

Chaos Daemons Codex 6th Edition

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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.

Two aspirants are recruited into the Grey Knights, and must hone their psychic talents if they are to join the hallowed and mysterious ranks of the Space Marine daemon hunters. The Grey Knights are all that stands between mankind and the ravages of Chaos. Since their secretive beginnings during the Horus Heresy, these legendary Space Marine daemon hunters have journeyed into the dark realms of the warp – and beyond – in pursuit of their supernatural enemies. Through an intensive regime of psychic training, new recruits are brought to the clandestine fortress of Titan to join the hallowed and vaunted ranks of the 666th Chapter. More than ever, these legendary battle-brothers must be vigilant and ever ready to defend the Imperium for the forces of Chaos are never truly defeated, and Armageddon beckons!

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Chaos Daemons A Legion of Nightmares Unbound Warhammer 40,000

This in-depth guide to the four Chaos Powers - Khorne, Slaanesh, Nurgle and Tzeentch - allows players to experience the full horror of the Dark Gods. Packed full of information for players and games masters, this tome includes mutation tables, Chaos creatures, maps, artwork, and a whole lot more.

A supplement to the Warhammer 40,000 game. Describes in detail the Imperial guard army, its background and its heroes. Includes an army list, background, a hobby section and special characters.

Four tales of different Space Marine Chapters battling the forces of Chaos across the galaxy. From small scale clashes to total war, all are drawn into the machinations of Kairos Fateweaver. But how does it all link together? The Space Marines stand against the darkness, and yet on countless battlefields they play unwitting roles in the schemes of Fateweaver. From the doomed world of Ilissus, through the embattled corridors of the Endeavour of Will, to the borders of the Eye of Terror itself – friend and foe alike follow the great plan that he set in motion many thousands of years ago. But not even the Architect of Fate himself can foresee the destiny that lies in wait for him...

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

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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. Commander Farsight is back! The second book in the Farsight Series sees the hero of the T'au face the forces of Chaos for the first time. High Commander Farsight, fresh from his victory against the Imperium over the Damocles Gulf, looks to his borders and finds his old enemies – the savage and warlike orks – assailing his worlds and threatening to ravage the heart of the T'au Empire. Farsight's obsessive crusade will see him locked in an escalating conflict with the greenskins, and he will stop at nothing until their infestation is purged. In the background, foul forces are at work, however – forces that will do whatever they can to see the military genius of Farsight fall on the daemon-haunted world of Arthas Moloch. Can Farsight stand in the face of new truths, and will the T'au Empire stand with him?

No-holds-barred tank warfare set amid the pitiless battlefields of the Warhammer 40,000 galaxy. Arriving in the Geratomro warzone, Honoured Lieutenant Bannick and the crew of the Banekblade Cortein's Honour are assigned as close support to a company of Shadowword Titan hunters and find themselves thrust into a deadly battle for the fate of three star systems. New and deadly allies throw into doubt all that Bannick has been told of the Imperium, threatening not only his life, but also his soul...

On the daemon world of Torvendis, deep in the heart of the warp storm known as the

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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 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? The Tome of Blood, a supplement for Black Crusade, is the second of four books delving into the darkest secrets of the Ruinous Powers. It is devoted to Khorne, the Lord of Skulls, perhaps mightiest of the Chaos Gods, and his powerful minions who carry his blood-drenched banner across the worlds of the Screaming Vortex. Within its pages, Heretics gain terrible new armaments and weapons to wage war, new devices to carry their wrath across the battlefield, and

more to aid them in their struggles against the hated Imperium!

When retired engineer Magnus Ironblood is tempted into one more campaign, he finds himself working alongside some unlikely allies. Sent as part of an Imperial force to bring to heel the secessionist forces of Countess von Kleister, this ragtag army finds themselves outgunned.

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.

The noble Castellan Crowe of the Grey Knights Chapter must wield the cursed Blade of Antwyr, an indestructable weapon imbued with evil daemonic power. Castellan Crowe, Brotherhood Champion of the Purifier order of the Grey Knights, bears a heavy burden – to be the warden of the dread Blade of Antwyr. Its malevolent voice is forever in his head, trying to crack his resolve, urging him to unleash a power he must never use. The toll is terrible – how long before the incorruptible Crowe is at last defeated? Under the command of Castellan Gavallan, Crowe and his brother Purifiers bring purging flame to a daemonic incursion that threatens to consume the world of Sandava I. However, what awaits them there is more insidious and more powerful than they imagine, and they must reckon too with the machinations of the Blade, as it seeks to destroy its guardian and drown the galaxy in blood.

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

