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SCARLET CYNTHIA

Damocles Games Workshop

Discover the story of Astorath. one of the Blood Angels' most fascinating characters! Following the Devastation of Baal and the arrival of the Primarch Roboute Guilliman's Indomitus Crusade, Commander Dante of the Blood Angels has been appointed Lord Regent of all Imperium Nihilus. Working with the successor chapters of the Blood Angels, Dante commands that the area around the Red Scar be scouted in preparation for reconquest. The Red Wings' sweep has led them to the foetid world of Dulcis, dangerously near to the Cicatrix Maledictum itself. Decimated by the tyranids during the war for Baal and only lightly reinforced by Primaris Space Marines, the Red Wings Chapter are in no position to deal with the events that unfold there. Strange psychic phenomenon and a deadly xenos enemy threaten the great hope of all the Chapters of the Blood - that the flaw in Sanguinius' geneseed has at last been tamed. Drawn by the Black Rage to Dulcis, Astorath the Grim, Lord High Chaplain and Redeemer of

the Lost, comes to aid the Red Wings. But what he discovers there will shake the Chapters of the Blood to their very core.

Shield of Baal Games Workshop

The galaxy has changed. Armies of Chaos march across the Dark Imperium, among them the Death Guard, servants of the Plague God. But shadows of the past haunt these traitors... The Death Guard have returned to prominence with the return of Mortarion and their fabulous model range, and Chris Wraight's previous work with them (in his Space Wolves novels, notably) makes him the perfect person to delve into their particular darkness. The Cadian Gate is broken, and the Imperium is riven in two. The might of the Traitor Legions, kept shackled for millennia behind walls of iron and sorcery, has been unleashed on a darkening galaxy. Among those seeking vengeance on the Corpse Emperor's faltering realm are the Death Guard, once proud crusaders of the Legiones Astartes, now debased creatures of terror and contagion. Mighty warbands carve bloody paths through the void, answering their lord primarch's call to war. And yet for all their dread might in arms, there is no escape from the vicious legacies of the past, ones that will pursue them from the ruined daemon-worlds of the Eye of Terror and out into the

smouldering wastes of the Imperium Nihilus.

Kingsblade Games Workshop

Fourth novel in the best-selling Ultramarines series, by Graham McNeill. Now available in softback.

Avenging Son Games Workshop

Malalas' purpose in writing his work is twofold: 1) to set out the course of sacred history as interpreted by the Christian chronicle tradition (covered by Books 1-9); and 2) to provide a summary account of events under the Roman emperors up to and including his own lifetime (covered by Books 10-18).

Salamanders: The Omnibus Games Workshop(uk)

Subterfuge and assassination bring this thrilling series to an end. Despite the odds, the Imperium has triumphed. The orks have been defeated and the Great Beast is no more. Across the length and breadth of the galaxy, humankind celebrates its salvation, and relishes the prospect of a return of peace. But the war against the orks has riven the political bedrock of the Imperium, exposing its rotten core. One man, one powerful man, decides he has the solution, and launches a campaign of destruction so terrible that thousands of years later his actions will still be viewed with horror. And all the while, the true enemy watches and waits in the starless depths of space; an eternal evil that desires only to devour the souls of every living human soul in the galaxy.

Dictionary of the Neutral Language (idiom Neutral) Neutral-English and English-neutral Games Workshop

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

The Beheading BRILL

ADVENTURE. Having defeated the forces of the tau on the planet of Pavonis, Captain Uriel Ventris returns to Macragge. But war is unending in the life of a Space Marine, and Ventris finds himself thrust back into battle against the nemesis of the Ultramarines—the Iron Warriors, led by renegade Warsmith Honsou. Will Ventris be able to overcome his greatest test to emerge victorious, or will the Ultramarines suffer a disastrous defeat from which they might not recover?

West Virginia's Buffalo Creek Flood Games Workshop

Setting out to exterminate the upstart Tau Empire before it becomes a threat, the Ultramarines under Captain Atheus discover that the xenos may be more of a menace than they originally believed... The Imperium of Man takes its bloody revenge upon the expansionist tau in a war of dizzying spectacle. For the first time, the daredevil warriors of the Ultramarines Assault Company go to war en masse, fighting in the skies, in the streets, and even in the prototype testing facilities of the tau Earth caste. However, Sergeants Sicarius and Numitor must overcome their hunger for glory as the brightest stars of the Tau Empire, Commanders Farsight and Shadowsun, hunt them to the brink of disaster. Tempers run short as battle-brothers fall,

ammunition runs out and the course of the war takes ever-darker twists and turns. With two warrior cultures struggling for a vital edge and the body count spiralling towards a terrible conclusion, can notions of honour and duty survive at all?

The Ashes of Prospero Games Workshop

The most brutal of Space Marines, the Carcharodons Astra, battle the Night Lords for control of the prison world of Zartak. On the prison world of Zartak, darkness has fallen on arbitrators and inmates alike. The Night Lords have come, and with them the shadow of fear and pain. But they are not the only ones with an interest in Zartak. From the void, running on silent, another fleet emerges. Its warriors are grey-clad and white-faced, and their eyes are as black as the Outer Dark – the savage Carcharodon Astra. As these two packs of ancient, merciless predators stalk the shadows of the prison colony, both seeking a single young inmate with unnatural talents, the corridors run red with blood, and both factions will have to fight tooth and claw to leave Zartak alive.

