

Blood Bowl Black Library

Loosely based on the Odyssey, this landmark of modern literature follows ordinary Dubliners through an entire day in 1904. Captivating experimental techniques range from interior monologues to exuberant wordplay and earthy humor.

Great collection of stories from the brutal and fast paced world of Warhammer football....Blood Bowl. Prepare for the brutal, bone-crunching action of the classic fantasy football game – Blood Bowl. A contest of strategy and tactics, combined with sheer wanton violence, this may just be the goriest sport in existence. Join roaring spectators as they behold the frenzy of cheating dwarfs, second-rate wizards, homicidal orcs, and injured heroes fighting for old glory as they compete for the ultimate bloody victory. Ever wondered what happened to the legendary Bad Bay Hackers? Find out in Matt Forbeck's, 'Hack Attack'. Also included in this rip-roaring anthology are stories from a host of established Black Library authors such as Josh Reynolds, Guy Haley, David Guymer, Gav Thorpe, David Annandale and more... And in this special extra time edition, two further stories in print for the first time have been added from the subs bench for even more mayhem! 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? 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.

The Blood Bowl Omnibus Games Workshop
In 1348, after a young girl left orphaned by the Black Death predicts a coming apocalypse, Thomas, a

disgraced knight, finds himself in the middle of a second war on heaven as angels fight demon. Explore the cursed city of Ulfenkarn in this great fantasy novel. Ulfenkarn is a city of nightmares. Its vampiric rulers have indulged their bloodlust in every shadow-clad alley, turning the once-proud metropolis into a charnel house. Already crushed beneath the tyranny of Radukar the Wolf and his Thirsting Court, a spate of vicious murders plunges the mortal inhabitants into fresh terror. Emerging to uncover a connection between the attacks is an unlikely group of heroes: a vampire hunter from Carstina, a slum-born vigilante, a ruthless wizard, and a soldier who is the last survivor of her noble bloodline. Arrayed against them are the undead monsters that thrive upon Radukar's gory regime. But a daring search for answers turns into a fight for survival when the Wolf himself descends his Ebon Citadel and joins the carnage in the streets...

In the final act of The Beast Arises saga, the Imperium is brought to its knees and the orks seek to usurp mankind and establish dominance over the galaxy in this omnibus edition that contains books nine to twelve in the series. The Imperium's initial attempts to attack the orks and kill their leader have ended in failure and tragedy, but there can be no surrender: the fate of humanity hangs in the balance. New, more flexible fighting teams of Adeptus Astartes have been assembled and allies from the

Imperium's past have also pledged their support. With new troops, revised tactics and the full backing of the Adeptus Mechanicus, the Space Marines head to the orks' home world one final time. This time there will be no retreat. They must succeed in their mission... or die in the attempt. }

"}" style="font-size: 10pt; font-family: Arial; color: rgb(0, 0, 0); text-align: center;"}>'The Beast Arises' is an epic Warhammer 40,000 series from Black Library. Spanning twelve volumes, the story covers a galaxy-wide conflict between humanity and a massive ork invasion. The Imperium's initial attempts to attack the orks and kill their leader have ended in failure and tragedy, but there can be no surrender: the fate of humanity hangs in the balance. New, more flexible fighting teams of Adeptus Astartes have been assembled and allies from the Imperium's past have also pledged their support. With new troops, revised tactics and the full backing of the Adeptus Mechanicus, the Space Marines head to the orks' home world one final time. This time there will be no retreat. They must succeed in their mission... or die in the attempt.

Fantasy roman.

A twisted and disturbing tale of the grots of the Mortal Realms. Strap in – this is going to be a wild ride... In the dark corners of the Mortal Realms, the mysterious Gloomspite Gitz go to war, following the trail of their abominable deity.

