

The Ghosts Omnibus One

Caina Amalas is a Ghost nightfighter, an assassin and spy of the Emperor, and her cunning saved the city of Marsis from a brutal invasion. Now she must keep the war from becoming worse. The nobles of the Imperial city of Cyrioch plan to revolt, and assassins stalk the high lords of the Empire. Only Caina stand between the Empire and a ruinous civil war. But Caina faces a far more dangerous enemy than mere assassins. A enemy that whispers from the darkness of her own mind...

They claw at me in my sleep. My constant companions, haunting me at every turn. Their whispers shiver down my neck. Secrets that could destroy my only chance at love. I was born with a curse. And now ... my curse could lead me to my death. Ronnie has spent her life hiding in plain sight. Ridiculed as a child, she learned quickly not to trust anyone with the knowledge of her gift. Until one persistent spirit in need of help won't take no for an answer. Embarking on a search for the ghost's brother, she's forced to open up to friendship and love. Unfortunately, she is exposed to grave danger in the process. Will she be able to stop a madman in time, or will she become his next victim? After suffering unimaginable loss, Brad takes a nosedive into the bottom of a bottle. Reckless and out of control, he's in danger of skidding into oblivion until a brush with a stranger inspires him to drag himself out of his hell hole. In a stroke of luck, he gets closer to his dark, beautiful stranger than he could've imagined. But the forces that drew them together are also threatening to pull them apart. Dark secrets lay buried, waiting to snuff out his happiness. Will he be able to save her in time? *WARNING: this book is intended for mature audiences due to adult themes and situations. *

This book contains 350 short stories from 50 classic, prize-winning and noteworthy authors. Wisely chosen by the literary critic August Nemo for the book series 7 Best Short Stories, this omnibus contains the stories of the following writers: - H.P. Lovecraft, - Edgar Allan Poe, - Arthur Conan Doyle, - Katherine Mansfield, - Jack London, - Guy de Maupassant, - Virginia Woolf, F. - Scott Fitzgerald, - Edith Wharton, - Stephen Crane, - Susan Glaspell, - Kate Chopin, - Laura E. Richards, - Alice Dunbar-Nelson, - Louisa May Alcott, - Hans Christian Andersen, - Charles Dickens, - Nathaniel Hawthorne, - Henry James, - Mark Twain, - Charlotte Perkins, - Elizabeth Gaskell, - Herman Melville, - James Joyce, - Leo Tolstoy, - Nikolai Gogol, - Anton Chekhov, - Fyodor Dostoevsky, - Maxim Gorky, - Leonid Andreyev, - Ivan Turgenev, - Joseph Conrad, - Aleksander Pushkin, - Robert Louis Stevenson, - Robert E. Howard, - G. K. Chesterton, - Edgar Wallace, - Arthur Machen, - Ambrose Bierce, - Talbot Mundy, - Abraham Merritt, - Zane Grey, - Edgar Rice Burroughs, - Oscar Wilde, - Rudyard Kipling, - E.T.A. Hoffman, - Bram Stoker, - H.G. Wells, - Franz Kafka - Washington Irving.

Combined in one volume for the first time, THE THIRD SOUL OMNIBUS ONE contains the thrilling first five adventures of THE THIRD SOUL saga - THE TESTING, THE ASSASSINS, THE BLOOD SHAMAN, THE HIGH DEMON, and THE BURNING CHILD. Rachaelis Morulan is an Initiate of the Conclave, a mighty order of powerful mages, and soon must face her Testing to become a full Adept. If she fails, her life is forfeit, along with her soul. Corthain Kalarien was once an outlaw mercenary. Now he is a powerful, wealthy lord, revered as the hero who saved the nations from a barbarian horde. But his old enemies have not forgotten him.

The Sabbat World have been lost to the Imperium for many long centuries. Now, a crusade fights to reclaim them. In its midst are Colonel-Commissar Ibram Gaunt and his "Ghosts", the brave men of the Tanith First-and-Only. The Sabbat World have been lost to the Imperium for many long centuries. Now, a crusade fights to reclaim them. In its midst are Colonel-Commissar Ibram Gaunt and his "Ghosts", the brave men of the Tanith First-and-Only. As they survive battle after battle, Gaunt and his men uncover an insidious plot to unseat the crusade's warmaster, a move that threatens to destabilise the war effort and undo all the good work and sacrifice of millions of soldiers. With no one to trust and nowhere to turn, Gaunt must find a way to expose the conspiracy and save his men from a needless death.

Here for the first time in one volume are the first three books of the internationally bestselling THE GHOSTS saga - CHILD OF THE GHOSTS, BLADE OF THE GHOSTS, GHOST IN THE FLAMES, and the bonus short story GHOST ARIA. When her life is torn apart by sorcery and murder, young Caina Amalas joins the Ghosts, the legendary spies and assassins of the Emperor of Nighmar. She learns the secrets of disguise and stealth, of assassination and infiltration, and grows from a frightened child to a Ghost nightfighter, a woman who can face the most terrible foes and prevail through boldness and cunning. But even that might not be enough to save her. For the evil that destroyed her family seeks to devour the entire world...

