

40k Codex 6th Edition Astro Militarum

The popular Space Marine Battles series is relaunched with an epic novel that sees the whole Blood Angels Chapter in action, fighting a desperate rearguard battle to defend their home world from the predations of the tyrannid hive fleet Leviathan. After a brutal campaign in the Cryptus System fighting the alien tyrannids, 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 tyrannids 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?

StratonautsPioneers Venturing into the StratosphereSpringer Science & Business Media

Book ten in the New York Times bestselling series. This is a reissue of 9781849708180 It is the 31st millennium, and mankind has spread across the galaxy. When Horus the Warmaster rebelled against the Emperor, the ensuing civil war nearly destroyed the Imperium. War raged across galaxy, pitting Astartes against their battle-brothers in a struggle where death was the only victor. This collection features stories of heroism and tragedy set during this turbulent time, by star Horus Heresy authors Dan Abnett, Graham McNeill, James Swallow and more. 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?

In Rogue Trader, you take on the role of a Rogue Trader and his most trusted counselors, empowered by an ancient warrant of trade to seek out profit and plunder amongst unexplored regions of space. Your ship will take you to new worlds and uncharted reaches of the void, where you will encounter rivals, pirates, aliens, and possibly even creatures of the warp. You will acquire and spend great wealth and riches, and fame or infamy will follow. You will discover ancient and forgotten mysteries and search out the unknown to find lost human worlds or never-before-seen celestial phenomena. You must survive the dangers of space, for beyond the threat of vacuum and deadly radiation lurk things Man was never meant to find... To be part of a Rogue Trader's crew is to stand on the threshold of nearly unlimited opportunity. Vast profits await for you and your fellow Explorers to find and claim. Fame and fortune reward the bold, but the unwary find only an anonymous death. Begin your players' path to wealth and glory with a complete starting adventure that puts the Explorers right into the middle of the action. The Rogue Trader core rulebook contains everything you need to start your adventure in the Warhammer 40,000 universe.

Is it not generally believed that our town is a healthy place . . . a place highly com mended on this score both for the sick andfor the healthy? . . . And then these Baths - the so-called 'artery' of the town, or the 'nerve centre' . . . Do you know what they are in reality, these great and splendid and glorious Baths that have cost so much money? . . . A most serious danger to health! All that filth up in Melledal, where there's such an awful stench - it's all seeping into the pipes that lead to the pump-room! Henrik Ibsen, An Enemy of the People, 1882 Henrik Ibsen gave the 'truth about mineral water' more than 100 years ago in An Enemy of the People. His examples came not from the decadent bathing spas of Bohemia or Victorian Britain, but from the very edge of polite society, subarctic Norway! His masterpiece illustrates the central role that groundwaters and, in particular, mineral waters have played in the history of humanity: their economic importance for towns, their magnetism for pilgrims searching for cures, the political intrigues, the arguments over purported beneficent or maleficent health effects and, finally, their contami nation by anthropogenic activity, in Ibsen's case by wastes from a tannery. This book addresses the occurrence, properties and uses of mineral and thermal groundwaters. The use of these resources for heating, personal hygiene, curative and recreational purposes is deeply integrated in the history of civilization.

DARK ASTRAL casts the familiar trappings of ZWEIHNDER Grim & Perilous RPG through the lens of Biblically-inspired science fantasy. In the grim darkness of humanity's future, DARK ASTRAL and its cosmic horror awaits!

The origin story of Dante and his rise from young aspirant to the mighty Chapter Master of the Blood Angels. Dante is Chapter Master of one of the noblest but most troubled Chapters of Space Marines in the Imperium: the Blood Angels. From the time of his birth in the rad-scarred wastes of Baal Secundus, he was destined for glory and strife. From his apotheosis to Scout, to the hive cities of Armageddon and the alien menace of the Cryptas system, Dante has waged war against all the enemies of the Imperium. He has witnessed the divine, and struggled against the darkness within all sons of Sanguinius. Longer lived than any other Chapter Master, this is his chronicle, his great and storied legend.

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.

