Soul Hunter

Fueled by their hatred of the False Emperor, the Night Lords, stalking the galaxy in hopes on avenging the death of their primarch, form a tentative alliance with the Red Corsairs, and together they concoct a plan to steal the loyalist Chapter's gene-seed, dooming them to a slow death. Original.

The Emperor's Legion

A brand new series of novels begins, featuring the legendary heroes of the Space Marines. Ragnar Blackmane is a legend of the Space Wolves, the youngest warrior ever to rise to command a Great Company. As he battles the forces of Abaddon the Despoiler on the war-ravaged world of Cadia, Ragnar remembers the events that brought him to this place and time, and relates two great sagas from his past, each bringing him into conflict with brother Space Marines from other Chapters, the secretive Dark Angels and savage Flesh Tearers. As these

tales influence the events of the present, Ragnar comes to realise that his past actions have consequences.

Space Marine Conquests: Fist of the Imperium

"The hunters have become the hunted. The Night Lords flee to the dark fringes of the Imperium to escape their relentless pursuers--the eldar 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.

Nemesis

The return of one of Black Library's most popular omnibuses, back in print for the first time in ages. The Ultramarines are a byword for loyalty and courage, their martial prowess is legendary and is second only to the God-Emperor. Graham McNeill's epic trilogy of Ultramarines novels is a masterpiece of non-stop action! Containing the novels Nightbringer, Warriors of Ultramar and Dead Sky, Black Sun, the series follows the adventures of Space Marine Captain Uriel Ventris and the Ultramarines as they battle against the enemies of mankind. From their home world of Macragge, into the dreaded Eye of Terror and beyond, Graham McNeill's prose rattles like gunfire and brings the Space Marines to life like never

before. This book contains the novels Nightbringer, Warriors of Ultramar and Dead Sky, Black Sun, all written by Graham McNeill.

The Spear

The latest novel in the Space Marine Battles series In the Pandorax System, on the death world of Pythos, an ancient secret that has laid buried for millennia has been unearthed. Ignorant of this terror, troopers of the Catachan 183rd, stranded on Pythos and under the command of Colonel 'Death' Strike, find themselves under attack by the forces of Chaos. Daemons in their thousands flock the sky, and none other than Warmaster Abaddon leads the attack. With the Death Guard and Black Legion arrayed against them, the Catachans appear to be doomed, until salvation arrives in the form of the entire Dark Angels Chapter, led by Master Azrael and a host of heroes. But what is the so-called 'Damnation Cache'? What secrets does it harbour and why has it also attracted the attention of the daemon-hunting Grey Knights?

Avenging Son

Book 6 in the much loved Space Marine Conquests series. For fans of huge and epic battles waged in the far future! 'By their noble sacrifice is our world made mighty' Deep within the Segmentum Solar, an Imperial Fists Honour Guard lies slaughtered upon the very world they swore to protect. The mysterious cult responsible grows in power by the day. Their malevolent

tenets poisoning the hearts of Ghyre's citizens, from its lowliest miner to its arrogant ruling class. To purge this threat, the Imperial Fists send Primaris Librarian Aster Lydorran and his tenacious brothers. These masters of siegecraft face an insurgent foe beyond any they have fought before. As dark omens proliferate, Lydorran finds himself embroiled in a battle of wits and wills with an enemy whose psychic might may surpass even his own. But this is a patient enemy, and with every passing hour, Ghyre's doom grows closer. The stoic Sons of Dorn must leave their walls and embrace new allies, or risk unleashing the apocalypse itself upon the very doorstep of Terra.

Dante

Explore the history of one of the most well known heroes of the Imperium in this awesome new novel from Chris Wraight. Constantin Valdor. It is a name that brings forth images of heroism, honour and peerless duty. For it is he who commands the will of the Legio Custodes that most esteemed and dedicated cadre of elite warriors. He is the Emperor's sword, His shield, His banner and he knows no equal. Clad in shining auramite, his fist clenched around the haft of his Guardian Spear, he is the bulwark against all enemies of the throne, within or without. Nearing the end of the wars of Unity, Valdor's courage and purpose is put to the test as never before. The petty warlords and tyrants of Old Earth have been all but vanquished, and the Emperor's armies are triumphant. What now for the nascent Imperium and what fate its forgotten soldiers, its Thunder Warriors and armies of Unity? A new force is rising, one which shall eclipse all others and open the way to the stars. But change on Terra is seldom bloodless

and for progress to be ensured darker deeds are necessary.

