

The Founding A Gaunts Ghosts Omnibus

First and Only Honour Guard The Armour of Contempt Last Chancers Eisenhorn Sabbat Crusade The Founding Ciaphas Cain The Victory: Ghostmaker Double Eagle Salvation's Reach Imperial Guard Omnibus Deathwatch: The Omnibus Sabbat Worlds The Sabbat Worlds Crusade Ravenor: The Omnibus The Saint Only in Death Straight Silver I Am Slaughter First & Only Macragge's Honour The Lost Sabbat Martyr The Evolutionary Void (with bonus short story If At First) Gaunt's Ghosts: The Founding The Warmaster Traitor General The Unremembered Empire Saturnine The Guns of Tanith Brothers of the Snake The Anarch Blood Pact The Saint Necropolis His Last Command War for Armageddon Anarch

First and Only

New omnibus of novels and short stories featuring the Deathwatch, alien-hunting Space Marines who undertake special ops-style missions in the 41st millennium. The Deathwatch are the elite. Recruited from numerous Space Marine Chapters, their mission is simple: exterminate any xenos threat to the Imperium. Assembled into kill-teams, the Deathwatch are expert alien hunters, equipped to undertake any mission in any environment. None are as dedicated or as skilled in the brutal art of alien annihilation. This action-packed omnibus contains three separate novels written by Steve Parker, Ian St Martin and Justin D Hill, along with a dozen of the best short stories ever written about the Imperium's premier xenos hunters.

Honour Guard

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Commissar Gaunt and his men undertake a seemingly suicidal mission in the blood-soaked trenches of the 41st Millennium. On the battlefields of Aexe 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.

The Armour of Contempt

BONUS: This edition contains Peter F. Hamilton's short story, *If At First Exposed as the Second Dreamer*, Araminta has become the target of a galaxywide search by others equally determined to prevent—or facilitate—the pilgrimage into the Void. An indestructible microuniverse, the Void may contain paradise, but it is also a deadly threat. For the reality that exists inside its boundaries demands energy drawn from planets, stars, galaxies—from everything that lives. Meanwhile, the story of Edeard, the Waterwalker, continues to unfold. With time running out, Inigo, the First Dreamer, must decide whether to release Edeard's dangerous final dream. And Araminta must choose whether to run from her responsibilities or face them down, with no guarantee of success or survival. But all these choices may be for naught if the leader of a rival faction enters the Void. For it is not paradise she seeks there, but dominion.

Last Chancers

This omnibus edition collects the novels, "Fifteen Hours, Death World," and "Rebel Winter" from the popular Warhammer 40,000

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Imperial Guard series.

Eisenhorn

New omnibus edition containing the complete second Gaunt's Ghosts story arc, including the novels Honour Guard, The Guns of Tanith, Straight Silver and Sabbat Martyr. In the blood-soaked Sabbat Worlds Crusade, the massed ranks of the Imperium battle the dark forces of Chaos for dominion. At the forefront of this conflict are the Astra Militarum - untold numbers of ordinary Imperial Guard soldiers fighting to preserve the Emperor's holy realm. Colonel-Commissar Ibram Gaunt and the men of the Tanith First-and-Only are at the heart of this struggle, their specialist scouting role earning them the nickname 'the Ghosts'. From the holy world of Hagia to Phantine's aerial dome cities and the mud-filled trenches of Aexe Cardinal, Gaunt's Ghosts find themselves in the thick of the fighting time and again, charged with the most dangerous missions the crusade's commanders care to throw at them.

Sabbat Crusade

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

The Founding

In disgrace after a catastrophic war, Colonel-Commissar Ibram Gaunt and the Tanith First are sent to retrieve precious artefacts from a world lost to Chaos. With enemy all around them and time against them, Gaunt's Ghosts and their allies must prevent the holy relics of Saint Sabbat from falling into their foes' hands - and as

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mysterious events begin to occur, Gaunt begins to suspect that the Saint herself might be aiding them from beyond the grave.