Survive the grim darkness of the future with the Sisters of Battle! A squad of Adepta Sororitas, led by Canoness Veridyan, arrives on Planet Siscia to retrieve a lost Inquisitorial acolyte and put down a heretical uprising. But as Novitiate Ghita's first mission with her Order gets underway, what should be an easy assignment turns into something much worse, as an unknown force deep within a subterranean city rears its ugly head! It's no-holds-barred action, mystery and daemons galore as the all-female military force lets bolters blaze and flamers scorch in this all-new saga! Show your faith and fervor to the Emperor by joining Marvel for the next phase of WARHAMMER comics! COLLECTING: Warhammer 40,000: Sisters Of Battle (2021) 1-5

As war splits the galaxy, the Emperor toils in the vaults beneath the Imperial Palace. But his great work is in peril, and the forces of Chaos are closing in... While Horus' rebellion burns across the galaxy, a very different kind of war rages beneath the Imperial Palace. The 'Ten Thousand' Custodian Guard, along with the Sisters of Silence and the Mechanicum forces of Fabricator General Kane, fight to control the nexus points of the ancient eldar webway that lie closest to Terra, infested by daemoniac entities after Magnus the Red's intrusion. But with traitor legionaries and corrupted Battle Titans now counted among the forces of Chaos, the noose around the Throneworld is tightening, and

none but the Emperor Himself can hope to prevail.

Colonel 'Iron Hand' Straken and his Catachan Jungle Fighters must hold the line against the ork menace. Plucked from a catastrophic war against the monstrous tyrannids, Colonel 'Iron Hand' Straken and his Catachan Jungle Fighters are sent to the cavern world of Dulma'lin to clear it of an ork infestation. Ranged against an overwhelming force of greenskins, and with the hostile attentions of Commissar Morrell upon them, the Catachans must overcome internal divisions and hold the line against the alien menace.

This ground-breaking book brings theoretical perspectives from twenty-first century media, film, and cultural studies to medieval hagiography. *Medieval Saints and Modern Screens* stakes the claim for a provocative new methodological intervention: consideration of hagiography as media. More precisely, hagiography is most productively understood as cinematic media. Medieval mystical episodes are made intelligible to modern audiences through reference to the filmic - the language, form, and lived experience of cinema. Similarly, reference to the realm of the mystical affords a means to express the disconcerting physical and emotional effects of watching cinema. Moreover, cinematic spectatorship affords, at times, a (more or less) secular experience of visionary transcendence: an 'agape-ic encounter'. The medieval saint's visions of God are but one pole of a spectrum of visual experience which extends into our present multi-media moment. We too conjure godly visions: on our smartphones, on the silver screen, and on our TVs and laptops. This book places contemporary pop-culture media - such as blockbuster movie *The Dark Knight*, Kim Kardashian West's social media feeds, and the outputs of online role-players in "Second Life"--in dialogue with a corpus of thirteenth-century Latin biographies, *Holy Women of Lige*. In these texts, holy women see God, and see God often. Their experiences fundamentally orient their life, and offer the women new routes to knowledge, agency, and belonging. For the holy visionaries of Lige, as with us modern 'seers', visions are physically intimate, ideologically overloaded spaces. Through theoretically informed close readings, *Medieval Saints and Modern Screens* reveals the interconnection of decidedly "old" media--medieval textualities--and artefacts of our "new media" ecology, which all serve as spaces in which altogether human concerns are brought before the contemporary culture's eyes. The thirteenth-century Latin hagiographic works known as the *Holy Women of Lige* corpus presents biographies filled with dramatic visions of God and intense physical unions with Christ. The texts that make up the collection demonstrate the problematic division of body and soul in the period and also reveal the potential of text to transmit visual experiences. This book explores those qualities of the texts using the latest developments in film theory, taking up such topics as the relationship of film to mortality, embodied spectatorship, celebrity studies, and digital environments.

The most mysterious of Space Marines make their presence felt as the Excoriators battle an overwhelming tide of Khorne daemonkin – but are they saviours or harbingers of doom? Following the trajectory of a blood-red comet, the berserk World Eaters blaze a path of destruction across the galaxy in its wake. The small cemetery world of Certus Minor appeals to the Space Marines of the Excoriators Chapter for protection, but the force dispatched to deal with this grim threat is far too small and their losses against the renegades are high. Just as all seems lost, salvation is borne out of legend itself as sinister spectral warriors descend upon this planet of the dead, and the enemies of the Imperium come face to face with those who have already travelled beyond the realm of the living...

When a dangerous psychic terrorist escapes from their custody, the Sisters of Battle not only have to hunt down and recapture him, but also need to restore their honour in the eyes of their superiors.

