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# Planetside 2

## Imperium Pack

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Nemesis  
Shattered Legions  
The Emperor's Finest  
TRAVELLER RPG  
Vulkan Lives  
Fire Caste  
Empires of Eve  
The Warmaster  
Sabbat Worlds  
Straken  
The Imperial Infantryman's Handbook  
Salvation's Reach  
Watchers of the Throne: The Regent's Shadow  
His Last Command  
Pandorax  
Death World  
Last Chancers: Armageddon Saint  
Deus Encarmine  
Fire Warrior  
Warrior Brood  
Battlefleet Koronus  
Traitor General  
Space Wolf  
Battle of the Fang  
Caves of Ice  
Mirror Dance  
Lure of the Expanse

Honor Among Thieves  
Bloodquest  
Rogue Trader: The Soul Reaver  
The Last Ditch  
Sons of Fenris  
Fifteen Hours  
Anarch  
Blades of Damocles  
Wolf's Honour  
Dead Men Walking  
Dark Hunters: Umbra Sumus  
I Am Slaughter  
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## **YOUNG JAIDEN**

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### **Nemesis**

Games  
Workshop(uk)  
After a 16  
year absence  
the Last  
Chancers are  
back!  
Lieutenant  
Kage of the  
13th Penal  
Legion is  
dead, his

charred  
remains lost  
to the depths  
of a fiery  
chasm. But as  
his battalion -  
the Last  
Chancers -  
mourns, a new  
hero rises  
from the  
ashes. The  
Burned Man.  
Kage's  
miraculous  
survival  
attracts a cult  
of desperate

followers, who  
believe him  
sent to the  
ork-infested  
world of  
Armageddon  
by the God-  
Emperor  
Himself.  
However, the  
rampaging  
greenskins are  
not the only  
threat to his  
new life. The  
ruthless  
Colonel  
Schaeffer, his

former commander, has seen through his ploy and will stop at nothing to bring his errant charge to justice... Yet unbeknownst to both men, darker powers yearn to see Armageddon bathed and bound in blood. Kage and Schaeffer must put the ghosts of their past aside and unite, or see the Emperor's Light forevermore extinguished upon this tortured world. *Shattered*

*Legions* Games Workshop 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. The Emperor's Finest Baen Books  
 Whilst taking the fight to the Chaos Marines of the Word Bearers Chapter, one of the Blood Angels starts to resemble their leader - Sanguinius. TRAVELLER RPG Games Workshop  
 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.

*Vulkan Lives*  
Games  
Workshop  
First Black  
Library novel  
starring the mysterious alien race the tau In the jungles of the Dolorosa Coil, a coalition of alien tau and human deserters have waged war upon the Imperium for

countless years. Fresh Imperial Guard forces from the Arkhan Confederates are sent in to break the stalemate and annihilate the xenos. But greater forces are at work, and the Confederates soon find themselves broken and scattered. As they fight a desperate guerrilla war, their only hope may lie in the hands of a disgraced commissar, hell-bent on revenge.  
*Fire Caste*  
Games

Workshop  
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.  
*Empires of Eve*  
Games  
Workshop  
Fantasy-roman.  
*The Warmaster*  
Games  
Workshop  
Still attached to the Valhallans, Commissar

<p>Ciaphas Cain fights orcs and necrons on the ice world of Frigidia. <i>Sabbat Worlds</i> Games Workshop(uk) "Driven almost to the brink of self-destruction at Istvan 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</p>	<p>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, John French and many more. Also, in the novella <i>The Seventh Serpent</i>, Graham McNeill revisits the ragtag crew of the starship <i>Sisyphus</i> as</p>	<p>they are drawn into a war of subterfuge against the Alpha Legion,"--Page [4] of cover. <i>Straken</i> Games Workshop(uk) 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</p>
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from the grip of heresy and returned to Imperial rule. Many years ago, he 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... The Imperial Infantryman's Handbook Games Workshop Book thirteen in the New York Times bestselling series After the horrors of Istvaan V, Horus declares outright war against the Imperium. In the shadows of the Emperor's Palace, powerful figures convene. Their plan is to send a team of assassins to

