

Chaos Daemons Codex 6th Edition

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Space Wolves Games Workshop Limited

With 452 full-color pages, this hardback Rulebook is packed with rich background and contains all the rules for fighting pulse-pounding tabletop battles. The Rulebook includes exciting features such as dynamic close-combat, flyers, psychic devastation and interactive scenery. It also features a comprehensive hobby section to set you on the path to choosing, collecting and building your own Warhammer 40,000 army of Citadel miniatures.

Hordes of Chaos Games Workshop

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.

Games Workshop

Book seven in the New York Times bestselling series A Great War is coming, and it will engulf the Imperium of Man. The Space Marines of the Alpha Legion, the last and most secretive of all the Astartes brotherhoods, arrive on a heathen world to support the Imperial Army in a pacification campaign against strange and uncanny forces. But what drives the Alpha Legion? Can they be trusted, and what side will they choose when the Heresy begins? Loyalties are put to the test, the cunning schemes of an alien intelligence are revealed, and the fate of mankind hangs in the balance.

The Great Devourer, the Destroyer of Worlds, the Swarm of the Hive Mind Chaos Daemons

A Legion of Nightmares Unbound Warhammer 40,000 With 452 full-color pages, this hardback Rulebook is packed with rich background and contains all the rules for fighting pulse-pounding tabletop battles. The Rulebook includes exciting features such as dynamic close-combat, flyers, psychic devastation and interactive scenery. It also features a comprehensive hobby section to set you on the path to choosing, collecting and building your own Warhammer 40,000 army of Citadel miniatures. Champions of Fenris The Brethren of the Great Wolf Hordes of

Chaos Codex Tyrannids Fantasy rollespil. The Warp Chaos Space Marines A Tale of Bitter Betrayal and Corruption Unbound Codex Chaos Space Marines

The fifth and final book in the epic Chaos Queen series. "Perfect for fans of Daniel Abraham and Brandon Sanderson." (Library Journal on Duskfall). Nothing is as it seems. Sfaera-shattering revelations reveal there is more to the Nine Daemons--and Canta--than anyone could have imagined, and deep in the heart of Triah, a threat that has lurked below the surface for years finally rises, gathering unimaginable power. Knot, still reeling from a shocking death, tries to put himself back together in time to fight. Two ex-Nazaniin assassins, Code and Kali, form an unlikely alliance. Cinzia, more suspicious than ever of her sister Jane Oden--Canta's prophetess--rallies as many people as she can to save the Sfaera from imminent destruction. And Winter, the Chaos Queen herself, realizes she must finally choose sides and face the greatest test of her life: finding the humility to seek help. Deep in the heart of Triah, a threat that has lurked below the surface for years finally rises, gathering unimaginable power. Only the unlikely alliance formed between the two former Nazaniin assassins, Code and Kali, stands in its way. Characters old and new join forces to preserve life as they know it. The darkest night the Sfaera has ever known is about to end, but whether it ends in daylight or destruction remains to be seen..

White Scars Games Workshop

A new religion is rising, gathering followers drawn by rumors of prophetess Jane Oden. Her sister Cinzia--once a Cantic priestess--is by her side, but fears that Jane will lead them to ruin. For both the Church and the Nazaniin assassins are still on their trail, and much worse may come. Knot, his true nature now revealed if not truly understood, is haunted by his memories, and is not the ally he once was. Astrid travels to Tinska to find answers for her friend, but the child-like vampire has old enemies who have been waiting for her return. And beyond the Blood Gate in the empire of Roden, a tiellan woman finds herself with a new protector. One who wants to use her extraordinary abilities for his own ends...

Codex Craftworld Eldar Black Flame

This in-depth guide to the four Chaos Powers - Khorne, Slaanesh, Nurgle and Tzeentch - allows players to experience the full horror of the Dark Gods. Packed full of information for players and games masters, this tome includes mutation tables, Chaos

creatures, maps, artwork, and a whole lot more.

Tyrannids Games Workshop

No-holds-barred tank warfare set amid the pitiless battlefields of the Warhammer 40,000 galaxy. Arriving in the Geratomro warzone, Honoured Lieutenant Bannick and the crew of the Banekblade Cortein's Honour are assigned as close support to a company of Shadowsword Titan hunters and find themselves thrust into a deadly battle for the fate of three star systems. New and deadly allies throw into doubt all that Bannick has been told of the Imperium, threatening not only his life, but also his soul...

Shadowsword BRILL

Chaos Daemons A Legion of Nightmares Unbound Warhammer 40,000

Codex Chaos Space Marines Games Workshop

Fantasirollespil.