Nowhere is beyond the sight of the Bad Moon, not even those places under Sigmar's protection, like the city of Draconium,

sweltering beneath the scalding rain of Aqshy. In this boiling pot of tension, the regent prays to Sigmar for guidance while Captain Helena Morthan puts out fires: blades drawn in the streets, heretical doomsayers preaching the end of days, and insects eating watchmen alive. When the grieving warrior Hendrick and his warband arrive at the gates with a prophetic warning, Captain Morthan sees a way to save her people. But with Skragrott the Loonking plotting underneath Draconium, and the Bad Moon looming in the sky above, will there be a city left to save?

Now a Netflix film starring Tom Holland and Robert Pattinson A dark and riveting vision of 1960s America that delivers literary excitement in the highest degree. In *The Devil All the Time*, Donald Ray Pollock has written a novel that marries the twisted intensity of Oliver Stone's *Natural Born Killers* with the religious and Gothic overtones of Flannery O'Connor at her most haunting. Set in rural southern Ohio and West Virginia, *The Devil All the Time* follows a cast of compelling and bizarre characters from the end of World War II to the 1960s. There's Willard Russell, tormented veteran of the carnage in the South Pacific, who can't save his beautiful wife, Charlotte, from an agonizing death by cancer no matter how much sacrificial blood he pours on his "prayer log." There's Carl and Sandy Henderson, a husband-and-wife team of serial killers, who troll America's highways searching for suitable models to photograph and exterminate. There's the spider-handling preacher Roy and his crippled virtuoso-guitar-playing sidekick, Theodore, running from the law. And caught in the middle of all this is Arvin Eugene Russell, Willard and Charlotte's orphaned son, who grows up to be a good but also violent man in his own right. Donald Ray Pollock braids his plotlines into a taut narrative that will leave readers astonished and deeply moved. With his first novel, he proves himself a master storyteller in the grittiest and most

uncompromising American grain.

A fantastic collection of stories from the brutal pitches of Blood Bowl. Madcap sports action in the grim world of Warhammer! In a fantasy kingdom where violence is a way of life, the number one sport is Blood Bowl - gridiron football where anything goes. When Dunk Hoffnung stepped off the battlefield and onto the football field he thought his life was bound to get easier, but he soon found out how wrong he was! Blood Bowl is a sport of unrivalled violence where death and dismemberment are all part of the game. Rules - what rules? Follow the career of quarterback Dunk Hoffnung, as he works his way up from unemployed adventurer to star player with the Bad Bay Hackers.

Uriel Ventriss is back! The game is set in the grim darkness of the far future, where mighty armies clash on countless war-torn worlds and Humanity stands alone, beset on all sides by the threats of the heretic, the mutant and the alien. There is no mercy. There is no respite. Prepare yourself for battle.

An anthology of short stories set in the brutal, madcap, fantasy football world of Blood Bowl by some of Black Library's best-loved authors. Prepare for the brutal, bone-crunching action of the classic fantasy football game – Blood Bowl. A contest of strategy and tactics, combined with sheer wanton violence, this may just be the goriest sport in existence. Join roaring spectators as they behold the frenzy of cheating dwarfs, second-rate wizards, homicidal orcs, and injured heroes fighting for old glory as they compete for the ultimate bloody victory. Ever wondered what happened to the legendary Bad Bay Hackers? Find out in Matt Forbeck's, 'Hack Attack'. Other titles in this rip-roaring anthology include new Black Library writers Alec Worley and Robbie MacNiven, as well as established authors Josh Reynolds, Guy Hayley, David Guymer, and Gav Thorpe.

Luke Silvaro, a pirate captain long thought dead, returns from

the wilderness to reclaim his ship. Back aboard his beloved ship, Luka embarks on a deadly new mission. But things have changed since he was last a buccanneer: it seems that the only way to become a pirate these days is to die first.

