

## ***Invasion Swarms Tyranids Painting Guide Enhanced Edition Games Workshop***

A new anthology of short stories delving into the secret history of the Horus Heresy. After the betrayal at Isstvan, Horus begins his campaign against the Emperor, a galaxy-wide war that can lead only to Terra. But the road to the final confrontation between father and son is a long one - seven years filled with secrecy and silence, plans and foundations being formed across distant stars. An unknown history is about to be unveiled as light is shed on the darkest years of the Horus Heresy, and revelations will surface that will shake the Imperium to its very foundation...

Invasion Swarms Scythes of the Emperor Games Workshop

Emissaries of the God-King Sigmar are sent to the Realm of Death to seek the allegiance of the Great Necromancer Nagash. Long ago, Sigmar numbered Nagash among his allies, but the Master of Death betrayed the God-King, causing the great pantheon of gods to crumble as the Age of Chaos began. Now, Sigmar seeks to reform his ancient allegiances - Tarsus Bull-Heart, Lord-Celestant of the Hallowed Knights, has been sent to the Vales of Sorrows with his Warrior Chamber to treat with the Great Necromancer. The Stormcast Eternals soon discover that Shyish is an unforgiving realm, and they are forced to accept aid from a vampire of dubious provenance, one whose name resonates throughout history: Manfred von Carstein. Tarsus and his Lord-Relictor Ramus both fear that there is more to their new guide than meets the eye, for it is well known that the dead cannot be trusted...

7th Edition, 8th printing of the original 1941 publication, many added color plates and addenda by Evelyn Payne Hatcher, the artist/author's daughter. A must for art collectors, artists, teachers and art dealers.

First and Only

Warhammer Armies Painting Guide

Pharos

Ahriman: Sorcerer

Fire Caste

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?

Fremstilling af modeller til fantasirollespil.

Book twelve in the New York Times bestselling series The Great Crusade is at its height, and the Thousand Sons are its most dedicated warriors. Though utterly loyal, the Legion of Magnus the Red is viewed with suspicion for its arcane methods. Feared by the Imperium he has sworn to serve, Magnus is called to the planet of Nikaea to answer charges of sorcery. When the ill-fated primarch foresees the treachery of Warmaster Horus and warns the Emperor with forbidden powers, the Master of Mankind dispatches Leman Russ, Primarch of the Space Wolves, to attack Prospero. But Magnus has seen far more than the betrayal of Horus and his revelations will seal the fate of his Legion forever.

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?

Cain's Last Stand

Flesh Tearers

The First Day on the Eastern Front

The Infinite and The Divine

The Last Ditch

*Omnibus edition of all three novels in the Forges of Mars trilogy - Priests of Mars, Lords of Mars and Gods of Mars - as well as an additional short story. The Martian Mechancius's thirst for knowledge is insatiable, and when Archmagos Lexell Kotov learns of an ancient expedition that went in search of the very source of life in the universe itself, he immediately assembles a powerful Explorator fleet to follow in its footsteps. Not only does Kotov have the powerful engines and warriors of the Adeptus Mechanicus to call upon, even the troops of the Imperial Guard and the vaunted Space Marines join his crusade. The way, however, is treacherous and fraught with perils both within and without the fleet. There are marvels and wonders at the edge of known space, discoveries beyond price, but there are those who believe the secrets of the universe should stay hidden and beings there who pose a danger not only to the fleet but to the Imperium itself.*

*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... Fast-paced, hard-hitting military fiction featuring the Baneblade battle tank Mars Triumphant. By the blessing of the Omnissiah was the Mars Triumphant born - from the forges of the Adeptus Mechanicus, the mighty Baneblade super-heavy battle tank comes to bring death and destruction to the foes of the Imperium. During a bitter war against the orks in the Kalidar*

*system, Lieutenant Lo Bannick joins the crew of the venerable tank, and as part of the 7th Paragonian Tank Company he witnesses combat from within one of the Astra Militarum's mightiest war machines. But even as Bannick's own dark past threatens to undo him, the Mars Triumphant may have met its match in the form of a terrifying new foe.*