Daemon World Games Workshop

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.

A Legion of Nightmares Unbound Games Workshop

Book 3 in the Dark Imperium series. The paths of Roboute Guilliman and his fallen brother Mortarion bring them inexorably together on Iax. Once a jewel of the Imperium, the garden world is dying, as the plans of the Lord of Death to use it as a fulcrum to drag the stellar realm of Ultramar into the warp come to deadly fruition. While Guilliman attempts to prevent the destruction of his kingdom, Mortarion schemes to bring his brother low with the Godblight, a disease created in the Cauldron of Nurgle itself, made with the power to destroy a son of the Emperor. Primarchs clash on the ravaged landscapes of Iax. The gods go to war, and the wider galaxy balances on a knife-edge of destruction. As something powerful stirs in the sea of souls, only one thing is certain - no matter who wins the last great clash of the Plague War, the repercussions of victory will echo through eternity...

Ratspike Games Workshop

This book contains the proceedings from the Codex Judas Congress held to discuss the newly-restored Tchacos Codex. Since this codex is a newly-conserved ancient book of Christian manuscripts which had yet to be discussed collaboratively by a body of scholars, this book is nothing less than a landmark in Gnostic studies.

Chaos Daemons Titan Books (US, CA)

The Tome of Blood, a supplement for Black Crusade, is the second of four books delving into the darkest secrets of the Ruinous Powers. It

is devoted to Khorne, the Lord of Skulls, perhaps mightiest of the Chaos Gods, and his powerful minions who carry his blood-drenched banner across the worlds of the Screaming Vortex. Within its pages, Heretics gain terrible new armaments and weapons to wage war, new devices to carry their wrath across the battlefield, and more to aid them in their struggles against the hated Imperium!

The Book of Ruin Games Workshop

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 Sisypheum as they are drawn into a war of subterfuge against the Alpha Legion.

Champions of Fenris Titan Books (US, CA)

Warsmith Honsou, embittered nemesis of the Ultramarines and champion of Chaos. This omnibus edition collects all of Graham McNeill's Iron Warriors series together in one volume. The Iron Warriors are Chaos Space Marines with unrivalled expertise in the art of siege warfare. With great batteries of artillery and all the favours of the Ruinous Powers at their command, there is no fortress in the galaxy that can stand against them for long. This omnibus follows the schemes of the embittered Warsmith Honsou in his struggles against the hated Space Marines of the Imperium. Drawing upon characters and events from author Graham McNeill's popular Ultramarines series and for the first time in a single publication, Storm of Iron and the novella Iron Warrior are gathered along with short stories The Enemy of My Enemy, The Heraclitus Effect and The Skull Harvest.

Tyrannids

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 tyrannid 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.

Chaos Queen - Dark Immolation (Chaos Queen 2)

The latest Warhammer Heroes book from an old favorite of BL fans. Egrimm

van Horstmann is the most promising wizard the College of Light has ever seen. Surpassing his mentors and reaching new heights of magical power, he seems destined to lead the College into a bright new future. But van Horstmann's true motives are sinister - he plans to unleash an ancient dragon imprisoned beneath the college and bring ruin to the Empire, in the name of the Dark Gods.

Codex

When Great Wolf Logan Grimnar vanishes, the Space Wolves embark on a mission to retrieve him - a mission that might see the end of the Chapter. Hailing from the hostile ice world of Fenris, the Space Wolves are as fierce and proud as their name suggests. Considered by some to be wild and undisciplined, the Sons of Russ are loyal to a fault, and their instincts for war are never in doubt. Woe betide those they mark as their prey, for they too shall feel the fangs of the wolf around their throats... A Great Hunt is over and the Space Wolves gather in the Fang to celebrate their victories and tell tall tales of their exploits. But one company has failed to return: that of the Great Wolf, Logan Grimnar. News of his death sends the Chapter on the hunt for the truth, with Ulrik the Slayer at their head. As they fight their way across the galaxy in search of their lord, the Space Wolves uncover a threat to the future of the Chapter itself.

The Warp

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...

Black Crusade - The Tome of Blood

Gaunt's Ghosts are back in a fresh new look at the beginning. The war may be over, but duties remain for the brave soldiers of the Astra Militarum. In the ruined border town of Vincula, the newly formed Ghosts of Tanith, along with their commander Ibram Gaunt, find themselves in a thankless police action, trying to establish a permanent peace. But what exactly is stalking them through the shadowed streets, and what dark secrets will the untested, new-founded Ghosts learn about themselves? The Vincula Insurgency is an intense new combat thriller of the Ghosts' early days, pulled directly from the ultra-classified Ghost Dossier.