execute the arch-traitor Horus and end the war for the galaxy of mankind before it's even begun. But what they cannot know is that Horus and his dark allies have already embarked on an equally sinister plan of their own. *Salvation's Reach* Games Workshop The ultimate introduction to life as an Imperial Guardsman! Welcome to the Astra Militarum, Guardsman! You don't know it yet,

but this book is your new best friend. In its pages, you'll find everything you need to know in order to defeat mankind's enemies and prove yourself worthy of being a trooper in the Imperial Guard. It'll teach you how to march, how to shoot, how to maintain your weapons (and how to request replacements if you misplace yours), and much more. Learn the prayers and benedictions

that will protect you from your foes, and how to best kill each of the Imperium's enemies with minimum effort. It's the essential guide for every Guardsman.

CONTENTS

Imperial Munitorum Manual

Imperial Infantryman's Uplifting Primer

The Benedictions of the Emperor

*Watchers of the Throne:*

*The Regent's Shadow*

Games Workshop

In the wake of

the Dropsite Massacre at Isstvan V, the survivors of the Salamanders Legion searched long and hard for their fallen primarch, but to no avail. Little did they know that while Vulkan might have wished himself dead, he lives still. As the war continues without him, all eyes turn to Ultramar and Guilliman's new empire there, and Vulkan's sons are drawn into an insidious plot to end the



Heresy by the most underhand means imaginable. His Last Command Games Workshop After the Reclaimator Space Marines suffer terrible losses, Ciaphas Cain and Jurgen must fight their way through stowaway orks and other enemies in order to escape the drifting hulk of a crippled spaceship. Pandorax Fantasy Flight Games Powerful ships duel in the

darkness of space. *Death World* Games Workshop A Star Wars debut in which Han Solo and his new friends embark on a daring rescue mission just after the destruction of the first Death Star. **Last Chancers: Armageddon Saint** Games Workshop The exciting follow-up to Brothers in Arms. Miles Vorkosigan is in trouble. His brother, a cloned stranger formed from

tissue stolen from Miles when he was a child, wants to murder and replace him. Unfortunately, Mark has learned that without Miles, he is . . . nothing. Deus Encarmine Games Workshop As the greatest Ork Waaagh! ever seen threatens to engulf the galaxy, the Imperial Fists make their last stand It is the thirty-second millennium and the Imperium is at peace. The

Traitor  
Legions of  
Chaos are but  
a distant  
memory and  
the many  
alien races  
that have long  
plagued  
mankind are  
held in check  
by the Space  
Marines. When  
a mission to  
exterminate  
one such  
xenos breed  
on the world  
of  
Ardamantua  
draws in more  
of their forces,  
the Imperial  
Fists abandon  
the walls of  
Terra for the  
first time in  
more than a  
thousand  
years. And

when another,  
greater, foe  
strikes, even  
the heroic  
sons of Rogal  
Dorn may be  
powerless  
against it. The  
Beast Arises...  
and it is  
mighty.  
Fire Warrior  
Games  
Workshop  
When the  
necrons rise, a  
mining planet  
descends into  
a cauldron of  
war and the  
remorseless  
foes decimate  
the human  
defenders.  
Salvation  
comes in an  
unlikely form –  
the Death  
Korps of Kreig,  
a force as  
unfeeling as

the Necrons  
themselves.  
When the two  
powers go to  
war,  
casualties are  
high and the  
magnitude of  
the  
destruction is  
unimaginable.  
**Warrior**  
**Brood** Games  
Workshop  
YOU JUDGE  
YOURSELVES  
AGAINST THE  
PITIFUL  
ADVERSARIES  
YOU'VE  
ENCOUNTERE  
D SO FAR: THE  
ROMULANS,  
THE  
KLINGONS...  
THEY'RE  
NOTHING  
COMPARED TO  
WHAT'S  
WAITING.

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