The Talon of Horus

Marneus Augustus Calgar, Chapter Master of the Ultramarines, must survive the siege of Zalathras if he is to defeat the greenskin hordes of Warlord Brug. Marneus Augustus Calgar is the Lord of Ultramar, one of the greatest realms of the Imperium. As Chapter Master of the Ultramarines, he leads one of the most prestigious and powerful Space Marine Chapters devoted to the defence of Mankind. In him, the blood of the Primarch Guilliman runs still. When Calgar receives a summons to the world of Zalidar he is unaware, as are the world's inhabitants, that it is under attack by the Ork Warlord Brug. When his vessel is shot down, Calgar and his Honour Guard must trek across Zalidar's jungle through ork-held territory to reach the city of Zalathras. A terrible siege ensues against a vast greenskin horde. Only Calgar can hope to prevail against such odds in a brutal conflict that gives rise to a legend that will last for eternity

Ragnar Blackmane

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'

Vaults of Terra: The Hollow Mountain

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 Unsong, 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.

Spear of the Emperor

Warhammer 40,000 fans rejoice - Belisarius Cawl has his own novel! Join him on his journey to the abandoned world of Sotha which hides a long-buried secret... and an ancient evil. Belisarius Cawl, Archmagos Dominus of the Adeptus Mechanicus is the most brilliant mind alive. For 10,000 years he has furthered the cause of mankind, working under the aegis of the Emperor and Lord Commander Roboute Guilliman to prevent the inexorable march of the alien and the traitor. Many call him heretic, but all must recognise the magnitude of his achievements, for who else but he was entrusted to create a new generation of Space Marines? Who else but the great Belisarius Cawl could even accomplish such a task? Now, in the wake of the Great Rift and the Indomitus Crusade, his ambitions bring him to the long-dead world of Sotha, once home to the Scythes of the Emperor, now a barren wasteland devoured by the vile Tyranids. Accompanied by Tetrarch Felix and his elite warriors, it is here that Cawl believes the lynchpin of his mysterious Great Work lies. But uncovering it is a near impossible task, one in which the Archmagos must overcome an ancient evil that threatens to extinguish the last hope of humanity.

Brothers of the Snake

A doomed Space Marine Chapter confronts the alien tyranids in a devastating battle for survival. Following the loss of their home world Sotha to the tyranid Hive Fleet Kraken, the

Scythes of the Emperor begin a new kind of war against the alien menace. Facing further humiliation and defeat after regrouping at the Giant's Coffin on Miral Prime, recently appointed Chapter Master Thracian must find a way exploit his warriors' need for vengeance if their Space Marine Chapter is to have any hope of survival This collection spans the greatest period of upheaval in the Scythes of the Emperor's history, and includes the novel Slaughter at Giant's Coffin along with five additional short stories.

Belisarius Cawl: The Great Work

Chastised by the Emperor, the Word Bearers set out on their own path - one that will eventually lead them to damnation and heresy... Distraught at the judgement of the Emperor, the Word Bearers cast their fury and fervour onto the battlefield. All the while they explore the old ways of Colchis, seeking their own path - one that can only lead to damnation and heresy...

Apocalypse

A band of mortal heroes are sent by the duardin god Grungni to retrieve an artefact of dark power and keep it from the clutches of Chaos. In the beginning, there was fire. And from that fire came eight weapons of terrible power, honed to a killing edge by the chosen weaponsmiths of Khorne. Now, as the Mortal Realms echo with the thunder of war, the great powers seek to acquire the eight wherever they might be found, no matter the cost. In a city of prophecy and

secrets, Grungni, smith-god of the duardin, gathers together a group of mortal warriors from across the realms in order to locate the first of the eight weapons. But they are not alone in their quest; agents of the Ruinous Powers search for the weapon for themselves. Now the race is on, as man, duardin and daemon alike seek to claim the Spear of Shadows

Black Legion

Book 2 in the Vaults of Terra mini-series. Discover what happens when Chaos comes to the Throneworld itself for the first time in ten millennia.. Inquisitor Erasmus Crowl has discovered a terrible plot, its roots firmly planted in the very highest levels of Terra. Pursuing it is fraught with risk, but Crowl's sense of duty compels him to persevere. He and his acolyte Spinoza run down their leads in secret, knowing that their every move invites danger, but even as they begin to reveal the truth, a greater peril is unfolding in the skies – the Great Rift is becoming manifest. During the madness that threatens to tear Terra asunder, Crowl's Inquisitorial base of operations comes under attack and is badly ravaged. As his world begins to unravel and a new, bloody age dawns, can Crowl stay true to his course and expose the horror that lies at the heart of the Hollow Mountain?

