

Titanicus Dan Abnett

Book 53 in the bestselling series, The Horus Heresy. Horus's armada gathers, and he has defeated all enemies sent against him, even the Emperor's own executioner. One barrier remains before he can strike for Terra and lay waste to the Emperor's dream. The Beta Garmon system occupies the most direct and only viable route to the Solar System and Terra. To break it, Horus assembles a war host of incredible proportions and Titans in untold numbers. To lose here is to lose the war and Horus has no intention of turning back. But the Imperium understands the importance of Beta Garmon too. A massive army is arrayed, comprised of near numberless Army cohorts and a mustering of Titans to challenge even the martial might of the Warmaster. Titans fight against Titans as the God Machines of Loyalists and Traitors alike go to war. This conflict will be like no other before it, a worldending battle that will determine the next phase of the war.

'The twenty-first century is when it all changes, and you've got to be ready.'

Separate from the government; outside the police, beyond the United Nations: Torchwood sets its own rules. A team of investigators, using alien technology to solve crime - both alien and human. This British sci-fi crime thriller, created by Russell T Davies, sees them delve into the unknown. A group of people fighting the impossible. Stars Captain Jack Harkness last seen in Doctor Who.

Contains all four volumes of the epic "Titan," featuring the battle-robots of the Imperium, and their mind-linked human crew, including apprentice commander Ervin Hekate, an untried and inexperienced officer who is forced into a command situation followin

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.

TitanicusGames Workshop

The mighty Warlord Titans of the Adeptus Titanicus go to war against the forces of Chaos. The Battle Titans of the Adeptus Titanicus are towering war engines, striding to war as holy effigies of the Omnissiah, and the mighty Warlord Titans are the most renowned among all the forces of the Imperium of Man. Their weapons bring righteous death to the alien and the heretic alike, and the merest glimpse of them on the march has stalled entire planetary rebellions. But as the galaxy burns before the rampaging hordes of Chaos, it will take more than any one single Titan Legion to hold the line...

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

IT IS THE YEAR 2010. NO, REALLY. Her Divine Majesty Queen Elizabeth XXX sits upon the throne. Great Britain's vast Empire is run by Alchemy and Superstition. Sir Rupert Triumff. Adventurer. Fighter. Drinker. Saviour? Pratchett goes swashbuckling in the hotly anticipated original fiction debut of the multi-million selling Warhammer star. Triumff is a ribald historical fantasy set in a warped clockwork-powered version of our present day ! a new Elizabethan age, not of Elizabeth II but in the style of the original Virgin Queen. Throughout its rollicking pages, Sir Rupert Triumff drinks, dines and duels his way into a new Brass Age of Exploration and Adventure. File Under: Fantasy [Alternate History | Wild Magic | Swashbuckling | Unforgivable Puns!] E-book ISBN: 978-0-85766-023-7

Fast-paced, hard-hitting military fiction featuring the Baneblade battle tank Mars Triumphant. By the blessing of the Omnissiah was the Mars Triumphant born – from the forges of the Adeptus Mechanicus, the mighty Baneblade super-heavy battle tank comes to bring death and destruction to the foes of the Imperium. During a bitter war against the orks in the Kalidar system, Lieutenant Lo Bannick joins the crew of the venerable tank, and as part of the 7th Paragonian Tank Company he witnesses combat from within one of the Astra Militarum's mightiest war machines. But even as Bannick's own dark past threatens to undo him, the Mars Triumphant may have met its match in the form of a terrifying new foe.

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.

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 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. 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.

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 nine in the New York Times bestselling series As the flames of treachery spread outwards through the Imperium, Horus mobilises those forces who are loyal to him, and plots to subvert or destroy those who stand against him. A battle is being fought for the heart and soul of all the Imperial forces – the Astartes, the Imperial Army, the Titan Legions and more. In this epic story, author Graham McNeill tells the story of the civil war on Mars, and the genesis of the Dark Mechanicum.