A new collection of short stories, penned by debut and established authors, showcasing the best works from across Black Library's many universes. 1. David Annandale - The Unsung War 2. Peter McLean - No Hero 3. Evan Dicken - The Path to Glory 4. Mike Brooks - A Common Ground 5. Steven Fischer - The Emperor's Wrath 6. Josh Reynolds - Waking the Dragon (previously unreleased Warhammer Fantasy story from the end times) 7. Nate Crowley - The Enemy of my Enemy 8. Josh Reynolds - How Vido Learned the Trick 9. Danie Ware - Mercy 10. Guy Haley - At the Sign of the Brazen Claw The classic title returns as a new anthology of short stories, penned by debut and some of Black Library's fan-favourite authors. This collection showcases some of the best new works from across Games Workshop's many universes; from the grim darkness of the 41st millennium, to the brutal underhive of Necromunda, through to the sprawling realms of the Age of Sigmar, and the savage sports fields of Blood Bowl. Featuring stories from Josh Reynolds and a new fantasy from Guy Haley, this anthology is a brutal, gritty, and occasionally fun, dash through some of Black Library's newest short fiction.

At long last - the Adepta Sororitas are back! With the birth of the Cicatrix Maledictum the Imperium of Mankind suffers as never before. Conflict and corruption is rife on every front and precious little hope remains, save for those who hold to their faith when faced with destruction... Denied a martyr's death during the battle for Ophelia VII, Sister Evangeline of the Order of Our Martyred Lady is blessed with a new and grave duty; to

embark on a pilgrimage beyond the Great Rift to recover a precious and powerful artefact – the Shield of Saint Katherine. Accompanied by the enigmatic Inquisitor Ravara, who seeks her own closure in the veiled regions beyond the Rift, Evangeline must find a way to bear the weight of this unasked-for destiny if she and her Sisters are to succeed in restoring a fragment of light to this new dark Imperium.

Dirk "Dunk" Hoffnung, a star Blood Bowl player, is forced to start all over again in the Goblin Leagues, in the sequel to Blood Bowl. Original.

High Octane Anthology focussing on the Xenos hunting forces of the Deathwatch. It is humanity's darkest hour. From Imperium Nihilus to Segmentum Pacificus, the vile xenos hordes swell. If left unchecked, these ungodly beasts will savage the Imperium like scavengers upon a carcass. Only the Adeptus Astartes of the Deathwatch stand defiant before them. This noble brotherhood is the Shield that Slays; they are the watchmen of the void, their star-borne fortresses guarding the Emperor of Mankind's realms from terrors unimaginable. Between them, these warriors will keep the light of the Imperium burning until the stars themselves extinguish. This anthology of high-octane stories features a host of Black Library's finest authors, including Steve Parker, Ben Counter, David Guymer, Andy Clark and many more. A stunning artefact book for fans of the Horus Heresy. From the ashes of the Great Crusade, treachery was born. Always first among the superhuman primarchs, the newly dubbed Warmaster Horus turned his back upon the Emperor and embraced the dark powers of Chaos.

With fully half the military might of the fledgling Imperium at his command, he set his sights upon the throne of Holy Terra and waged a war which would divide the galaxy forever... Visions of war, visions of darkness, of treachery and death – all of this and more is contained within this heretical volume. Iconic depictions of the Space Marine Legions and the heroes that commanded them are presented alongside artwork from renowned artists Neil Robert, as well as brand new historical notes on the Warhammer 40,000 universe by Alan Merrett. Witness the end of an era and the beginning of something far darker, as the Heresy continues to unfold. The Bad Bay Hackers win the "Spike!" magazine tournament and are invited to the Tabazco Bowl. The team sets off for the fabulous land of Lustria, but soon Dunk and his friends must fight off zombies, cannibalistic pygmy halflings, and pirates, in this latest installment of the Blood Bowl series. Original.

