

Space Marine Dark Angels Codex Wordpress | 8e573e2f7634f8a1303e94007008e930

The Greater GoodLords of CalibanInsignium AstartesDark Hunters: Umbra SumusAngels of CalibanRavenwingCodex ArmageddonMechanicumFlesh TearersEye of EzekielSpace Wolf: The Second OmnibusCodex Chaos Space MarinesThe Purging of KadillusCodex Imperial GuardFiredrakeChampions of FenrisXenosDark ImperiumGloomspiteThe UnforgivenShattered LegionsCodex Space MarinesWar of SecretsAngels of DarknessAvenging SonPrimogenitorSons of FenrisFallen AngelsGloomspite GitzMaster of SanctityCodex Dark AngelsCastle of BloodDark AngelsOnly in DeathSpear of the EmperorThe Armour of ContemptBlood Angels: The Second OmnibusPandoraxDescent of AngelsThe Devastation of Baal

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?

A Horror short story set in the Warhammer Age of Sigmar Universe. Guests are arriving at the ancient castle of Mhurghast, summoned by the reclusive Count von Koeterberg. They expect a grand feast, and something more The ambitious Baron expects to inherit the Count's wealth; the wife of a broken swordsmith hopes to revisit happier times; the fallen priest prays for a chance of recovering his faith. Seven families, each with their own dark secrets. Each with their own hidden agenda. Each marked for revenge. Doomed to discover the depths of horror and despair, it is not a night of revelry that awaits them, but a night of unprecedented terror. Son will turn against father and daughter against mother, as daemonic evil descends upon Mhurghast.

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.

The Salamanders attempt a daring rescue mission deep in Dark Eldar territory in order to reveal more secrets held within the Tome of Fire. When Chaplain Elysium of the Salamanders is taken captive by Dark Eldar, he faces a fight for survival at the hands of these cruel aliens. The Firedrakes of 1st Company attempt a daring rescue mission, but much more is at stake than the Chaplain's life. He holds the key to secrets buried beneath Mount Deathfire, secrets that could reveal the damnation or salvation of their home world.

The third Gaunts Ghosts story reaches its searing conclusion. As the crusade to liberate the Sabbat Worlds continues, Colonel-Commissar Gaunt leads the Tanith First-and-Only into an unforgiving new war zone, where Gaunt and his regiment must face the terror of the present alongside the ghosts of their past.

Haunted by his long and perilous mission behind enemy lines on Gereon, Commissar Ibram Gaunt reluctantly returns to the Chaos-held planet as part of the Imperial crusade to help liberate the world, only find himself and his team in opposition to the brutal tactics of their commanders. Reprint.

The Inquisition moves amongst mankind like an avenging shadow, striking down the enemies of humanity with uncompromising ruthlessness. When he finally corners an old foe, Inquisitor Gregor Eisenhorn is drawn into a sinister conspiracy. As events unfold and he gathers allies - and enemies - Eisenhorn faces a vast interstellar cabal and the dark power of demons, all racing to recover an arcane text of abominable power: an ancient tome known as the Necroteuch.

A classic Warhammer 40,000 villain attacks! Fabius Bile plots to bring the Blood Angels low using their most precious artefact - the blood of the primarch Sanguinius himself. The Blood Angels stand apart from the other Chapters of the Adeptus Astartes, descending from the skies on wings of flame. While they are renowned for their ten-thousand-year history of glorious battle and honourable deeds, these secretive Space Marines seek to hide the dark flaws at the core of their being - the Red Thirst and the Black Rage - from the rest of the Imperium. Do they fight any longer for the protection of mankind, or merely for their own salvation?

The gripping conclusion to the Legacy of Caliban series The Legacy of Caliban echoes down through the ages, and the secretive mission of the Dark Angels continues: to atone for the sins of their forefathers and capture all of the renegades and heretics known as the Fallen. With the most famous of these Fallen Dark Angels - the elusive Cypher - now firmly in their grasp after his unexpected surrender, the Dark Angels are given fresh hope that they can redeem themselves in the eyes of the Emperor. But what game is Cypher playing? What plans does he have? And can the Dark Angels ever really atone, or will they always remain the Unforgiven?

Science fiction-roman.