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.

Julie Hayward didn't believe in ghosts. Newly engaged with a photography career just starting to take off, her life is almost comfortable. The only thing she lacks is enough money to repair the family home. But, when her best friend, Gustavia, drags her to a visit with a psychic thinking it will be a fun engagement gift, things get really crazy. A ghostly encounter provides a cryptic clue to the location of the lost family fortune and a warning that her fiance is not what he seems. Launched on a wild adventure, Julie must learn to listen to her heart and her intuition to solve the mystery. Journalist, Tyler Kingsley gets drawn into the search. What red-blooded male could resist a treasure hunt? The idea gets his blood pumping and so does Julie. When he realizes that her fiance might be dangerous, he decides to protect her at any cost. Series keywords: cozy mystery, psychic romance mystery comedy, sweet romance, funny romantic paranormal mystery, romantic mystery ghosts, romantic mystery aura reader, light romantic suspense, spirits, ghosts, tarot reader, romance series, romantic comedy series, paranormal romance, cozy romantic mystery series, for fans of Nora Roberts, romance mystery books, romance novels, cozy mystery series,

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 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.

Sixteen years old, Caina is a student of the Ghosts, the spies and agents of the Emperor of Nighmar, and from them she learns the arts of stealth and infiltration, of disguise and intrigue. If she survives, she will become a nightfighter, one of the elite agents of the Ghosts. For the Empire is in deadly danger, and needs the nightfighters of the Ghosts. Either Caina will become a nightfighter, or the enemies of the Empire will kill her... Originally published as the novellas GHOST DAGGER and GHOST THORNS, and the short stories GHOST CLAWS, GHOST LIGHT, and GHOST ARIA.

Caina is a Ghost nightfighter, one of the Emperor's elite spies and assassins, and few enemies of the Empire ever escape her cunning. Yet all Caina's wit and skill might not be enough to save her from a terrible fate. Sent to hunt down a cruel slave trader, Caina encounters something far darker. An ancient evil, a thing of legend and terror. A creature that wants to corrupt her, heart and soul...

A mix of mystery and history, *Gourmet Ghosts* is a unique guide to more than 40 haunted bars and restaurants in Los Angeles. Including new and previously-unpublished stories, photographs and eyewitness accounts, this book also digs into the newspaper archives to find out if there's any truth to the tales - and offers tips on the best food, drink and Happy Hours. From Downtown to Hollywood and from West Hollywood to the Westside, you can find out which booth to choose if you want to dine with a ghost, read about "The Night Watchman" at the Spring Arts Tower, walk in the steps of "Glover's Ghost" at Yamashiro or examine the strange pictures from the Queen Mary and the Mandrake Bar. Your table is ready!

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.

Who can you trust when corruption and danger are a way of life? The CIA never left Latin America, and is facing catastrophic blackmail at the hands of an erratic Guatemalan drug lord: the infamous patrón of Antigua - Pablo Puentes. Desperate for a swift solution, the agency calls in their black operative fixer: John Carpenter. John is a cold-blooded professional ready for the job. But the mission doesn't have a simple fix. Pablo has a disastrous kill switch in place. John is still haunted by the mysterious death of his best friend who died on a far too similar mission, and now is uncertain about how much he can trust his handler or his sensual partner. Back at the agency, tensions are running hot as the stench of corruption is growing to a boiling point. If things aren't put to rights - and soon - the entire mission will go up in flames and take the CIA down with it. Only John Carpenter can bring this drug lord to justice and get the answers he deserves. Because this mission is personal... "If you like the relentless tension of Daniel Silva and the gritty reality of Lee Child then you'll love this first book in the John Carpenter Trilogy!" Visit his website at CollinGlavac.com

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 *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.

From Douglas Adams, the legendary author of one of the most beloved science fiction novels of all time, *The Hitchhiker's Guide to the Galaxy*, comes a wildly inventive novel—in trade paperback for the first time—of ghosts, time travel, and one detective's mission to save humanity from extinction. **DIRK GENTLY'S HOLISTIC DETECTIVE AGENCY** We solve the whole crime We find the whole person Phone today for the whole solution to your problem (Missing cats and messy divorces a specialty) Douglas Adams, the "master of wacky words and even wackier tales" (*Entertainment Weekly*) once again boggles the mind with a completely unbelievable story of ghosts, time travel, eccentric computer geniuses, Samuel Taylor Coleridge, the end of the world, and—of course—missing cats.