Welcome to the hyper-violent hilarity of Blood Bowl, the mini-series that puts the fantasy (as in elves, dwarfs, orcs, and ogres) back into football! Blood Bowl novelist Matt Forbeck brings his trademark twisted blend of humor and action to the first-ever Blood Bowl comic book, featuring the now-legendary Bad Bay Hackers in a grudge match against the ever-evil Orcland Raiders! Join the Hackers as they begin their brutal march to their next championship game, filled with spiked balls, corrupt refs, and giant-sized barrels of Bugman's XXXXXX!

Essays examine how the mass media represents sexuality, gender, and identity and how it intervenes in our perception of popular culture.

This omnibus edition collects together for the first time the four Blood Angels novels of author James Swallow and includes several bonus short stories. The full story of Blood Angels Brother Rafen. From humble battle-brother to war-hardened sergeant, Rafen survives civil war, Chaos plots and the calling of destiny in four novels by James Swallow. In this epic tale of brotherhood and darkness, the Blood Angels face strife from within when Brother Arkio claims to be a reincarnation of Sanguinius, the Blood Angels' spiritual father. His message is clear: follow me or die. With no other choice, his brother Rafen kneels before this prophet of the Blood and swears an oath of devotion. But in his heart, Rafen knows that Arkio cannot be allowed to lead the Chapter into darkness. A reckoning is coming, one that they will not both survive. As the ashes settle on the devastating by civil war, the Blood Angels face a dire crisis and must call together their Successor Chapters or face extinction. But the sons of Sanguinius have many enemies, and this audacious scheme to rebuild their ranks comes under threat by the machinations of the arch-traitor Fabius Bile.

Blood Angels Chief Librarian Mephiston ventures to a war-torn shrine world to uncover the truth about the mysterious Blade Petrific. The shrine world of Divinatus Prime has become lost to the light of the Astronomican and no ship can piece its veil. Only the Lord of Death himself, Blood Angels Chief Librarian Mephiston, has any hope of discerning the fate of this once pious world. After enacting a powerful blood ritual, Mephiston and an honour guard of his

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

Four men who reunite every year during hunting season in the woods of Maine, encounter a disoriented, incoherent stranger who drags the men into a terrifying struggle with a creature from another world, and their only chance for survival lies in their shared past.

Explore the Mortal Realms in this great action-packed novel. In the rain-soaked shanty towns of Excelsis, sellsword Niksar Astaboras drunkenly barter his way to a meaningless existence. Little does he care for the war that rages between men and monsters beyond the city walls, despite portents of its encroaching threat. Mortal life in the Realm of Beasts is short enough, and to leave the shelter of civilisation is to surrender to certain death. But death is coming to Excelsis. The forces of Destruction are on the move and the realm quakes with each thunderous step. In the wildlands, a sinister new foe overwhelms even the mighty Stormcast Eternals. Yet

just as all seems lost, an unexpected champion rises – one to whom Niksar is inextricably linked – ready to lead a crusade into the very heart of darkness.

Embroiled in this harrowing journey, Niksar is forced to choose between loyalty and the chance of survival, and in so doing discover his true worth in the greatest battle yet against savagery.

The first title in the new "Warhammer Crime" imprint.

Try to unravel the secrets lurking in the sprawling city of Varangantua. In the immense city of

Varangantua, life is cheap but mistakes are

expensive. When Probator Augusto Zidarov of the city's enforcers is charged with locating the missing scion of a wealthy family, he knows full well that the

chances of finding him alive are slight. The people

demanding answers, though, are powerful and

ruthless, and he is soon immersed in a world of

criminal cartels and corporate warfare where even

an enforcer's survival is far from guaranteed. As he

follows the evidence deeper into the city's dark

underbelly, he discovers secrets that have been kept

hidden by powerful hands. As the net closes in on

both him and his quarry, he is forced to confront just

what measures some people are willing to take in

order to stay alive...