Ciaphas Cain

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.

The Victory:

Book three in Black Library's longest running Sci-fi series returns. 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. And at the forefront of that crusade are Colonel-Commissar Ibram Gaunt and the Tanith First and Only – better known as Gaunt 's Ghosts. On the world of Verghast, a grinding war between two hive cities – one loyal to the Imperium, the other fallen to the worship of the Dark Gods – is bolstered by the forces of the Imperial Guard. But bitter rivalries and treachery threaten to derail the defence of Vervunhive, and it falls to Gaunt to take command of the Imperial forces and forge victory from an almost certain defeat. This edition includes the epilogue short story ' In Remembrance ', in which Gaunt 's Ghosts are accompanied into battle by an artist commissioned to create a sculpture in commemoration of a great victory by the Tanith First.

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Ghostmaker

Book 4 in the Global best selling The Horus Heresy: Siege of Terra series. The Traitor Host of Horus Lupercal tightens its iron grip on the Palace of Terra, and one by one the walls and bastions begin to crumple and collapse. Rogal Dorn, Praetorian of Terra, redoubles his efforts to keep the relentless enemy at bay, but his forces are vastly outnumbered and hopelessly outgunned. Dorn simply cannot defend everything. Any chance of survival now requires sacrifice, but what battles dare he lose so that others can be won? Is there one tactical stroke, one crucial combat, that could turn the tide forever and win the war outright?

Double Eagle

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.

Salvation's Reach

Inquisitor Eisenhorn is one on the most senior members of the Imperial Inquisition. With his warband he scourges the galaxy in order to root out heresy. When that heresy is found to infiltrate the hierarchy of the Imperium and the Inquisition itself, he must rely on himself alone to deal with it - even if it means making deals with the enemy. All three books of the Eisenhorn trilogy along with two short stories and Eisenhorn's case book and compendium are included in one big volume

Imperial Guard Omnibus

Book 15 in the hugely popular Gaunt's Ghosts series. The Victory

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arc concludes as beloved characters are put in more danger than you'll be able to bear. Fair warning: they're not all going to get out alive. Men of Tanith... do you want to live forever? ' On the forge world of Urdesh, the massed forces of the Imperial Crusade engage in a final bloody battle with the Archenemy commander known as the Anarch, and his elite warriors - the barbaric Sons of Sek. A victory for either side will decide more than just the fate of Urdesh... it will determine the outcome of the entire Sabbat Worlds Crusade. Ibram Gaunt – now serving at the right hand of Warmaster Macaroth – finds himself at the very heart of the struggle. His regiment, the Tanith First “ Ghosts ” , holds the vital key to ultimate success. But as the forces of the Imperium and Chaos square up for the final, large-scale confrontation, Gaunt discovers that the greatest threat of all may come from inside rather than out.

Deathwatch: The 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.

Sabbat Worlds

As the greatest Ork Waaagh! ever seen threatens to engulf the galaxy, the Imperial Fists make their last stand It is the thirty-second millennium and the Imperium is at peace. The Traitor Legions of Chaos are but a distant memory and the many alien races that have long plagued mankind are held in check by the Space Marines. When a mission to exterminate one such xenos breed on the world of Ardamantua draws in more of their forces, the Imperial Fists abandon the walls of Terra for the first time in more than a thousand years. And when another, greater, foe strikes, even the

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heroic sons of Rogal Dorn may be powerless against it. The Beast Arises... and it is mighty.

The Sabbat Worlds Crusade

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.

