

Warhammer 40k Ork 5th Edition Codex

Warhammer 40,000Shadowrun Sprawl WildsWar of the OrksWarhammer ArmiesThe Siege of CastellaxSpace WolfSpace marine battlesThe Ultramarines OmnibusBlood of IaxCodexDark EldarCodex Dark EldarCodex Craftworld EldarCodex ArmageddonCodexThe Imperial Infantryman's Uplifting Primer - The Damocies Gulf EditionChaos DaemonsZones of ControlComputer Gaming WorldWarhammer 40,000StrakenMists of AkumaAvenging SonSpace Marine Battles: OverfiendCodex Imperial GuardRagnar's ClawEye of EzekielRebel WinterInferno!DeathwatchThe Age of DarknessFifteen HoursRynn's WorldThe Purging of KadillusSpace Marines CodexThe Last Ditch

Warhammer 40,000

Pocket book of the Imperial Guard styled in the form of an artefact of the 41st millennium. Contained within is a wealth of information describing tactics, combat, enemies, prayers and much more all couched in a tongue-in-cheek, pseudo-propagandist rhetoric. The book is filled with numerous sketches and diagrams to accompany the text. This second edition has additional sections on fighting in space and combating the alien Tau.

Shadowrun Sprawl Wilds

A new anthology of short stories delving into the secret history of the Horus Heresy. After the betrayal at Istvan, 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

War of the Orks

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

Warhammer Armies

Colonel 'Iron Hand' Straken and his Catachan Jungle Fighters must hold the line against the ork menace. Plucked from a catastrophic war against the monstrous tyrannids, Colonel 'Iron Hand' Straken and his Catachan Jungle Fighters are sent to the cavern world of Dulma'lin to clear it of an ork infestation. Ranged against an overwhelming force of greenskins, and with the hostile attentions of Commissar Morrell upon them, the Catachans must overcome internal divisions and hold the line against the alien menace.

The Siege of Castellax

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?

Space Wolf

Space marine battles

The Ultramarines Omnibus

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

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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!

Blood of Iax

Containing the novels *Nightbringer*, *Warriors of Ultramar* and *Dead Sky, Black Sun*, plus a connected short story, the series follows the adventures of Space Marine Captain Uriel Ventris and the Ultramarines as they battle against the enemies of mankind. From their home world of Macragge, into the dreaded Eye of Terror and beyond, Graham McNeill's prose rattles like gunfire and brings the Space Marines to life like never before.

Codex

Dark Eldar

Examinations of wargaming for entertainment, education, and military planning, in

terms of design, critical analysis, and historical contexts.

Codex Dark Eldar

The latest title in the premium Warhammer 40,000 series

Codex Craftworld Eldar

Codex Armageddon

One of the most famous events in Warhammer 40,000 history is explored in depth. See the fall and rise of the Crimson Fists as they battle orks on their home world. When the ork hordes of Warlord Snagrod lay waste to the planet of Badlanding and wipe out the Crimson Fists sent to stop them, Chapter Master Kantor prepare a hasty line of defence on the Fists home planet of Rynn's World. Tragedy strikes when an errant missile destroys the Space Marine's Chapter monastery, killing most of their warriors. With a handful of Crimson Fists left, Kantor must fight the campaign of his life, to defeat Snagrod's orks and prevent his Chapter's annihilation.

Codex

The Imperial Infantryman's Uplifting Primer - The Damocies Gulf Edition

When Ultramarines Primaris Chaplain Kastor and Apothecary Polixis are separated in the fight against a fearsome ork warlord, they must battle to survive and be reunited. In the age of the Dark Imperium, Primarch Guilliman's Primaris Ultramarines are a shining beacon in the darkness of war. On the Imperial Hive World of Ikara IX, Chaplain Kastor and Apothecary Polixis, brothers in blood as well as in battle, stand firm against the endless Greenskin horde. But a threat is looming. An invasion like no other assaults the broken city of Shebat, as the crazed warlord Urgork arrives to lay waste to the Imperial forces and capture a Primaris Marines for his own twisted ends. As Kastor and Polixis find themselves separated by the disaster that unfolds, the brothers must turn the tide of war to win the battles that rage within their very natures, as well as those upon the battlefield.

Chaos Daemons

Zones of Control

Presents new rules and extensive alterations that will change the way the game plays, providing a dynamic, clean and fun rules system. Also contains evocative new art, never-before-seen background and pages of inspirational hobby material.

Computer Gaming World

Warhammer 40,000

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...