The general topic of this book concerns the origin, evolution, distribution, and destiny of life in the Universe. It discusses the transition from inert matter to cellular life and its evolution to fully developed intelligent beings, and also the possibility of life occurring elsewhere, particularly in other environments in our own and other solar systems. The theoretical framework of Astrobiology may be probed with a forthcoming series of space missions, which at the time of writing are being planned for the next 10 to 15 years. Advanced extraterrestrial life can also be probed by means of radioastronomy in the well-established project of search for extraterrestrial intelligence. Astrobiology pays special attention to the robust growth in our capacity to search for microorganisms, as well as signals of extraterrestrial life, with recent significant technological progress in planetary science and radioastronomy. The progress of the main space agencies is highlighted. Audience: This volume is aimed at advanced undergraduate and graduate students, as well as researchers in the many areas of basic, earth, and life sciences that contribute to the study of chemical evolution and the origin of life.

THINGS ARE ABOUT TO GET SERIOUS FOR HARRY DRESDEN, CHICAGO'S ONLY PROFESSIONAL WIZARD, in the next entry in the #1 New York Times bestselling Dresden Files. Harry has faced terrible odds before. He has a long history of fighting enemies above his weight class. The Red Court of vampires. The fallen angels of the Order of the Blackened Denarius. The Outsiders. But this time it's different. A being more powerful and dangerous on an order of magnitude beyond what the world has seen in a millennium is coming. And she's bringing an army. The Last Titan has declared war on the city of Chicago, and has come to subjugate humanity, obliterating any who stand in her way. Harry's mission is simple but impossible: Save the city by killing a Titan. And the attempt will change Harry's life, Chicago, and the mortal world forever.

The latest novel in the Space Marine Battles series *In the Pandorax System*, on the death world of Pythos, an ancient secret that has laid buried for millennia has been unearthed.... Ignorant of this terror, troopers of the Catachan 183rd, stranded on Pythos and under the command of Colonel 'Death' Strike, find themselves under attack by the forces of Chaos. Daemons in their thousands flock the sky, and none other than Warmaster Abaddon leads the attack. With the Death Guard and Black Legion arrayed against them, the Catachans appear to be doomed, until salvation arrives in the form of the entire Dark Angels Chapter, led by Master Azrael and a host of heroes. But what is the so-called 'Damnation Cache'? What secrets does it harbour and why has it also attracted the attention of the daemon-hunting Grey Knights? On the medieval world of Sigmatus, two naive children, Dathan and Hycilla, become entangled in a plot to summon a powerful daemon in an attempt to protect a group of Chaos cultists from the oppressive forces of the planet's governor. With the Warp Storm that has isolated Sigmatus from the rest of the Imperium for two-hundred years abating. Imperial forces race to prevent the planet succumbing to the Dark Powers.

Massive anthology of short stories themed around the guerrilla war waged by the remnants of the three Space Marine Legions massacred at

Isstvan V. Driven almost to the brink of self-destruction at Isstvan V, the Iron Hands now seek vengeance for the murder of their primarch Ferrus Manus. Gathering survivors from the Raven Guard and the Salamanders aboard any vessels capable of warp travel, these Shattered Legions wage a new campaign of annihilation against the traitor forces across the galaxy – a campaign masterminded by legendary warleader Shadrak Meduson. This Horus Heresy anthology contains ten short stories by authors including Dan Abnett, Chris Wraight and John French. Also included is the novella *The Seventh Serpent*, where author Graham McNeill revisits the ragtag crew of the starship *Sisyphus* as they are drawn into a war of subterfuge against the Alpha Legion.

A fantastic collection of stories centred around the forces of the Astra Militarum. A must read for fans of military sci-fi. Across the war-torn galaxy, the Imperial Guard are a bastion against the enemies of mankind. From the punishing heat of Tallarn's deserts to the bonechilling tundras of Valhalla, these are the soldiers who give their lives in the Emperor's name. Whether shoulder to shoulder or crushing their enemies in vast machines of war, they are unwavering in their devotion to duty. On a thousand stars, they repel the forces of Chaos and the foul xenos in an eternal conflict. This omnibus collects three novels and three short stories telling tales of savage warfare and heroism on the frontline. Contents: *Mercy Run* by Steve Parker, *Gunheads* by Steve Parker, *Ice Guard* by Steve Lyons, *A Blind Eye* by Steve Lyons, *Desert Raiders* by Lucien Soulban, *Waiting Death* by Steve Lyons.