*The latest Ciaphas Cain novel in softback Imperial commissar Ciaphas Cain returns to Nusquam Fundamentibus to crush the ork attacks which have been plaguing the frozen planet. But when his ship crashes into the wastelands outside the capital it disturbs a far greater enemy, one which has lain dormant under the permafrost since long before the Imperium came to this world, and could now threaten the whole sector. Faced with ongoing greenskin raids and keeping an over-enthusiastic novice commissar under control, Cain must rally his men and confront whatever emerges from beneath the rapidly melting ice...*

*Eye of Terror*

*The Chapter's Due*

*Caiphus Cain*

*Treacheries of the Space Marines*

*In the Grim Darkness of the Far Future There is Only War*

***In the cold darkness of space, the voracious alien tyranids travel from world to world, consuming all in a futile attempt to slake their hunger for bio-matter. Lying directly in their path is the industrial planet Tarsis Ultra, where Captain Uriel Ventris and the Ultramarines of Fourth Company stand shoulder to shoulder with their battle-brothers from the Mortifactors Chapter. As war rages and the situation looks bleak, Uriel must accept the barbaric traditions of his allies and act against the ancient tactics laid down in the holy Codex Astartes if there is to be any chance of destroying the alien menace. Previous Titles: Nightbringer - 9781849708609 Dark Hunters: Umbra Sumus - 9781849708449***

***The Chaos Space Marines of the Iron Warriors Legion have long been renowned as the masters of siege warfare, able to inflict devastating firepower and unimaginable cruelty upon their foes. On the world of Castellax, twisted Warsmith Andraaz builds his own empire even as a system-crushing ork Waaagh! approaches The Chaos Space Marines of the Iron Warriors Legion have long been renowned as the masters of siege warfare, able to inflict devastating firepower and unimaginable cruelty upon their foes. On the world of Castellax, twisted Warsmith Andraaz builds his own empire even as a system-crushing ork Waaagh! approaches, and drives his own slaves ever harder to meet their production quotas and supply materiel for the Legion's many warbands. Their walls are strong and their weapons ready, but how long can the planet hold out against the deadly greenskin invasion when whisperings of rebellion begin to pass between the Iron Warriors' downtrodden vassals?***

***Book two in the Ahriman series Ahriman, greatest sorcerer of the Thousand Sons and architect of the Rubric that laid his Legion low,***

***continues to walk the path towards salvation, or damnation. Searching for a cure for his Legion, he is forced to consider - was the great ritual somehow flawed from the very beginning? The answer may lie within the mysterious artefact known as the Athenaeum of Kallimakus, a grimoire of forgotten lore which is reputed to contain the exact words of the lost Book of Magnus... or, perhaps, even a transcription of the primarch's deepest and most secret thoughts.***

***A short story collection about Chaos Space Marines Even among the superhuman warriors of the Adeptus Astartes, there are those who turn their backs on their brothers. An all-new collection of short stories from the 41st Millennium.***

***Core Rulebook***

***Scythes of the Emperor***

***The Flight of the Eisenstein***

***Mortarch of Night***

The Men Who Would Be Kings is a set of rules designed for fighting historical or Hollywood colonial battles in the mid to late 19th Century, from the Indian Mutiny to the Boxer Rebellion. Large scale colonial clashes tended to be one-sided affairs but there are countless reports of brief, frantic skirmishes in every colonial war, where either side could be victorious, and these are the battles that The Men Who Would Be Kings seeks to recreate. Although focusing on the British colonial wars against the Zulus, Maoris and others, these rules will also permit players to explore the empires of France, Germany, and other nations, as well as allowing for battles between rival native factions. Gameplay is very simple, and is driven by the quality of the officers leading your units, in the true spirit of Victorian derring-do and adventure, where larger than life characters such as the (real) Fred Burnaby and the (fictional) Harry Flashman led their troops to glory and medals or a horrible end at the point of a spear tip.

Fantasirollespil.