"On the nightmare battlefields of the Warhammer

40,000 universe, few foes spark more fear and dread

than the Chaos Space Marines. Nurturing a hatred

that is millennia-old, they attack without mercy,

spreading terror and destruction in their wake. Now hell has come to Hydra Cordatus, for a massive force of terrifying Iron Warriors, brutal assault troops of Chaos, have invaded the planet and lain siege to its mighty Imperial citadel. But what prize could possibly be worth so much savage bloodshed and destruction and how long can the defenders possibly hold out?"--P. [4] of cover.

Continue to explore the sprawling metropolis of Varangantua! Quillon Drask is a haunted man, wrestling with the daemons of his past. With a reputation that draws only the strangest cases, he is intimately familiar with the malevolent underbelly of Varangantua. Yet nothing that has gone before could have prepared the probator for the horrors which now blight the southern district of Polaris. Faced with a savage crime with grisly implications, Drask is thrust into a hidden game of corrupt conspiracy, warring families and blasphemous revelations. Only by mastering the bitter lessons of his career and his own tortured insight can Drask hope to bring the perpetrators to justice, and curb the monstrous hunger which stalks the city.

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 Pulitzer Prize-winning epic of the Great Depression, a book that galvanized—and sometimes outraged—millions of readers. First published in 1939, Steinbeck's Pulitzer Prize-winning epic of the Great Depression chronicles the Dust Bowl migration of the 1930s and tells the story of one Oklahoma farm family, the Joads—driven from their homestead and forced to travel west to the promised land of California. Out of their trials and their repeated collisions against the hard realities of an America divided into Haves and Have-Nots evolves a drama that is intensely human yet majestic in its scale and moral vision, elemental yet plainspoken, tragic but ultimately stirring in its human dignity. A portrait of the conflict between the powerful and the powerless,

of one man's fierce reaction to injustice, and of one woman's stoical strength, the novel captures the horrors of the Great Depression and probes into the very nature of equality and justice in America. At once a naturalistic epic, captivity narrative, road novel, and transcendental gospel, Steinbeck's powerful landmark novel is perhaps the most American of American Classics. This Centennial edition, specially designed to commemorate one hundred years of Steinbeck, features french flaps and deckle-edged pages. For more than sixty-five years, Penguin has been the leading publisher of classic literature in the English-speaking world. With more than 1,500 titles, Penguin Classics represents a global bookshelf of the best works throughout history and across genres and disciplines. Readers trust the series to provide authoritative texts enhanced by introductions and notes by distinguished scholars and contemporary authors, as well as up-to-date translations by award-winning translators.

A Horror short story set in the Warhammer Age of Sigmar Universe. Guests are arriving at the ancient castle of Mhurgast, summoned by the reclusive Count von Koeterberg. They expect a grand feast, and something more... The ambitious Baron expects to inherit the Count's wealth; the wife of a broken swordsmith hopes to revisit happier times; the fallen priest prays for a chance of recovering his faith.

Seven families, each with their own dark secrets. Each with their own hidden agenda. Each marked for revenge. Doomed to discover the depths of horror and despair, it is not a night of revelry that awaits them, but a night of unprecedented terror. Son will turn against father and daughter against mother, as daemonic evil descends upon Mhurgast.

Novamarine and Blood Drinker Space Marines battle genestealers on an infested space hulk After pursuing an insidious genestealer cult across the sector for years, Chapter Master Caedis of the Blood Drinkers stands ready to destroy the original source of the infection - the vast and mysterious space hulk designated Death of Integrity. However, immediately coming into conflict with both their brothers in the Novamarines Chapter and the priesthood of the Adeptus Mechanicus, the Blood Drinkers must reign in their more aggressive instincts and accept the possibility that the hulk itself may be of value to the Imperium...