Ravenor: The Omnibus

The Tanith First-And-Only face their sternest battles yet in the third Gaunt's Ghosts omnibus, containing the novels Traitor General, His Last Command, The Armour of Contempt and Only in Death. 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, but the innumerable forces of the Archenemy attack without mercy, and planet after planet burns with the flames of war. Amidst this nightmare, the armies of the Astra Militarum stand stoic against their foes. The Tanith First-And-Only are among the most legendary of these regiments of Imperial Guard, and at their head stands Commissar Ibram Gaunt, unflinching in duty and unrelenting in combat. But now the very future of the regiment is in jeopardy as Gaunt's Ghosts battle the forces of Chaos across the

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Sabbat Worlds. From daring rescue missions to the grim horrors of the battlefield, the Tanith First-And-Only must survive extreme danger and the ghosts of the past if they are to avoid becoming forever lost.

The Saint

In the chaos-infested Sabbat system, Gaunt must lead his men through as much in-fighting amongst rival regiments as against the forces of Chaos. It seems like everyone is out to get the Ghosts, and the bodycount is rising

Only in Death

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.

Straight Silver

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

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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.

I Am Slaughter

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.

First & Only

The latest Gaunt's Ghost now in paperback The Tanith First-And-

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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.

Macragge's Honour

The 15th book in the world famous 'Gaunt's Ghost' series Men of Tanith... do you want to live forever? ' On the forge world of Urdesh, the massed forces of the Imperial Crusade engage in a final bloody battle with the Archenemy commander known as the Anarch, and his elite warriors - the barbaric Sons of Sek. A victory for either side will decide more than just the fate of Urdesh... it will determine the outcome of the entire Sabbat Worlds Crusade. Ibram Gaunt - now serving at the right hand of Warmaster Macaroth - finds himself at the very heart of the struggle. His regiment, the Tanith First " Ghosts ", holds the vital key to ultimate success. But as the forces of the Imperium and Chaos square up for the final, large-scale confrontation, Gaunt discovers that the greatest threat of all may come from inside rather than out.

The Lost

Book five in Black Library's longest running Sci-fi series returns

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Gaunt ' s Ghosts embark on their most dangerous mission yet as they make a daring drop assault on the world of Phantine. With the elite enemy Blood Pact and vicious xenos mercenaries ranged against them and short of ammunition with no means of escape, things look grim for the Tanith First. But the greatest danger may come from within the regiment as an old grudge is settled and tragedy strikes.

Sabbat Martyr

On the jungle world of Monthax, Colonel-Commissar Ibram Gaunt and his Tanith First and Only await the order to advance into the sweltering wilderness and drive the alien eldar from the Imperial planet. As battle approaches, Gaunt walks the lines, raising his men's spirits and rememberin their greatest battles and heroic acts - and the tragedies that have dogged Gaunt's Ghosts from the day of their founding on lost Tanith; The day that Gaunt became known as the Ghostmaker.

The Evolutionary Void (with bonus short story If At First)

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.

Gaunt's Ghosts: The Founding

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Omnibus collecting *Death or Glory*, *Duty Calls* and *Cain's Last Stand*, plus a new short story and introduction from author Sandy Mitchell.

The Warmaster

Returning from a long mission on a Chaos world, Commissar Gaunt finds that his old regiment - nicknamed *Gaunt's Ghosts* - has been disbanded and redeployed under a new commander. But when the fighting becomes bitter, Gaunt is finally reunited with his men as the Imperial forces make one last attempt to hold the line against the invaders.

Traitor General

The Unremembered Empire

Haunted by his long and perilous mission behind enemy lines on Gereon, Commissar Ibram Gaunt reluctantly returns to the Chaos-held planet as part of the Imperial crusade to help liberate the world, only find himself and his team in opposition to the brutal tactics of their commanders. Reprint.

