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Gaunt's Ghosts: The Founding The Founding The Saint The Lost Ghostmaker The Victory: Part 1 Necropolis First and Only The Warmaster The Saint Honour Guard Anarch Straight Silver Traitor General Salvation's Reach Ravenor: The Omnibus Blood Pact Double Eagle The Guns of Tanith His Last Command Let the Galaxy Burn Sabbat Worlds Sabbat Crusade Eisenhorn The Armour of Contempt Sabbat Martyr Sabbat War Brothers of the Snake The Sabbat Worlds Crusade Gaunt's Ghosts: The Saint Eisenhorn Omnibus Titan The Founding Lord of the Dark Millennium: The Dan Abnett Collection Lone Wolves Ciaphas Cain: Hero of the Imperium The Magos Know No Fear The Unremembered Empire Prospero Burns

After several hard-fought weeks, the war-torn world of Enothis hangs in the balance. Only the day and night efforts of the valiant flyers of the Phantine Fighter Corps can keep the enemy host at bay long enough for the Imperial ground forces to regroup for a last battle. Original. Fantasy-roman. 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. 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, the clandestine world of the Inquisition and the grand stage of the galaxy-defining Horus Heresy, this anthology brings together the entire collection of Warhammer 40,000 and Horus Heresy short stories by esteemed science

fiction and New York Times bestselling author Dan Abnett for the first time. Featured in these pages are classic tales such as 'Thorn Wishes Talon' and 'A Ghost Return' alongside lesser known gems such as 'Midnight Rotation' and 'Eternal'. Each story adds depth and nuance to the author's most celebrated characters, including Ibram Gaunt, 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. Classic Black Library graphic novel, colourised for the first time!

Shadrac - an isolated Imperium world at the mercy of the insidious tyrannid menace. All resistance has fallen, all hope has been extinguished. Only one last of survivors remains and their time is quickly running out as more and more of the tyrannid host closes in on them. As the alien horde makes its final advance, all that can save them is a miracle. And then it arrives. On the jungle world of Monthax, Colonel-Commissar Ibram Gaunt and his Tanith First and Only await the order to advance into the sweltering wilderness and drive the alien eldar from the Imperial planet. As battle approaches, Gaunt walks the lines, raising his men's spirits and remembering their greatest battles and heroic acts - and the tragedies that have dogged Gaunt's Ghosts from the day of their founding on lost Tanith; The day that Gaunt became known as the Ghostmaker.

The grim and gothic world of Warhammer 40,000 is a detailed science fiction universe of dark adventure developed over 25 years by the Games Workshop Design Studio. This new graphic novel takes readers to that world, where Titans are the supreme fighting machines of the Imperium. 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. 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. 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. 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 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. 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. By popular demand, we've gathered up the best sf short stories ever written for the Black Library into one massive volume, and added some brand new tales! Warhammer 40,000 fans will be keen to get their hands on classic stories that have been unavailable for a while, and all readers will enjoy the range and variety on offer in this high-value volume. The unthinkable has happened Terra has fallen to the traitor forces of Warmaster Horus! Nothing else could explain the

sudden disappearance of the Astronomican's guiding light at the heart of the Imperium, or so Robute Guilliman would believe. Ever the pragmatist, he has drawn all his forces to Ultramar and begun construction of the new empire known as Imperium Secundus. Even with many of his primarch brothers at his side, he still faces war from without and intrigue from within with the best of intentions, were the full truth to be known it would likely damn them all as traitors for all eternity. A collection of three novels - 'Xenos', 'Malleus' and 'Hereticus' - which chart the Inquisitor, Gregor Eisenhorn's, career from zealous upholder of the truth to possible collaborator with the very powers he once swore to destroy. In the 41st Millennium, Commissar Ciaphas Cain is looking for an easy life, but fate has a habit of throwing him into the deadliest situations and luck always manages to pull him through. An in-depth background book about the Sabbat Worlds Crusade, the war-torn backdrop to the hit Gaunt's Ghosts novel series and a much-loved topic of our SF fans. It is presented as an authentic document, and examines the subject in all its grim, gory detail, with plenty of new information and secrets revealed along the way. 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. Mustering for war against the orks, the Ultramarines Legion is attacked by the Word Bearers on the planet of Calth, and the forces of Chaos openly reveal their part in the Heresy. Unaware of the wider Heresy and following the Warmaster's increasingly cryptic orders, Roboute Guilliman returns to Ultramar to muster his Legion for war against the orks massing in the Veridian system. Without warning, their supposed allies in the Word Bearers Legion launch a devastating invasion of Calth, scattering the