Straken

Mists of Akuma is an eastern fantasy noir steampunk campaign setting for use with the newest edition of the world's most popular tabletop roleplaying game. Using new mechanics steeped in eastern lore, the book focuses on providing in-depth urban settings and a diverse array of character options to make truly unique parties of adventurers perfectly suited to survive the decay and desperation in Soburin. Bengoshi (governmental agents) empowered to deputize individuals in service of the Masuto Dynasty are attempting to hold the apocalypse at bay but intrigue and graft are as common and deadly as the corrupting fog, and the ancient threat's influence is spread all the further by the despair of Emperor Hitoshi's subjects. In the 340-page deluxe version of the Mists of Akuma rulebook, you'll find An overview of the recent history of Soburin and basic information about the world including the dangerous Mists of Akuma, rules for traveling the prefectures, and what rigors maddened explorers must overcome to visit the apocalypse that has become of the other continents. Over 100 NPCs and monsters ranging from foreign generals to eastern dragons, powerful bengoshi and underlings from each of the 24 unique clans, and more than two dozen kami, oni, and tsukumogami! Cultural practices and traditions for Soburin inspired by and drawn from eastern lore. Gorgeous cover artwork by Claudio Pozas, interior scene illustrations by Indi Martin and Sara Shijo, and character illustrations by Jacob Blackmon and Nathanael Batchelor! A chapter each detailing three different cities:

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the capital of the Imperial Prefecture, Sanbaoshi, the advanced mechanical metropolis of Kyofu, and the traditionalist magic-steeped settlement of Nagabuki. Short stories with gorgeous half page illustrations at the start of each chapter to firmly posit the desperation and diversity inherent to adventuring in Soburin! Details on each of the two dozen clans of the prefectures, including the bengoshi that negotiate on the behalf of each ruling family's lady or lord and how the Kengen Occupation affected each region of Soburin. 7 new character backgrounds and guidelines for adapting existing character backgrounds when playing in Soburin as well as new conditions, the Culture skill, and 6 maps for the continent and its settlements by cartographers Michael McCarthy, Mike Myler, and Tommi Salama! 19 different archetypes that provide exciting theme-appropriate character options for every class! 14 new races to breathe life into Soburin, making it an exotic and unique world that is eager to shrug off the shackles of western imperialism. 32 new character feats, over 10 pages of equipment that ranges from new armor and weapons to steampunk prostheses and vehicles, and 22 new Eastern-themed spells! And more. This anniversary edition includes *Revenge of the Pale Master*, a 25-page mystery adventure set in Soburin.

Mists of Akuma

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.

Avenging Son

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.

Space Marine Battles: Overfiend

These new editions of Books 2 and 3 in the King's Space Wolf saga feature stunning new cover art. Space Wolf Ragnar's missions take him on epic treks across the galaxy to face the very heart of evil. Reissue.

Codex Imperial Guard

You live in any sprawl long enough, you'll find out that there's a lot more to it than businessmen and soykaf stalls. Any sprawl worth its mettle has its dark corners, its forgotten places, its spots that are just as wild and untamed as the deepest rainforest. Seattle, the prime metroplex in the world for shadowrunning, is filled with such places, and Sprawl Wilds gives shadowrunners a chance to tour them.

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From a fortress-like Barrens farm recovering from a mysterious attack to a dark secret hidden in a clinic, runners have a chance to see the sites most people never encounter, and uncover information that some people want to stay secret at any cost. They'll meet jaded smugglers, wary police officers, passionate activists, hardened criminals, wounded warriors, and at least one deranged killer. The questions are, will they survive long enough to collect a paycheck and how much of the sprawl will be nothing more than dust when they're done with it? *Sprawl Wilds* is a collection of Shadowrun Missions developed for major summer gaming conventions. These adventures have been adapted for both Shadowrun, Twentieth Anniversary Edition and Shadowrun, Fifth Edition, and they provide hours of shadowrunning goodness for experienced street veterans and new shadowrunners alike. With complete game information, including NPC stats, these adventures are poised to plunge players into urban chaos!

Ragnar's Claw

Fantasirollespil.

Eye of Ezekiel

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.

Rebel Winter

Inferno!

Deathwatch

On the snowy wastes of Danik's World, a regiment of the Vostroyan Imperial Guard

is ordered to hold their ground to protect the retreat of other Imperial forces. But when their own orders come to move back, they discover they have been left stranded behind enemy lines. Can the Guardsmen ever fight their way back to safety?

The Age of Darkness

Fifteen Hours

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.

Rynn's World

The Space Marines of the Adeptus Astartes have inducted young Ragnar Blackmane, but he must learn to control his bestial instincts in order to become an effective soldier. Reprint.

The Purging of Kadillus

Fantasirollespil.

Space Marines Codex

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.

The Last Ditch

Zelia and her friends become embroiled in a war between two brutish tribes of green-skinned orks! Only by using their wits can they hope to survive this savage encounter... Still searching for the Emperor's Seat, Zelia, Talen and Mekki arrive on the jungle planet of Weald. Accompanied by the ingenious Fleapit and the dashing Rogue Trader Amity, Zelia and her friends become embroiled in a war between two brutish tribes of green-skinned orks! Only by using their wits can they hope to survive this savage encounter...

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