Sunday, June 22, 1941: three million German soldiers invaded the Soviet Union as part of Hitler's long-planned Operation Barbarossa, which aimed to destroy the Soviet Union, secure its land as lebensraum for the Third Reich, and enslave its Slavic population. From launching points in newly acquired Poland, in three prongs—North, Central, South—German forces stormed western Russia, virtually from the Baltic to the Black Sea. By late fall, the invasion had foundered against Russian weather, terrain, and resistance, and by December, it had failed at the gates of Moscow, but early on, as the Germans sliced through Russian territory and soldiers with impunity, capturing hundreds of thousands, it seemed as though Russia would fall. In the spirit of Martin Middlebrook's classic First Day on the Somme, Craig Luther narrates the events of June 22, 1941, a day when German military might was at its peak and seemed as though it would easily conquer the Soviet Union, a day the common soldiers would remember for its tension and the frogs bellowing in the Polish marshlands. It was a day when the German blitzkrieg decimated Soviet command and control within hours and seemed like nothing was

stop it from taking Moscow. Luther narrates June 22—one of the pivotal days of World War II—from high command down to the tanks and soldiers at the sharp end, covering strategy as well as tactics and the vivid personal stories of the men who crossed the border into the Soviet Union that fateful day, which is the Eastern Front in microcosm, representing the years of industrial-scale warfare that followed and the unremitting hostility of Germans and Soviets.

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-Commissar Ibram Gaunt and his "Ghosts", the brave men of the Tanith First-and-Only. 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-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 and 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.

Priests of Mars

Warhammer 40,000

Hero of the Imperium

The Siege of Castellax

Tyranids

In the last years of the Crusade, Macharius comes to Loki. This heavily industrialised world is the bastion of Lord Solar's arch-nemesis, the traitor Richter. Formerly one of Macharius's trusted advisors, Richter's betrayal is indicative of the low morale and dissent amongst the Imperial forces. Brought to the edge of the known galaxy, thrust into a plague-ridden hell of trench warfare, Macharius faces his sternest test. As the end of the Crusade dawns, this could be the end to the Imperium's war and the final fall of Macharius.

First Founding is the latest supplement for Deathwatch. The First Founding Legions were crafted by the Emperor himself, and they forged the Imperium in bloody combat as they waged the Great Crusade across the galaxy. First Founding details the nine Chapters directly formed from the loyalist Space Marines Legions, and includes new rules from solo modes to new advances specialities. Of these nine Chapters, First Founding features the final four Chapters not discussed in previous Deathwatch rulebooks. This exciting supplement includes the background of the nine Traitor Legions and their fall to the seduction of the Ruinous Powers. Additionally, for the first time in Deathwatch, First Founding provides new rules for Battle-Brothers to have followers.

As the Imperium's war-fleets launch a mission into the heart of Chaos, rogue trader Maynard Rugolo searches for wealth and power on the fringe worlds of the distant realm, until he comes face to face with the devastating powers of Chaos, in a novel based on the Warhammer 40,000 universe. Original.

As the forces of Chaos overwhelm Perlia, can Commissar Cain prove himself to be a real hero of the Imperium one last time?

The Men Who Would Be Kings

Fall of Macharius

First Founding

Colonial Wargaming Rules

### Forges of Mars Omnibus

The latest title in Black Library's premium line. Perturabo – master of siegecraft, and executioner of Olympia. Long has he lived in the shadow of his more favoured primarch brothers, frustrated by the mundane and ignominious duties which regularly fall to his Legion. When Fulgrim offers him the chance to lead an expedition in search of an ancient and destructive xenos weapon, the Iron Warriors and the Emperor's Children unite and venture deep into the heart of the great warp-rift known only as 'the Eye'. Pursued by a ragged band of survivors from Isstvan V and the revenants of a dead eldar world, they must work quickly if they are to unleash the devastating power of the Angel Exterminatus!

Ruling over the alien warriors of the Tau empire are the enigmatic Ethereals. When a powerful Ethereal crashes behind Imperial battle lines, it falls to one young Fire Warrior to sacrifice his life for the greater good. Original.