For ten thousand years, the tech-priests of the Adeptus Mechanicus have led the Cult of the Omnissiah. From their bastion Forges on the Lathe Worlds, they control all Holy Technology in the Calixis Sector. The *Lathe Worlds* is a supplement for *Dark Heresy* that reveals the secret history of the Adeptus Mechanicus, from their mysterious founding to their current struggles against tech-heresy. What's more, players will gain access to new alternate careers such as the Mech-Assassin and Agent of the Lords Dragon, and arm themselves with weapons and gifts of the Omnissiah. And in a thrilling new adventure, your team will journey to a lost comet-station, where they'll stop renegade tech-priests from heretical experiments into the Warp!

Of all the Emperor's immortal sons, the primarchs, it is Konrad Curze whose legend is the darkest. Born in the shadows of Nostramo, a world of murderers, thieves and worse, is it any surprise that he became the figure of dread known only as the Night Haunter? Of all the Emperor's immortal sons, the primarchs, it is Konrad Curze whose legend is the darkest. Born in the shadows of Nostramo, a world of murderers, thieves and worse, is it any surprise that he became the figure of dread known only as the Night Haunter? Heed now the tragic story of the creature Konrad Curze, master of the Night Lords Legion, of how he became a monster and a weapon of terror. He who once served the Imperium saw the truth in a maddening universe and the hypocrisy of a loveless father, and embraced the only thing that made any sense – Chaos. From the blood-soaked gutters of his heworld upbringing, to the last days of his ill-fated existence, Curze is a primarch like no other and his tale is one to chill the very bone...

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.

This book takes your Acolytes to the next tier of power in the Calixis Sector. Learn to wield the authority of an Interrogator's rosette, join the elite ranks of the Inquisitional Stormtroopers, or discover the secrets of technology known only to a Magos of the Lathe Worlds. *Ascension* also includes new gear, Talents, and Skills for characters who are ready to ascend to greater responsibilities...and greater challenges. 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.

The Emperor's most trusted guardians fight beside his elite witch-hunters to defend the Golden Throne. The Custodian Guard have stood watch over the Emperor's Palace on Terra since the foundation of the Imperium. Charged with protecting the Master of Mankind from all threats, within and without, their fearsome resolve is renowned throughout the galaxy, and their golden armour is the last thing that a would-be assassin or saboteur will ever see. Alongside the Null-maidens of the Sisters of Silence, who are anathema to psykers and sorcerers alike, there is no threat to the Golden Throne that they alone cannot vanquish... until now.

Just what does it take to be a stratonaut, soaring to higher and higher altitudes of Earth's atmosphere? Brave men and women have reached extreme heights in balloons, aircraft and rocket ships over the past two centuries, from the first untethered balloon flight to the first flights in the newly defined stratosphere, through to the present flights that continue to set new records. This book defines the altitudes related to the stratosphere, how it changes with latitude and the effects on ascending aviators. Also described is how over time technology enabled aircraft and balloons to achieve higher altitudes. The book shows the clear influence of the military on designs that initially focused on speed and maneuverability, but only later on reaching new altitudes. The early flights into the troposphere and eventually the mid to upper reaches of the stratosphere are chronicled, with great emphasis on flight operations. This includes decompression, bailouts, inertia coupling, ejections, catastrophic disintegration, crashes and deaths. Although the book highlights major altitude attempts and records, it also focuses on the life-threatening problems confronting the would-be stratonaut and the causes of many of their deaths. In doing so, it tries to define just what it takes to be a stratonaut.

Across the Sabbath Worlds, a bitter conflict is fought, a conflict that can only end in victory or annihilation. This anthology opens the gateway to the Sabbath Worlds like never before.

The third book in Gav Thorpe's Eldar series. The third of the Eldar Path series, which shows Aradryan as he lives as a Ranger. Alaitoc is attacked by the Sons of Orar Space Marines and he must do what he can to help save the craftworld.

