

## **Chaos Daemons Codex 6th Edition**

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### **Tyranids**

#### **Chaos Child**

A background book on the skaven telling their secret history as well as how to spot and destroy them. For roleplayers you can learn how to create your own skaven clan, descriptions of the skaven fom, society and mentality. There is a short skaven adventure at the end

#### **First and Only**

Devastated by the death of his closest friend, renegade Inquisitor Jac Draco renounces his fanatical faith in the God-Emperor and surrenders himself to the dark powers of Chaos in the hope of raising his friend from death. Original. his faith in the God-Emperor wavers, Jaq will find his life hanging in the balance. Original.

#### **Codex Space Marines**

The Dictionary of Deities and Demons in the Bible (DDD) is the single major reference work on the gods, angels, demons, spirits, and semidivine heroes whose names occur in the biblical books. Book jacket.

#### **Chaos Space Marines**

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 Lords of Silence**

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!

## **A Thousand Sons**

Deep in the cells of the Convent Prioris, a woman touched by an inestimable force, sits in darkness. She is Ephrael Stern, Sister of Battle, an elite force vowed to root out heresy and corruption wherever they find it. She was discovered wandering alone on the barren world of Parnis, her unit destroyed, her body torn, her mind riven by madness -- and with a power inside her inextricably linked to the taint of Chaos. This exclusive graphic novel is presented in a sumptuous, oversized, hardcover edition and presents the entire first book of the awesome Daemonifuge re-edited and re-collected with additional, never-before-seen material.

Daemonifuge: The Screaming Cage features stunning black & white CGI artwork, echoed today by titles such as Marvel's War Machine.

## **Chaos Daemons**

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. 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.

## **Fifteen Hours**

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

## **Hordes of Chaos**

## **Warhammer Armies**

### **Codex**

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.

### **Caiphus Cain**

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.

### **Dark Eldar**

## **Dictionary of Deities and Demons in the Bible**

An inexperienced soldier receives his first taste of the horrors of combat against the monstrous orks on the nightmarish, futuristic battlefields of the Warhammer 40,000 world. Original.

### **Codex**

### **Codex Dark Eldar**

### **The Emperor's Gift**

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## **Daemonifuge**

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.

## **Codex Craftworld Eldar**

### **Children of the Horned Rat**

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.

### **Daemon World**

At the very birth of the Imperium of Man, fully half of the Emperor's most trusted Space Marine Legions turned against him in a bitter civil war. Brother fought brother, and Mankind stood upon the very brink of extinction. Ten thousand years after their defeat, those same traitors still launch their black crusades out of the Eye of Terror, intent upon nothing less than the utter destruction of the Imperium and the death of its weakling Emperor. This book provides an army list and sections on background, hobby section and special characters to accompany the game.

### **Architect of Fate**

### **Codex Imperial Guard**

### **Champions of Chaos**

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?

## **Pandorax**

An action-packed omnibus revealing the dark majesty of three infamous Champions of Chaos: Sigvald, Valkia the Bloody and Egrimm van Horstmann. In the cold wastes of the North, the followers of Chaos gather in their thousands, eager to lay waste to the soft lands of the south. These bloodthirsty, undisciplined warriors can only be controlled by the fiercest of leaders - champions who have risen through the ranks by dint of their infamous deeds to become the favoured of the Dark Gods. This omnibus collects together the stories of three such mighty leaders - Prince Sigvald the Magnificent, the Gorequeen of Khorne Valkia the Bloody, and the rogue wizard Egrimm van Horstmann. And be warned: though the journey to greatness is long and hard, the battle to maintain such a position of power amid the servants of Chaos is never-ending. This omnibus contains the novels Valkia the Bloody by Sarah Cawkwell, Sigvald by Darius Hinks and Van Horstmann by Ben Counter, along with additional bonus short stories.

## **Mechanicum**

### **Plague Garden**

The Stormcast Eternals of the Hallowed Knights must brave Nurgles's Realm of Decay if they are to find their lost leader, Lord-Castellant Lorrus Grymn. As the war for the Realm of Life continues, Lord-Castellant Lorrus Grymn leads the battered remnants of the Steel Souls warrior chamber against the sargasso-citadels of the Verdant Bay. The Hallowed Knights claim victory, but at a terrible cost - Grymn is lost to the Realm of Chaos. Now Gardus, newly reforged and fresh from the destruction of the Scabrous Sprawl, must lead his warriors into the foetid heart of Nurgle's realm in search of the Lord-Castellant, where they must once more brave the horrors of the Realm of Decay.

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