Formed in the aftermath of the Horus Heresy, the Flesh Tearers, veterans of the Blood Angels Legion now cast adrift, gather behind their leader, Chapter

Master Amit, and set out to forge their own destiny. None of the scions of Sanguinius are as bloody or wrathful as the Flesh Tearers. The fury of this Chapter, scorned by the Blood Angels and many of their successors, is legendary. Within them, the Black Rage is made manifest, a curse on the Imperium and its enemies. In the uncertain years following the end of the Great Heresy, it fell to Amit to lead this benighted Chapter. Upon his shoulders lay a heavy burden, for to prevent their own self-annihilation, the Flesh Tearers must not only fight their many foes but their very nature itself.

Exiled into the depths of the Eye of Terror, former Emperor's Children Apothecary Fabius Bile is drawn back to the Imperium in search of a secret that could be the key to saving his misbegotten life. He is known by many names - Clonelord, Manflayer, Primogenitor. He is the epitome of deceit and perversion, and feared by man and monster alike. Once the Chief Apothecary of the Emperor's Children, the madman known as Fabius Bile possesses a knowledge of genetic manipulation second to none. Now a renegade among renegades, he is loathed by those he once called brother, and even the most degraded of Chaos Space Marines fear his name. Exiled for his dark experiments, Bile has retreated deep into the Eye of Terror, leaving a trail of twisted abominations in his wake. But when a former student brings word of the ultimate prize for the taking, Bile is unable to resist being drawn once more into the cauldron of war. For in seizing this prize, Fabius Bile might yet discover the one secret he has been unable to unlock the secret which will prevent his inevitable doom.

A twisted and disturbing tale of the grots of the Mortal Realms. Strap in - this is going to be a wild ride! In the dark corners of the Mortal Realms, the mysterious Gloomspite Gitz go to war, following the trail of their abominable deity. Nowhere is beyond the sight of the Bad Moon, not even those places under Sigmar's protection, like the city of Draconium, sweltering beneath the scalding rain of Aqshy. In this boiling pot of tension, the regent prays to Sigmar for guidance while Captain Helena Morthan puts out fires: blades drawn in the streets, heretical doomsayers preaching the end of days, and insects eating watchmen alive. When the grieving warrior Hendrick and his warband arrive at the gates with a prophetic warning, Captain Morthan sees a way to save her people. But with Skragrott the Loonking plotting underneath Draconium, and the Bad Moon looming in the sky above, will there be a city left to save?

The Dark Angels Legion go to war, but their primarch's brutal actions threaten to tear apart the fragile alliance of Imperium Secundus. With the Dark Angels spread across a hundred systems, primarch Lion El-Jonson stands as Lord Protector of Ultramar - though his true motives are known to few indeed, and old rivalries on his home world threaten to tear the Dark Angels Legion in half. But when word comes of the Night Lords' attack on Sotha, the Lion's brutal actions bring Imperium Secundus once again to the brink of civil war. Not even the most fearsome warriors of the Dreadwing, nor any arcane secret of the Order, can guarantee victory if he sets himself against his loyal brothers.

Ninth novel in the popular Commissar Cain series. When the world of Quadravidia comes under attack by the insidious tau, only one man can defeat the aliens and save the planet in the Emperor's name: the legendary Hero of the Imperium, Commissar Ciaphas Cain. When the aliens call for a ceasefire, Cain expects the worst, and his fears are answered in the form of the dread menace of the tyranids. As a hive fleet approaches Quadravidia, Cain must try to forge an alliance between the Imperium and the tau - but can he truly trust the inscrutable xenos?

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?

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?

When Dark Angels Chaplain Boreas captures and interrogates one of the Fallen, the past collides with the future with tragic consequences. The Dark Angels Space Marines are amongst the most devout of the God-Emperor's servants. Their loyalty is seemingly beyond question and their faith almost fanatical. Yet the Chapter harbours a dark and horrific secret that stretches back over ten thousand years to the time of the Horus Heresy. When Dark Angels Chaplain Boreas captures and interrogates one of the Fallen, the past collides with the future with tragic consequences.

More secrets of the Dark Angels are revealed as the Legacy of Caliban trilogy continues. The Legacy of Caliban echoes down through the ages, and the secretive mission of the Dark Angels Space Marines continues. Interrogator-Chaplain Asmodai sees treachery and deceit everywhere he turns – while this serves him well in his hunt for the Fallen, it also strains the Chapter's relations with their Imperial allies. With their true quarry now seemingly within their grasp, Brothers Annael and Telemenus find themselves at the forefront of a new operation that could shake the Imperium itself to its very core.

This omnibus contains the next three books in the Space Wolf series by William King and Lee Lighner. The books included are Wolfguard, Sons of Fenris and Wolf's Honour as well as a short story The Space Wolf Omnibus combines superb science-fiction drama with military battles on an epic scale, featuring the legendary hero Ragnar Blackmane.