Saturnine

Space Marines from multiple Chapters unite alongside Titan Legions and the Astra Militarum to defend the world of Armageddon from ork warlord Ghazghkull Thraka. In the bleak 41st millennium, the planet Armageddon is on the cusp of annihilation. The strategically vital hive world has captured the attention of infamous ork warlord Ghazghkull Thraka, and when the Astra Militarum and whole Titan Legions prove unable to halt

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the invasion, it is feared that both the planet and the wider sector will be lost to the greenskins. But the Imperium refuses to succumb and unleashes the Space Marines - genetically engineered warriors who thirst for naught but blood and victory. But can even this alliance of mankind's greatest warriors hope to turn the tide against Ghazghkull and his endless ork horde? This high-octane omnibus contains the classic novel *Helsreach* by New York Times bestselling author Aaron Dembski-Bowden, alongside four novellas and a host of short stories by some of Black Library best-known authors, including Guy Haley, Nick Kyme, Chris Wraight and Josh Reynolds.

The Guns of Tanith

Reprint of 9781784960698. New Format. In the aftermath of the Word Bearers' attack on Calth, the wounded Kor Phaeron flees aboard his battle-barge *Infidus Imperator*, intent on returning to the war that now rages across the entire galaxy. But the Ultramarines First Chapter Master Marius Gage – under orders from Roboute Guilliman himself – has taken the mighty flagship *Macragge's Honour* in pursuit, and the battle to come will surely be remembered for all eternity. Cut off from their Legions and with no hope of reinforcement, the crews of the two vessels stalk one another to the very edge of reality and beyond.

Brothers of the Snake

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.

The Anarch

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The unthinkable has happened Terra has fallen to the traitor forces of Warmaster Horus! Nothing else could explain the sudden disappearance of the Astronomican's guiding light at the heart of the Imperium, or so Robute Guilliman would believe. Ever the pragmatist, he has drawn all his forces to Ultramar and begun construction of the new empire known as Imperium Secundus. Even with many of his primarch brothers at his side, he still faces war from without and intrigue from within with the best of intentions, were the full truth to be known it would likely damn them all as traitors for all eternity.

Blood Pact

The third Gaunts Ghosts story reaches its searing conclusion. As the crusade to liberate the Sabbat Worlds continues, Colonel-Commissar Gaunt leads the Tanith First-and-Only into an unforgiving new war zone, where Gaunt and his regiment must face the terror of the present alongside the ghosts of their past.

The Saint

In this first installment in the Gaunt's Ghosts series, Commissar Gaunt must assemble a squad of his most trusted men and venture deep into enemy territory when a high-ranking Imperial officer is captured by the forces of Chaos. Reprint.

Necropolis

The now legendary character created by Leslie Charteris has survived nearly three-quarters of a century of perilous action and narrow escapes with nary a hair out of place nor the slightest jolt to his jauntily tipped halo. From his earliest days battling "crooks, blood suckers, traders in vice and damnation" (and cracking the

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occasional safe on the side), the Saint has captured the imaginations of millions. Using the voluminous correspondence and writings of author Leslie Charteris and examining the many incarnations of Simon Templar, alias "The Saint," in other media, a detailed history emerges. Includes plot synopses of the radio and television programs, with air dates and production credits; descriptions of the movies and their credits; a bibliography, reviews of the books, and quotes from the principals.

His Last Command

This omnibus edition of the first three Gaunt's Ghosts novels follows the story of the Tanith First-and-Only regiment (nicknamed the Ghosts) and their charismatic commissar, Ibram Gaunt. As they travel from warzone to warzone in the Chaos-infested Sabbat Worlds system, the Ghosts must not only carry out the most dangerous of missions but also survive the deadly politics of the Imperial Guard.

War for Armageddon

Gaunt and his men are his men are drawn into a web of intrigue and murder surrounding an enemy prisoner. Twelfth novel in the eternally popular SF series Gaunt's Ghosts, which follows the story of Commissar Ibram Gaunt and his regiment the Tanith First-and-Only on the bloody battlefields of the far future.

Anarch

A trio of novels featuring the adventures of the Thirteenth Legion includes 13th Legion, in which Kage and the convict soldiers of the Thirteenth Legion, members of the Last Chancers penal battalion, embark on a deadly battle for survival and for redemption in the

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eyes of the immortal emperor, as well as Kill Team, Annihilation Squad, and two short stories. Original.

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