The overall theme of this book concerns the multiplicity and complexities of discursive constructions of water in Western economies in relation to irrigation communities. The authors argue that the politics of place is given meaning in relation to local knowledges and within multiple and multiscale institutional frameworks involved with the social, physical, economic and political practices associated with water. They are particularly

concerned with water at the local level, including how it is exchanged, managed and given meaning. Using case studies from Australia and the United States of America, it is shown how water use and community relations, particularly during times of drought, are central to developing understandings about how communities challenge, adapt and respond to policy developments. The book also brings to light how unequal distribution of resources and risk conspicuously come to the surface during times of drought illustrating that water is a political subject occupying a unique position, moving between the natural and social worlds.

"A 22-volume, highly illustrated, A-Z general encyclopedia for all ages, featuring sections on how to use World Book, other research aids, pronunciation key, a student guide to better writing, speaking, and research skills, and comprehensive index"--

In a fantasy kingdom where violence is a way of life, the number one sport is blood bowl - gridiron football where anything goes. Dirk 'Dunk' Hoffnung and the rest of the Bad Bay Hackers thought they'd taken everything the game of blood bowl could throw at them, but now, they literally have to play the game of their lives.

From the creator of the popular website Ask a Manager and New York's work-advice columnist comes a witty, practical guide to 200 difficult

professional conversations—featuring all-new advice! There’s a reason Alison Green has been called “the Dear Abby of the work world.” Ten years as a workplace-advice columnist have taught her that people avoid awkward conversations in the office because they simply don’t know what to say.

Thankfully, Green does—and in this incredibly helpful book, she tackles the tough discussions you may need to have during your career. You’ll learn what to say when • coworkers push their work on you—then take credit for it • you accidentally trash-talk someone in an email then hit “reply all” • you’re being micromanaged—or not being managed at all • you catch a colleague in a lie • your boss seems unhappy with your work • your cubemate’s loud speakerphone is making you homicidal • you got drunk at the holiday party

Praise for *Ask a Manager*
“A must-read for anyone who works . . . [Alison Green’s] advice boils down to the idea that you should be professional (even when others are not) and that communicating in a straightforward manner with candor and kindness will get you far, no matter where you work.”—Booklist (starred review)
“The author’s friendly, warm, no-nonsense writing is a pleasure to read, and her advice can be widely applied to relationships in all areas of readers’ lives. Ideal for anyone new to the job market or new to management, or anyone hoping to improve their work experience.”—Library Journal (starred review)

“I am a huge fan of Alison Green’s Ask a Manager column. This book is even better. It teaches us how to deal with many of the most vexing big and little problems in our workplaces—and to do so with grace, confidence, and a sense of humor.”—Robert Sutton, Stanford professor and author of *The No Asshole Rule* and *The Asshole Survival Guide* “Ask a Manager is the ultimate playbook for navigating the traditional workforce in a diplomatic but firm way.”—Erin Lowry, author of *Broke Millennial: Stop Scraping By and Get Your Financial Life Together*

Delve into the dark, beating heart of the Blood Angels with a novel that focuses on their twin flaws and the desperate struggle to prevent them from damning the Chapter for eternity. The galaxy is in flames. Chaos is in the ascendant across the stars. The Great Rift has split the holdings of the Imperium in twain, isolating entire sectors from the light of Holy Terra. But all hope is not lost. The Primarch Roboute Guilliman has returned from deathless sleep, and appointed Commander Dante, lord of the Blood Angels, as Regent and Warden of the newly dubbed Imperium Nihilus. In the Baal system, the shattered holding of the Chapter is being rebuilt, and Dante plans the greatest campaign of his long life, to retake half an empire. And yet at this moment of rebirth there are dangers close to home that could overwhelm all those who carry the blood of Sanguinius in their veins, stopping Dante's noble

endeavour before it is begun. The Flaw in Sanguinius's sons is growing. As the twin curses of the Red Thirst and the Black Rage threaten everything, the hardest ordeal will fall upon Mephiston, twice-born Lord of Death and Chief Librarian of the Blood Angels. Among the mighty lords of Baal, perhaps only he can save them all, by mastering the darkness in the blood...

The 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.

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