Horus Heresy: First Heretic

As war splits the galaxy, the Emperor toils in the vaults beneath the Imperial Palace. But his

great work is in peril, and the forces of Chaos are closing in... While Horus' rebellion burns across the galaxy, a very different kind of war rages beneath the Imperial Palace. The 'Ten Thousand' Custodian Guard, along with the Sisters of Silence and the Mechanicum forces of Fabricator General Kane, fight to control the nexus points of the ancient eldar webway that lie closest to Terra, infested by daemonic entities after Magnus the Red's intrusion. But with traitor legionaries and corrupted Battle Titans now counted among the forces of Chaos, the noose around the Throneworld is tightening, and none but the Emperor Himself can hope to prevail.

Blood of Iax

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

Blades of Damocles

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

Pandorax

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.

Dark Imperium

Trapped behind enemy lines during the invasion of Rynn's World, Sergeant Galleas and his squad must rally the human survivors of the greenskin attack and teach them to fight back, if any of them are to survive. Veteran Sergeant Sandor Galleas is the epitome of a Crimson Fists Space Marine: proud, courageous, and unyielding, even in the face of impossible odds. But when disaster befalls the Chapter during the ork invasion of Rynn's World, Galleas's convictions are put to the ultimate test. Trapped deep in enemy territory, Galleas, his squad, and a band of human survivors, must fight the greenskins by any means necessary if they – and the Crimson Fists Chapter – are to survive.

Spear of the Emperor

The Emperor's Gift

Forces from several Space Marine Chapters mobilise to defend the cardinal world of Almace from an invasion by the twisted traitors of the Word Bearers. But unbeknownst to the forces of the Imperium, conquest is not the enemy's sole aim... Book 5 in the Space Marine Conquest Series Lieutenant Heyd Calder is a Primaris Marine whose mastery of warfare is matched only by his diplomatic prowess. Under the orders of Roboute Guilliman, he is deployed to Almace, a minor seat of the Ecclesiarchy, to protect the world at whatever cost. Yet even as diabolical forces leer from the system's edge, Calder discovers that the capital's Cardinal-Governor, a

sharp, inscrutable figure of spiritual and material authority, is hiding something. When it becomes clear that conquest is not the enemy's sole aim, Calder resolves to uncover the secret of Almace. As the system is set ablaze, clashes of faith, strategy and politics ensue in the capital, and it becomes clear that the forces of the Ecclesiarchy and the Adeptus Astartes must fight together if they are to have any hope of victory.

The Spear of Shadows

The Emperor's Spears are a Chapter on the edge of destruction, last watchmen over the Elara's Veil nebula. Now, the decisions of one man, Amadeus Kaias Incarius of the Mentor Legion, will determine the Chapter's fate... The scattered worlds of the Elara's Veil nebula were once protected by the oath of unity sworn by three mighty Chapters of the Adeptus Astartes. The Star Scorpions were undone by flaws in their genetic coding. The Celestial Lions were ravaged by the Inquisition for sins they did not commit. Now, after hundreds of years, only the Emperor's Spears still keep their vigil. They are barbarian watchmen against the Outer Dark; bloodied but unbroken in their long duty. Amadeus Kaias Incarius, a brother of the Mentor Legion, is commanded to cross the Great Rift and assess the Spears' war-readiness, only to be drawn into the chaotic plight of a depleted crusade on the Imperium's benighted frontier. The decisions he makes, far from the God-Emperor's light, will decide the fate of the war-torn Chapter.

Valdor: Birth of the Imperium

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

Shroud of Night

The Emperor's most trusted guardians fight beside his elite witch-hunters to defend the Golden Throne. The Custodian Guard have stood watch over the Emperor's Palace on Terra since the foundation of the Imperium. Charged with protecting the Master of Mankind from all threats, within and without, their fearsome resolve is renowned throughout the galaxy, and their golden

armour is the last thing that a would-be assassin or saboteur will ever see. Alongside the Null-maidens of the Sisters of Silence, who are anathema to psykers and sorcerers alike, there is no threat to the Golden Throne that they alone cannot vanquish until now.