The vicious Night Lords Legion attempt to destroy any hope for the future of humanity. With the noble Emperor Sanguinius ruling from Macragge, Imperium Secundus stands as a lone beacon of hope even as the Warmaster's forces continue to ravage the rest of the galaxy. Roboute Guilliman, still Master of Ultramar, has convinced his brother that Terra has fallen and that the mysterious Mount Pharos on Sotha now holds the key to mankind's future. But the Night Lords, those cruel and pitiless sons of Konrad Curze, have been watching from the shadows, and make ready to launch their long-planned attack on the Pharos itself...

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.

This book is a collection of papers presented at the "Archimedes in the 21st Century" world conference, held at the Courant Institute of Mathematical Sciences in 2013. This conference focused on the enduring and continuing influence of Archimedes in our modern world, celebrating his centuries of influence on mathematics, science, and engineering. Archimedes planted the seeds for a myriad of seminal ideas that would grow over the ages. Each chapter surveys the growth of one or more of these seeds, and the fruit that they continue to bear to this day. The conference speakers contributing to this book are actively involved in STEM fields whose origins trace back to Archimedes, many of whom have conducted and published research that extends Archimedes' work into the 21st century. The speakers are not historians, so while historical context is provided, this book is uniquely focused on the works themselves as opposed to their history. The breadth and depth of Archimedes' influence will inspire, delight, and even surprise readers from a variety of fields and interests including historians, mathematicians, scientists, and engineers. Only a modest background in math is required to read this book, making it accessible to curious readers of all ages.

Publisher Description

A trio of editors [Professors from Austria, Germany and Israel] present Life on Earth and other Planetary Bodies. The contributors are from twenty various countries and present their research on life here as well as the possibility for extraterrestrial life. This volume covers concepts such as life's origin, hypothesis of Panspermia and of life possibility in the Cosmos. The topic of extraterrestrial life is currently 'hot' and the object of several congresses and conferences. While the diversity of "normal" biota is well known, life on the edge of the extremophiles is more limited and less distributed. Other subjects discussed are Astrobiology with the frozen worlds of Mars, Europa and Titan where extant or extinct microbial life may exist in subsurface oceans; conditions on icy Mars with its saline, alkaline, and liquid water which has been recently discovered; chances of habitable Earth-like [or the terrestrial analogues] exoplanets; and SETI's search for extraterrestrial Intelligence.

The second title in the Realmgate Wars series follows a heroic quest for the God-King's mystical warhammer: Ghal Maraz. Plague and devastation ravage the Mortal Realms, but there is hope yet, for Sigmar's Stormcast Eternals are paragons of justice and retribution. In Ghyran and the lands of Rotwater Blight, Lord-Castellant Grymn fights to find the Hidden Vale of Alarielle, the Radiant Queen and ruler of the sylvaneth. Returning to the Hanging Valleys of Anvrok, Thostos Bladestorm is much changed, but he also carries a weighty truth... He has found Ghal Maraz, the great hammer of Sigmar itself. Reunited with Vandus Hammerhand, these two heroes and their warriors must conquer the Eldritch Fortress of Tzeentch if they are to retrieve this mighty artefact.

Molecular spectroscopy has achieved rapid and significant progress in recent years, the low temperature techniques in particular having proved very useful for the study of reactive species, phase transitions, molecular clusters and crystals, superconductors and semiconductors, biochemical systems, astrophysical problems, etc. The widening range of applications has been accompanied by significant improvements in experimental methods, and low temperature molecular spectroscopy has been revealed as the best technique, in many cases, to establish the connection between experiment and theoretical calculations. This, in turn, has led to a rapidly increasing ability to predict molecular spectroscopic properties. The combination of an advanced tutorial standpoint with an emphasis on recent advances and new perspectives in both experimental and theoretical molecular spectroscopy contained in this book offers the reader insight into a wide range of techniques, particular emphasis being given to supersonic jet and matrix isolation techniques, spectroscopy in cryogenic solutions (including liquid noble gases), and in both crystalline and amorphous states. Suitable quantum chemical methods are also considered, as are empirically based force field methods for calculating spectra of large molecular systems. The wide range of topics covered includes: molecular dynamics and reactivity, time-resolved and high-resolution spectroscopy, conformational analysis, hydrogen bonding and solvent effects, structure and dynamics of weakly bound complexes, transition metal and organic photochemistry, spectroscopy of excited states, ab initio prediction of molecular spectra, and biochemical and astrophysical applications.

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.

Science fiction-roman.

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