War of Secrets Warhammer Adventures

History paints war out to be a man's business, but there is an army of women warriors who stand between the lines of history books, waiting to be seen. This biographical dictionary tells the story of the females who armed themselves against threats to self, family, home and country. Spanning 17 periods of world history, it compiles the daring deeds of 1,622 female fighters, from Bronze Age archers and Viking raiders, to helicopter pilots and commanders of aircraft carriers. Entries summarize heroes such as the Old Testament judge Deborah, Joan of Arc, Elizabeth I, Aisha, Mary Spencer-Churchill, Calamity Jane, Cleopatra VII, Molly Pitcher, Aung San Suu Kyi and-- surprisingly-- Julia Child. Included are the famous stands the unheralded scrappers and risk-takers took up in fierce crises.

Shadow of Ullanor Games Workshop

A planet-sized super weapon, the World Engine must be stopped before it destroys all in its path. A full Space Marine Chapter is given the seemingly impossible task of destroying it. For months, the necron World Engine has blazed a trail across the Vidar sector, destroying planets and devastating every fleet sent to destroy it. Now, the Astral Knights Space Marine Chapter enact a daring plan to get to the heart of the mighty edifice and bring it to an end. Crashing their battle-barge into the World Engine, they land upon its surface, seeking its heart. Confronted by sinister necrons, the fate of the Astral Knights hangs in the balance, along with the lives of untold billions...

Scythes of the Emperor Games Workshop

Space Wolf Rune Priest Njal Stormcaller ventures into the Great Rift and the ruins of Prospero to save his long lost battle-brothers. Goaded by the shade of the long dead sorcerer Izaak, High Rune Priest Njal Stormcaller gathers together a disparate warband of Space Wolves to brave the Great Rift and return to the ruins of Prospero. If Izaak is to be believed, a force of the lost Thirteenth Company remains trapped within the old, labyrinthine city of Tizca, and if Njal can free them then he will not only be rid of the sorcerer but he will also rescue his ancient brothers. But the Thousand Sons still linger in the ashes of their former world as well as other, darker adversaries, and they will not allow the Wolves to pass through without a fight.

War Zone Games Workshop

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.

Red Tithe Games Workshop

The Blood Gorgons, a Chaos Space Marine warband, fight the threat from Nurgle-infected foes on the planet of Hauts Bassiq. The Blood Gorgons Chaos Space Marines are called to one of their recruiting worlds as the populace is struck down by a plague of mutation. But the expeditionary force is decimated by a mysterious foe, and Sargaul is one of few survivors. The polluted world has become even more nightmarish than before, and Sargaul faces insurmountable odds if he is to save the savage planet. Facing a hostile environment, shadowy xenos enemies and treachery from within his own forces, Sargaul must dig deep into his hatred and determination to leave Haute Bassiq alive.

Attack of the Necron Games Workshop

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

Ciaphas Cain: Defender of the Imperium Games Workshop

The Blood Angels Chapter and their successors mount a desperate defence of their home world of Baal from the predations of the tyranid hive fleet Leviathan. After a brutal campaign in the Cryptus System fighting the alien tyranids, Lord Dante returns to Baal to marshal the entire Blood Angels Chapter and their Successors against Hive Fleet Leviathan. Thus begins the greatest conflict in the history of the sons of Sanguinius. Despite a valiant battle in the void around Baal, the Blood Angels are unable to stop the tyranids drawing ever closer, but their petitions for reinforcements are met with dread news. The Cadian Gate, the Imperium's most stalwart bastion against Chaos, has fallen. In their darkest hour, no help will reach the beleaguered Dante and his warriors. Is this truly then the Time of Ending?

Knightsblade Games Workshop

Trapped behind enemy lines during the invasion of Rynn's World, Sergeant Galleas and his squad must rally the human survivors of the greenskin attack and teach them to fight back, if any of them

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

Blood Gorgons Games Workshop

Captain Kor'sarro Khan of the White Scars is petitioned by his Chapter Master to hunt down and destroy the daemon prince Voldorius. Captain Kor'sarro Khan of the White Scars is petitioned by his Chapter Master to hunt down and destroy the daemon prince Voldorius, a warleader of the renegade Alpha Legion, thus ending his reign of terror across the stars. Hunting the beast doggedly for over a decade, Kor'sarro finally brings Voldorius to battle on Quintus, a world that has totally given itself over to the Alpha Legion. Together with their Raven Guard allies, the White Scars must fight an entire planet if they are to slay the daemon prince.

Brothers of the Snake Games Workshop

The Salamanders Chapter, fire-born sons of Vulkan, unite to face a threat to their very existence in this omnibus edition of the Tome of Fire trilogy. The Salamanders have a long and noble history, standing proud among the First Founding Space Marine Chapters. Though their appearance can be terrifying, they are deeply honourable, and will go to any lengths to safeguard the Imperium and its billions of teeming citizens. After the death of their captain, Da'kir and Tsu'gan, battle-brothers and rivals, face enemies from within and without. As their paths diverge and they face trials that will test them to their very limits, their destinies draw them back together for one final confrontation... New edition of a great-value omnibus that contains all three novels in the Tome of Fire trilogy - Salamander, Firedrake and Nocturne - plus a host of additional short stories.

The World Engine Black Library

The world of Damnos faces annihilation by the necrons, until the Ultramarines arrive to even the odds. When Damnos is hit by cataclysmic earthquakes, an ancient force is awakened. Deep beneath the earth, the necrons rise from their slumber to decimate the human populace. All appears lost until salvation comes from the heavens... The Ultramarines brave an orbital bombardment to deploy their forces on Damnos. They are led by two legendary warriors – Captain Cato Sicarius and Chief Librarian Tigurius. They are the planet's last, great hope against the remorseless alien foes, but tensions within their ranks threaten to derail victory. As battle rages on Damnos, and the Ultramarines seek to defeat their soulless enemies, Tigurius receives a terrible vision – a vision telling of the death of a hero...