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.

This book gives a complete introduction to the hobby of wargaming with miniatures, especially suitable for the newcomer but also containing sufficient depth and breadth of information to attract the more experienced gamer. Packed with color photographs, maps and diagrams, the book is a visual treat, but one built on the solid foundations of a highly literate and engaging text that does not dumb down the hobby. Every aspect is explained clearly and in a way that both informs and entertains, with plenty of personality, gentle humor and a lightness of touch. The contents include a brief history of the development of wargaming, choice of periods from ancients to sci-fi, the question of scale (not only of miniatures, but the size of game from the smallest skirmishes to epic battles), terrain, buying and painting miniatures, creating scenarios for wargames, running a campaign, solo wargaming and so on. It also incorporates simple wargaming rules covering all periods of history as well as fantasy and science fiction gaming. These rules will have optional mechanisms allowing them to be used for very small games with just a few figures, or much bigger games with several regiments or brigades on each side.

### Invasion Swarms

#### The Greater Good

#### The Age of Darkness

#### Baneblade

#### Codex Imperial Guard

*A doomed Space Marine Chapter confronts the alien tyrannids in a*

*devastating battle for survival. Following the loss of their home world Sotha to the tyranid Hive Fleet Kraken, the Scythes of the Emperor begin a new kind of war against the alien menace. Facing further humiliation and defeat after regrouping at the Giant's Coffin on Miral Prime, recently appointed Chapter Master Thracian must find a way exploit his warriors' need for vengeance if their Space Marine Chapter is to have any hope of survival... This collection spans the greatest period of upheaval in the Scythes of the Emperor's history, and includes the novel Slaughter at Giant's Coffin along with five additional short stories.*

*An Adeptus Mechanicus Explorator fleet ventures beyond the borders of the Imperium Legend tells of a foolhardy expedition, led by the radical Magos Telok, which ventured out into the unknown space beyond the Halo Worlds in search of the 'Breath of the Gods' - an arcane device with the power to unmake and reshape the very stars themselves. Thousands of years later, the ambitious Lexell Kotov musters his Adeptus Mechanicus Explorator fleet and sets out to follow in mad old Telok's footsteps. With the might of the Imperial Guard and the Space Marines to augment his own forces, he searches for the hidden clues which will lead him to greatest power that the galaxy has ever known. But who knows what ancient perils may yet lie outside the Imperium and the dominion of mankind?*

*Book four in the New York Times bestselling series. This is a reissue of 9781849708128 Having witnessed the events on Istvaan III, Deathguard Captain Garro seizes a ship and heads to Terra to warn the Emperor of Horus' treachery. But the fleeing Eisenstein is damaged by enemy fire, and becomes stranded in the warp. Can Garro and his men survive the depredations of Chaos and get his warning to Terra in time? This is a reissue of 9781849708128.*

*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 Warrior*

*Warriors of Ultramar*

*Shattered Legions*

*Codex*

*Germany Invades the Soviet Union, June 22, 1941*

*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.

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.

Deathwatch is a roleplaying game set in the Warhammer 40,000 universe, where you take on the role of a member of the Adeptus Astartes - the devout, bio-engineered super-soldiers also known as Space Marines. Only the most exceptional candidates from the fighting forces of the Adeptus Astartes are invited to join the Deathwatch, and take on a new oath to safeguard the Imperium from the darkest of threats. United in this newly forged brotherhood, all Deathwatch Marines must learn to put aside their differences and work together to succeed in the most extraordinary operations - whether facing the threat of total annihilation when confronted by implacable alien foes, or fighting against the foul daemon menace that crawls forth hungrily from beyond the Warp. Deathwatch offers a brand-new roleplaying experience by focusing on elite, special-missions style action at the furthest fringes of Imperial space, involving some of the greatest heroes and deadliest opponents the Warhammer 40,000 universe has to offer!

The Warp

Composition of Outdoor Painting

The Wargaming Compendium

Codex Craftworld Eldar

A Thousand Sons