On the daemon world of Torvendis, deep in the heart of the warp storm known as the Malestrom, ancient rivalries threaten to shatter the delicate balance of power On the daemon world of Torvendis, deep in the heart of the warp storm known as the Malestrom, ancient rivalries threaten to shatter the delicate balance of power, currently held by the Lady Charybdia, daemon princess of Slaanesh. When the warriors of the Word Bearers arrive on the planet, hunting one of their own, the traitor Karnulon, monstrous forces are unleashed that could tear Torvendis apart.

The Casus Belli, an Imperator Titan that has defended the Imperium for ten millennia, marches to war at the head of an army of Adeptus Mechanicus – but will treachery end the god-machine's long legacy of glory? Holy warbringer of the Legio Metalica, the Imperator Titan Casus Belli has routed armies and levelled cities over ten thousand years of service in the name of the Machine-God. As war engulfs the Dark Imperium this mechanical god of battle arrives to destroy the renegade armies and tech-priests of Nicomedua. At the head of a battlegroup of Titans, Imperial Knights and skitarii, Casus Belli must defeat tainted war engines, Traitor Legionaries and armies of cultists. While apocalyptic battles rage across the planet, a no less deadly battle unfolds within the Titan itself, as Magos Exasus, leader of the Casus Belli's Tech-guard, must find and defeat the enemy within before their insidious plans come to fruition.

An inexperienced soldier receives his first taste of the horrors of combat against the monstrous orks on the nightmarish, futuristic battlefields of the Warhammer 40,000 world. Original.

When the world of Orestes comes under attack by a force of Chaos Titans, the Imperial Titans of Legio Invicta stride out in defence of the vital forge world. Fresh from a hard-fought military campaign, one of the Imperium's most celebrated Titan Legions, the

Legio Invicta, prepares to ship out to the warzones of the Sabbat Worlds. However, while stopping at the forge world of Orestes for refit and repair, the Legio Invicta finds itself thrown back into battle when a force of Chaos Titans attacks. But as the god-machines of the Adeptus Titanicus stride to war, a sudden religious schism threatens to tear the Adeptus Mechanicus apart and destroy the very world they have pledged to protect, testing the resolve of the Imperial defenders to the limit.

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.

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.

Imperial Knight Titans clash as an internecine war ravages the Knights of Adrastapol. The Knight Houses of Adrastapol are both noble and righteous, and when the Imperial world of Donatos falls to the heresy of the Word Bearers, they are foremost in the vanguard to retake it. Led by High King Tolwyn Draconis, the Knights are peerless in battle and strike deep into the enemy's ranks. But the war soon turns when a terrible tragedy strikes, casting the Imperial campaign into anarchy. As desperation grows, unblooded Knights Errant Danial and Luk must quickly learn the ways of war to prevent an unholy ritual, or Donatos will be lost and all the noble Houses of Adrastapol with it. As the White Scars lead a ground assault against the aliens who have established a stranglehold on Dal'yth, the members of the Crusade Council, pursuing their own agendas, put the entire war effort in jeopardy. By the author of The Hunt for Voldorius Original. 30,000 first printing.

Gaunt and 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.

An Adeptus Mechanicus Explorator fleet ventures beyond the borders of the Imperium, in pursuit of arcane technology. Who knows what perils may lie outside the dominion of mankind?

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.

New fantasy title, continuing the story of High Elf Gilead Lothain Gilead Lothain returns! From the warrens of the skaven to the streets of Nuln, the shadowfast warrior and his faithful retainer Fithvael find themselves surrounded by evil.

Beneath the earth, the dangerous and insane Rat King, its powers amplified by evil magic, plots Gilead's downfall, while a bloodthirsty vampire count becomes an unlikely ally... and Gilead's deadliest foe.

Pursued by vengeful eldar, Magos Kotov's Explorator armada heads into a newly revealed area of space in pursuit of ancient secrets. As the Adeptus Mechanicus forces and Black Templars Space Marines tackle the twin threats of the wrathful aliens and insurrection aboard the fleet, a greater danger reveals itself.