Ultramarines' fleet and slaughtering all who stand in their way. This confirms the worst scenario Guilliman can imagine – Lorgar means to settle their bitter rivalry once and for all. As the traitors summon foul daemonic hosts and all the forces of Chaos, the Ultramarines are drawn into a grim and deadly struggle in which neither side can prevail. The Sabbat Worlds have been lost to the Imperium for many long centuries. Now, a crusade fights to reclaim them. In its midst are Colonel-Commisar 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. The latest novel in the hugely popular Gaunt's Ghosts series. After the success of their desperate mission to Salvation's Reach, Colonel-Commisar Gaunt and the Tanith First race to the strategically vital forge world of Urdesh, besieged by the brutal armies of Anarch Sek. However, there may be more at stake than just a planet. The Imperial forces have made an attempt to divide and conquer their enemy, but with Warmaster Macaroth himself commanding the Urdesh campaign, it is possible that the Archenemy assault has a different purpose... to decapitate the Imperial command structure with a single blow. Has the Warmaster allowed himself to become an unwitting target? And can Gaunt's Ghosts possibly defend him against the assembled killers and war machines of Chaos? 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. Book fifteen in the New York Times bestselling series *The Emperor is enraged*. Primarch Magnus the Red, of the Thousand Sons Legion, has made a catastrophic mistake and endangered the safety of Terra. With no other choice, the Emperor charges Lemar Russ, Primarch of the Space Wolves, with the apprehension of his brother from the Thousand Sons' home world of Prospero. This planet of sorcerers will not be easy to overcome, but Russ and his Space Wolves are not easily deterred. With wrath in his heart, Russ is determined to bring Magnus to justice and the events that decide the fate of Prospero are set in motion. 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. Gaunt and a hand-picked team of Ghosts go deep into enemy territory on a secret mission to hunt down an enemy general. Gothic science fiction meets gritty wartime drama in this far-future thriller. Original. Inquisitor Eisenhorn is one on the most senior members of the Imperial Inquisition. With his warband he scourges the galaxy in order to root out heresy. When that heresy is found to infiltrate the hierarchy of the Imperium and the Inquisition itself, he must rely on himself alone to deal with it - even if it means making deals with the enemy. All three books of the Eisenhorn trilogy along with two short stories and Eisenhorn's case book and compendium are included in one big volume 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 evil that he hunts? The Magos is the brand new, full-length fourth novel in the hugely popular Eisenhorn series. This paperback edition also includes the definitive casebook of Gregor Eisenhorn, collecting together all twelve of Dan Abnett's Inquisition short stories, several of which have never been in print before. These additional stories have been compiled by the author to act as an essential prologue to this long-awaited new novel, while also serving as an indispensable companion to the

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

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.

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. Fantasy-roman. The seventh title in the bestselling Gaunt's Ghosts series. With the future of the Sabbat Worlds campaign balanced on a knife edge, new hope arises in the form of Saint Sabbat herself, reincarnated to lead the Imperium to victory against the dark forces of Chaos. The living saint calls for Colonel-Commissar Gaunt and the Tanith First to be her guardians. Doubting that

she is who she claims, Gaunt must discover the truth while fending off enemy troops and lethal assassins. But treachery within the Ghosts will not only threaten the mission, but will rip the Tanith asunder. The 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.

Fantastic anthology full of stories from the Sabbat Worlds. The Sabbat War is a savage Imperial crusade, cutting a bloody, burning path across a vast swathe of the Imperium. On the front line, the stalwart regiments of the Astra Militarum, including the valiant Tanith First – known as Gaunt's Ghosts – confront the relentless menace of Chaos, the Archenemy of Mankind. There is, and ever will be, only war. This anthology will take you to the very forefront of the blistering action in the Sabbat Worlds, and features brand new stories from some of Black Library's most acclaimed authors, including Dan Abnett, Graham McNeill, John French, Matthew Farrer and Rachel Harrison. This omnibus edition follows the second cycle of the Gaunt's Ghost stories in a collection called, "The Saint". It includes the four novels, Honour Guard, The Guns of Tanith, Straight Silver and Sabbat Martyr. The story arc follows the First & Only from warzone to warzone of the Chaos-infested Sabbats World system fighting enemies in many guises and

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

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