The Master of Mankind

Setting out to exterminate the upstart Tau Empire before it becomes a threat, the Ultramarines under Captain Atheus discover that the xenos may be more of a menace than they originally believed... The Imperium of Man takes its bloody revenge upon the expansionist tau in a war of dizzying spectacle. For the first time, the daredevil warriors of the Ultramarines Assault Company go to war en masse, fighting in the skies, in the streets, and even in the prototype testing facilities of the tau Earth caste. However, Sergeants Sicarius and Numitor must overcome their hunger for glory as the brightest stars of the Tau Empire, Commanders Farsight and Shadowsun, hunt them to the brink of disaster. Tempers run short as battle-brothers fall, ammunition runs out and the course of the war takes ever-darker twists and turns. With two warrior cultures struggling for a vital edge and the body count spiralling towards a terrible conclusion, can notions of honour and duty survive at all?

Of Honour and Iron

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

Knights of Macragge

Black Library presents the Masterworks – a curated collection of novels celebrating the very best science fiction and fantasy set in the worlds of Warhammer. When the world of Armageddon is attacked by orks, the Black Templars Space Marine Chapter are amongst those sent to liberate it. Chaplain Grimaldus and a band of Black Templars are charged with the defence of Hive Helsreach from the xenos invaders in one of the many battlezones. But as the orks numbers grow and the Space Marines dwindle, Grimaldus faces a desperate last stand in an Imperial temple. Determined to sell their lives dearly, will the Black Templars hold on long enough to be reinforced, or will their sacrifice ultimately be in vain?

Blood Reaver

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.

Valkia the Bloody

In the shadow of the Great Rift, Primaris Marines fight alongside the Dark Angels against the t'au, but as whole worlds burn, a terrible psychic curse is unleashed. Lieutenant Xedro Farren is a Primaris Marine, stronger and more adept than even the Space Marines his brotherhood has been sent to fight alongside. As he and his Primaris brethren support the Dark Angels in fighting a trauma-scarred force of t'au seemingly hellbent on destroying their own allies, their true quarry soon becomes clear: the shadowy instigator of a psychic curse that could plunge a string of Imperial planets into madness. As worlds burn in the fires of battle, an unthinkable pact is struck, and Lieutenant Farren begins to peel back layer after layer of deceit to discover an appalling truth. Can he hope to emerge from this web of lies without losing his honour – or come to that, his life?

Calgar's Siege

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?

Cadian Blood

The return of Captain Sicarius! Discover what befell Sicarius when he was lost in the warp, and how he survived... The primarch Roboute Guilliman of the Ultramarines has returned in the galaxy's hour of need, and all muster to his Indomitus Crusade to hold back the darkness. Amongst these heroes is Cato Sicarius, Master of the Watch and vaunted captain of Second Company. Disaster befalls Sicarius and his brave warriors as their ship, the Emperor's Will, is lost to the hellish warp, its entire crew believed slain. But Sicarius endures, though he and his men are fighting for their very survival against the denizens of the Great Rift – the daemons

and renegades of Chaos. Cast adrift and war-weary, hope appears too distant to grasp until the storm breaks at last and a strange world beckons. As the captain and a band of his chosen warriors descend to the surface seeking aid, they find an isolated land seemingly from an ancient era, one plagued by a terrible enemy. Sicarius will not see this world suffer, and pledges his warriors to the world's cause, determined to save it, whatever the cost... But what is the dark secret harboured here, and what will it mean for the Ultramarines if they uncover it?

Damn0s

The rise of Abaddon, successor to Horus and Warmaster of the Black Legion. 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 Uriel Ventris Chronicles

The world of Damn0s faces annihilation by the necrons, until the Ultramarines arrive to even the odds. When Damn0s is hit by cataclysmic earthquakes, an ancient force is awakened. Deep beneath the earth, the necrons rise from their slumber to decimate the human populace.

All appears lost until salvation comes from the heavens The Ultramarines brave an orbital bombardment to deploy their forces on Damnos. They are led by two legendary warriors - Captain Cato Sicarius and Chief Librarian Tigurius. They are the planet's last, great hope against the remorseless alien foes, but tensions within their ranks threaten to derail victory. As battle rages on Damnos, and the Ultramarines seek to defeat their soulless enemies, Tigurius receives a terrible vision - a vision telling of the death of a hero

Farsight: Empire of Lies

The Spear, is a gripping supernatural thriller by the master of horror, James Herbert. A young Mossad agent is found dead and private detective Harry Steadman is asked to investigate. On the hunt for a sinister arms dealer, however, what he discovers is a conspiracy of unfathomable horror. Neo-nazi cultists want to unleash an ancient and demonic power. A power so terrible it threatens the world itself . . .

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