A tale of violent magic, intrigue, and statecraft, *Ghosts in the Yew* is the story of four who are banished beyond the edge of the map to a land of gnarled forests, ancient magic, and the site of a terrible murder. Their struggles to survive will put them at odds with their families, their nation, and the very powers that shaped the world.

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.

The Ghosts Omnibus One Azure Flame Media, LLC

Kylon of House Kardamnos was once a lord and Archon of the Kyracian people. Now he is a homeless exile, aiding the Ghosts in their fight against the evil of Grand Master Callatas. The woman he loves lies suspended between life and death. And unless Kylon can defeat the nagataaru that hunt her, Caina Amalas might never awaken...

Here for the first time in one volume are the first four books of the internationally bestselling *THE GHOSTS* saga - *CHILD OF THE GHOSTS*, *BLADE OF THE GHOSTS*, *GHOST IN THE FLAMES*, and *GHOST IN THE BLOOD*. When her life is torn apart by sorcery and murder, young Caina Amalas joins the Ghosts, the legendary spies and assassins of the Emperor of Nighmar. She learns the secrets of disguise and stealth, of assassination and infiltration, and grows from a frightened child to a Ghost nightfighter, a woman who can face the most terrible foes and prevail through boldness and cunning. But even that might not be enough to save her. For the evil that destroyed her family seeks to devour the entire world...

A heroine begins an epic quest! Combined for the first time in one volume are the first three books of the internationally bestselling *GHOST NIGHT* series - *GHOST IN THE RING*, *GHOST IN THE GLASS*, *GHOST IN THE AMULET*, and the bonus short story *GHOST EYE*. Caina Amalas was once a deadly Ghost nightfighter, a spy and agent of the Emperor of Nighmar. Now she only wishes to live quietly with her husband. But civil war grips the Empire, and Caina's skills are needed against the cruel sorcerers of the malevolent Umbarian Order. And Caina has a dangerous connection to the Umbarians. For Caina's mother had many secrets, secrets that might yet kill Caina herself...

CAINA AMALAS is a Ghost nightfighter, one of the Emperor's elite spies and assassins. And though she remains anonymous, already legends grow around her. Whispers speak of the Ghost nightfighter who stopped the fire of the gods from consuming Rasadda, who defeated sorcerers of terrible power, who liberated slaves and threw down cruel lords. Yet now the storm is coming to claim her... *ARK* spent five long years hunting for his missing wife and son. Now, at long last, he has found them again. When the storm comes, he will do anything to save them. No matter what the cost to himself... *KYLON* is a stormdancer of New Kyre, master of the sword, wielder of the sorcery of air and water. The youngest man ever to claim the title of stormdancer, he will fight for the honor of his city and his sister. Even if he is doomed to fail... *REZIR SHAHAN* is an Emir of Istarinmul, a man of cruelty and power, a tyrant who rules over his slaves with a rod of iron. For too long the commoners of the Empire have defied their rightful masters. When the storm comes, he will teach them to wear a slave's collar... *ANDROMACHE* is one of the nine archons of New Kyre, her lineage ancient, her authority vast. For the honor of her city, she will bring the storm of war to the Empire. And when she does, her true master will reward her with dark power beyond imagining.

Here is a new story of a woman's fight against an ancient evil in a world of swords, sorcery, intrigue, and danger. When her life is torn apart by sorcery and murder, young Caina Amalas joins the Ghosts, the legendary spies and assassins of the Emperor of Nighmar. She learns the secrets of disguise and stealth, of assassination and infiltration. But even that might not be enough to save her. For the evil that destroyed her family seeks to devour the entire world... Available for free in ebook format.

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.

CAINA AMALAS is out of time. She has risked too much for too long, and her enemies have finally closed around her. The Staff and Seal of Iramis have been found, and threaten to destroy the world with their sorcerous powers. The terrible Apotheosis of the evil Grand Master Callatas will succeed unless Caina makes one final sacrifice. Unless she makes the ultimate sacrifice...

Caina is now a Ghost nightfighter, with the cunning of an elite spy and the skill of a master assassin. But this time, it might take more than that to keep her alive. Caina has been sent to hunt a murderous pyromancer, a master of fiery sorcery, and she soon discovers that more is at stake than just a few murders. Because if she doesn't find the pyromancer soon, the entire world might burn. Starting with her...

All Hager had to do was slow the dogsled to a walk, and his partner died. A perfect crime--no chance to get caught! 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.

Caina Amalas was a nightfighter of the Ghosts, the spies and assassins of the Emperor of Nighmar, and through her boldness and cunning saved the Empire and the world from sorcerous annihilation. But the victory cost her everything. Now she is exiled and alone in the city of Istarinmul, far from her home and friends. Yet a centuries-old darkness now stirs in Istarinmul, eager to devour the city and the world itself. And Caina is the only one that stands in its way...