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.

Ezekiel, Grand Master of the Librarians, must lead the Dark Angels to victory against a massive ork army. In the grim future of the 41st millennium, the Imperium is beset by alien races that wish nothing more than to defeat, enslave or devour humankind. Most numerous among these foes are the orks, inhuman brutes that cannot be underestimated. When the Adeptus Mechanicus invokes an ancient pact with the Dark Angels, Ezekiel, Grand Master of the Librarians, must lead the 5th Company to liberate the planet of Honoria from a vast ork army. Even reinforced by the regiments of the Astra Militarum, the Dark Angels face a tremendous challenge, and the Adeptus Mechanicus appear to have their own reasons for becoming involved in this conflict

Upon steeds of adamantium and steel, the Ravenwing of the Dark Angels bring death to the foes of the Imperium in the first book in a new trilogy from acclaimed author Gav Thorpe. The Ravenwing stand apart from the rest of the Dark Angels Chapter – these dynamic Space Marines take to the battlefield upon steeds of adamantium and steel, and swoop from the skies in lightning-fast speeders to bring death to the foes of the Imperium. Led by the heroic Master Sammael, they prosecute war where their battle-brothers cannot, and are ever at the forefront of the Dark Angels’ campaigns.

Book nine in the New York Times bestselling series This is a reissue of 9781849708173 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.

This incredibly detailed and full color sourcebook from the world of Warhammer 40,000, is the most comprehensive account to date of the colors and insignia of the Codex chapters of Space Marines. This includes unit markings, chapter organization, vehicle markings and special troop types. Taking the Ultramarines chapter as its prime example, Insignium Astartes closely examines the elite super-warriors known as Space Marines and explains the significance, history and complexities of their incredible heraldic costumes - making this book a must for anyone with an interest in humanity's greatest champions

An action-packed adventure featuring Space Marines The Space Marines of the Dark Hunters, descendants of the White Scars and their savage primarch Jaghatai Khan, are called to battle on the world of Ras Hanem, a world they thought long since liberated from the grip of heresy and returned to Imperial rule. Many years ago, the Dark Hunters defeated the traitor warband known as the Punishers on that world, in a conflict that left deep wounds in the Chapter. But now the Punishers have returned, seeking vengeance upon their would-be destroyers. Captain Jonah Kerne of Mortai Company is sent to annihilate the traitors once for all, but the cost of victory may be too high for him to bear

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.

The Dark Angels fight to free one of their recruiting worlds from the grip of the orks. A classic Warhammer 40,000 story told anew, including the infamous tale of Sergeant Namaan’s final battle. Faced with an ork invasion of Piscina IV, the 3rd Company of the Dark Angels believes the threat to be minimal. As

enemy numbers continue to increase, their commander, Captain Belial, insists that his Company are strong enough to resist. But Scout-Sergeant Naaman knows just how dangerous this foe can be, and when a renewed greenskin offensive takes the Dark Angels by surprise, the orks swarm towards Kadillus Harbour. Little do the Dark Angels know of the technological power available to the xenos, and the true scale of the threat they face. Belial, Naaman and their fellow Astartes fight a desperate siege at Kadillus, knowing that they must hold out until Imperial reinforcements arrive or the planet will be lost.

Book eleven in the New York Times bestselling series With news of Horus's treachery spreading across the galaxy, the Great Crusade grinds to a halt as the primarchs and their Legions decide where their loyalty lies – with the Emperor, or with the rebel Warmaster. The Dark Angels, too, face a time of testing, both among the stars and on their home world Caliban. Luther, once Lion El-Jonson's trusted second-in-command, now languishes as an exile in all but name while his master struggles to thwart the traitors' advance upon the forge world Diamat. But an ancient evil gathers its strength beneath the surface of Caliban, and the First Legion will soon be thrust into a deadly conflict where all that they know will be cast into doubt.

Book six in the New York Times bestselling series The planet of Caliban exists much as it has for thousands of years – the knightly orders protect the common people, fighting back the beasts that lurk in the depths of the seemingly endless forests. Young Zahariel and Nemiellaspire to join the greatest of the orders, led by the example of mighty Lion El-Jonson and his vision of a peaceful and unified world. But the coming of the Imperium brings new concerns and a new destiny for the Lion as part of the Great Crusade, and the sons of Caliban must decide if they will follow him to glory among the stars.

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.

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