A Freeblade Imperial Knight must decide whether to abandon his quest to restore his honour in order to warn the planet that exiled him of an impending doom.

Since the fall of House Chimaeros to heresy, Luk Kar Chimaeros has renounced his heritage and his name to become the Knight of Ashes. For five arduous years, in this role as a Freeblade Imperial Knight, he has pursued his treacherous step-mother across the stars alongside a band of fellow exiles. Just as their hunt appears to be nearing its conclusion, word comes of a terrible destruction

descending upon Luk's home planet of Adrastapol. The Knight of Ashes must decide whether to continue his quest to exact justice and restore his honour, or to aid the Noble Houses of Adrastapol and risk being branded a heretic evermore.

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

A massive collection of fantastic short stories from New York Bestselling author Dan Abnett, collated together for the first time. A must read for all Abnett fans! From the bloody battlefields of the Sabbat Crusade to the clandestine world of the Inquisition, and the grand stage of the galaxy-defining Horus Heresy, this anthology brings together for the first time all of the Warhammer 40,000 and Horus Heresy short stories by esteemed science fiction and New York Times bestselling author Dan Abnett. Featured in these pages are both classic tales such as 'Thorn Wishes Talon' and 'A Ghost Return' and lesser known gems like 'Midnight Rotation' and 'Eternal' that add depth and nuance to some of the author's most celebrated characters including Gaunt's Ghosts, Gregor Eisenhorn, Horus Aximand, Shadrak Meduson and many more. Containing well over thirty stories and charting a legacy over twenty years in the making, Lord of the Dark Millennium is the definitive Black Library short fiction collection of Dan

Abnett.

Book 5 in the global bestselling series, "The Horus Heresy: Siege of Terra" The victories of Saturnine and the sacrifices of the Eternity Wall space port have faded into the hope of yesterday. Denied but not defeated, the traitors intensify their assault on the Imperial Palace. With the principal space ports in Horus' hands, the Warmaster now drains the heavens of his reserves. As the pressure of the assault increases, the power of Chaos waxes. The waking lives of the defenders are filled with despair, while their dreams pull them in search of a false paradise. As the fabric of the defences fails and the will of those who stand on them cracks, Horus commands the Titans of the Legio Mortis to breach the walls. Against them stands the might of Mercury Wall and the strength of the Legio Ignatum. Ancient rivals, the god-engines of both Legions meet in battle, while within the walls a few desperate individuals seek a way to turn back the tide of the warp's malign influence. Across Terra lost warriors and travellers make their way through wastelands and gardens of horror, towards home and an unknown future.

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.

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

Omnibus edition of all three novels in the Forges of Mars trilogy - Priests of Mars, Lords of Mars and Gods of Mars - as well as an additional short story. The Martian Mechancius's thirst for knowledge is insatiable, and when Archmagos Lexell Kotov learns of an ancient expedition that went in search of the very source of life in the universe itself, he immediately assembles a powerful Explorator fleet to follow in its footsteps. Not only does Kotov have the powerful engines and warriors of the Adeptus Mechanicus to call upon, even the troops of the Imperial Guard and the vaunted Space Marines join his crusade. The way, however, is treacherous and fraught with perils both within and without the fleet. There are marvels and wonders at the edge of known space, discoveries beyond price, but there are those who believe the secrets of the universe should stay hidden and beings there who pose a danger not only to the fleet but to the Imperium itself.

Inquisitor Eisenhorn returns in a stunning new novel that pits him against his oldest foe, forcing him to finally confront the growing darkness within his own soul. Inquisitor Gregor Eisenhorn has spent his life stalking the darkest and most dangerous corners of the galaxy in pursuit of heresy and Chaos, but how long can a man walk that path without succumbing to the lure of the warp? Pursuing heretics in the remote worlds of the Imperium, Eisenhorn must confront the truth about himself. Is he still a champion of the Throne? Or has he been seduced by the very