Somewhere Between Scooby-Doo and Supernatural...The Road Ghosts Trilogy introduced readers to E. Chris Garrison, one of speculative fiction's most gifted voices. Presented here for the first time in a single volume, you'll meet amateur ghost hunters Brett and Liz, along with their friends Gonzo, Jimbo, and Frannie. Go along for the ride as the gang chases ghosts and battles demons, ghouls, and stranger things up and down the interstate highways of the Midwest. The Road Ghosts Trilogy spawned several short stories (such as "Spectral Delivery," included here!) and introduces readers to "Skye" MacLeod, whose adventures continue in Garrison's popular Topsy Fairy Tales Series. This omnibus volume includes: Four 'til Late (Road Ghosts Trilogy, Book 1) Brett, Gonzo, Jimbo, and Liz embark on a road trip with dangerous detours, dreadful dreams and dire warnings. Along the way they discover that some spirits leave you with more than a hangover and regrets. Turn up the radio and get moving, because the road ghosts are waiting. Sinking Down (Road Ghosts Trilogy, Book 2) Brett and Liz are back in over their heads when a forest hunt for a roadkill-eating creature offers up a ghoulish little surprise. Worse than that, they find that Brett's fate is linked to the creature's. So it's back out on the road, with unexpected pit stops with a greedy ex, a convention of ghost hunters, partying with fake vampires, and drinking and fighting alongside Uncle Gonzo. Me and the Devil (Road Ghosts Trilogy, Book 3) Brett, Liz, and Gonzo undertake a difficult three-night webcast leading up to Halloween. If they're successful, they may finally get the recognition Brett seeks. But ever since the events in Sinking Down, Brett has been a little... off. On the first night of the webcast, Brett's sudden tantrum both boosts ratings and terrifies his friends. As Halloween approaches, Brett's friends find themselves in a desperate fight to save his soul -- and his life. Spectral Delivery (Bonus Short Story) Meet Enid, a pizza delivery trainee who's stuck riding along with ghost-geek Brett on Valentine's Day night.

Eighteen years old, Caina Amalas is a novice nightfighter of the Ghosts, the spies and assassins of the Emperor of Nighmar. Skilled with stealth and disguise, Caina is the unseen agent of the Emperor, working to maintain the peace and order of the Empire. When a scholar uncovers an ancient relic from the Empire's distant past, he unwittingly unearths dangerous secrets. Secrets that might destroy the Empire and kill Caina...

Caina Amalas is the Ghost circlemaster of Istarinmul, the leader of the Emperor's spies in the city. She is a master of stealth and disguise, and faces foes of terrible power. Combined for the first time in one volume, here are twelve tales of Caina's adventures in Istarinmul: Ghost Price, Ghost Sword, Ghost Vessel, Ghost Nails, Ghost Mimic, Ghost Lock, Ghost Keeper, Bound To The Eye, Blood Artists, Ghost Arts, Ghost Vigil, and Ghost Relics.

Combined for the first time in one volume are the first three books of the internationally bestselling DRAGONTIARNA series: DRAGONTIARNA: KNIGHTS, DRAGONTIARNA: THIEVES, DRAGONTIARNA: GATES, and the bonus short story SHIELD KNIGHT: THIRD'S TALE. Ridmark Arban has defeated both the mighty Frostborn and the evil of the Seven Swords, and now he only wishes to live quietly with his family. But Ridmark's oldest enemy, the Warden of Urd Morlemoch, has not forgotten him. And the Warden knows a dangerous secret. For the dragons are returning...

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

When you buy this book you get an electronic version (PDF file) of the interior of this book. The perfect coloring book for every child that loves ghosts. 40 coloring pages haunted by ghosts. Art is like a rainbow, never-ending and brightly colored. Feed the creative mind of your child and have fun! Each picture is printed on its own 8.5 x 11 inch page so no need to worry about smudging.

March 6, 2035. Motoko Aramaki is a hyper-advanced cyborg, a counter-terrorist Net security expert, heading the investigative department of the giant multi-national Poseidon Industrial. Partly transcending the physical world and existing in a virtual world of networks, Motoko is a fusion of multiple entities and identities, deploying remotely controlled prosthetic humanoid surrogates around the globe to investigate a series of bizarre incidents.

Combined for the first time in one volume are the first three books of the internationally bestselling GHOST EXILE saga - GHOST IN THE COWL, GHOST IN THE MAZE, GHOST IN THE HUNT, and the bonus short story GHOST RELICS. Caina Amalas was a nightfighter of the Ghosts, the spies and assassins of the Emperor of Nighmar, and through her boldness and cunning saved the Empire and the world from sorcerous annihilation. But the victory cost her everything. Now she is exiled and alone in the city of Istarinmul, far from her home and friends. Yet a centuries-old darkness now stirs in Istarinmul, eager to devour the city and the world itself. And Caina is the only one that stands in its way...

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

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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