

Salamander Nick Kyme

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Old Earth Games Workshop

Space Marines and their evil counterparts, the Traitor Marines, epitomise the war-torn Warhammer 40,000 universe. This short story collection focuses entirely on these superhuman warrior, telling high-action tales of heroism and savagery. Combining the talents of Black Library favorite authors such as Mike Lee and Nick Kyme with hot new talent, this collection is not to be missed *The Memoirs of Ian Douglas Smith* Blake Pub

The Raven Guard primarch Corax and the remnants of his once mighty Legion wage a guerrilla war to liberate worlds oppressed by the traitor forces. After Istvan, after Deliverance, the Raven Guard still endure. Their primarch Corvus Corax has rallied countless warriors to his banner, striking back at the forces of the Warmaster on every front - from the degenerate hereteks of the Mechanicum to the cruel legionaries of the Sons of Horus, none shall escape his wrath. But although Corax has managed to stall the physical corruption of his own Space Marines, what of their spirit? And what sinister end must await those who dwell forever in the darkness? The saga of the primarch Corax comes to its grim conclusion in this anthology, which collects together the novellas *Soulforge*, *Ravenlord* and *Weregeld* along with several short stories.

Into the Fire of War Games Workshop

The return of Captain Sicarius! Discover what befell Sicarius when he was lost in the warp, and how he survived... The primarch Roboute Guilliman of the Ultramarines has returned in the galaxy's hour of need, and all muster to his Indomitus Crusade to hold back the darkness. Amongst these heroes is Cato Sicarius, Master of the Watch and vaunted captain of Second Company. Disaster befalls Sicarius and his brave warriors as their ship, the Emperor's Will, is lost to the hellish warp, its entire crew believed slain. But Sicarius endures, though he and his men are fighting for their very survival against the denizens of the Great Rift - the daemons and renegades of Chaos. Cast adrift and war-weary, hope appears too distant to grasp until the storm breaks at last and a strange world beckons. As the captain and a band of his chosen warriors descend to the surface seeking aid, they find an isolated land seemingly from an ancient era, one plagued by a terrible enemy. Sicarius will not see this world suffer, and pledges his warriors to the world's cause, determined to save it, whatever the cost... But what is the dark secret harboured here, and what will it mean for the Ultramarines if they uncover it?

A Salamanders Anthology Games Workshop
As the Emperor marshals his armies to reclaim the galaxy for the glory of mankind, one by one his Space Marine Legions are reunited with their missing primarchs. The XVIII Legion are still waiting to find their true identity, unaware their own lord has been found. In the Taras Division, legionaries face annihilation as they take a last, desperate stand against a monstrous ork invasion. Meanwhile, on Nocturne, Vulkan has raised and trained a new force of warriors. Now it is the time for him to lead his sons into battle. Now it is the

time for him to truly don the mantle of primarch, not only to save one half of his Legion, but forge a new, indivisible whole. As the Emperor marshals his armies to reclaim the galaxy for the glory of mankind, one by one his Space Marine Legions are reunited with their missing primarchs. The XVIII Legion are still waiting to find their true identity, unaware their own lord has been found. In the Taras Division, legionaries face annihilation as they take a last, desperate stand against a monstrous ork invasion. Meanwhile, on Nocturne, Vulkan has raised and trained a new force of warriors. Now it is the time for him to lead his sons into battle. Now it is the time for him to truly don the mantle of primarch, not only to save one half of his Legion, but forge a new, indivisible whole. Nocturne Games Workshop

The war between dwarfs and elves that shaped the Warhammer world begins. Thousands of years before the rise of men, the dwarfs and elves are stalwart allies and enjoy an era of unrivalled peace and prosperity. But when dwarf trading caravans are attacked and their merchants slain, the elves are accused of betrayal. Quick to condemn the people of Ulthuan as traitors, the mountain lords nevertheless try to prevent conflict, but the elves' arrogance undoes any chance of reconciliation and war is inevitable. At the city of Tor Alessi a vast army stands against the dwarfs. Here Snorri Halfhand, son of the High King of the dwarfs, will meet his destiny against the elven King Caledor as the first blow is struck in a conflict that could bring about the fall of two great civilisations.

Sepulchrum Fantasy Flight Games

Omnibus edition featuring mankind's struggle against the world-devouring and galaxy-threatening alien tyrants. As billions upon billions of tyrants sweep through the galaxy, consuming every living soul and world in their path, it seems all will soon fall to the ravenous xenos. Faced with foes beyond number, Space Marines and their common enemy the Eldar face an impossible dilemma - do they fight to the last honour, or retreat to safety for the future of their race? This omnibus contains the novel *Valedor* by Guy Haley, alongside four novellas and a host of short stories by some of Black Library best-known authors, including Josh Reynolds, Nick Kyme and L J Goulding.

Deathfire Black Library

Captain Cato Sicarius and Chief Librarian Tigurius are Damnos's last hope against relentless--and remorseless--alien enemies, and as they lead the Ultramarines against the foe, Tigurius receives a vision that could change the tide of war.

Salamander Games Workshop

A nightmarish Warhammer Horror novel set in the Warhammer 40,000 universe. Morgravia Sanctus is being hunted. She doesn't know by whom or why, only that her life is in danger. She goes into hiding in the low-hive of Blackgeist, in the hope of losing her pursuers and piecing together the fragments of her broken memory. Something happened to her, a profound trauma that left behind the 'red dreams' and a physical agony that can strike at any moment. She searches for someone called the 'Broker', a trafficker in memories and psychic mind manipulation, but before she can make contact catastrophe befalls the city. A plague sweeps the districts, turning its citizens into blood hungry monsters. Order collapses, death and slaughter are rampant. Caught up in the carnage, Morgravia must flee again. As the ravaging spreads, and more and more succumb, is there any hope of ever stopping this contagion?

Games Workshop

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.

Shattered Legions Salamander

Anthology of short stories revealing the untold tales of the Underworld War. The Heresy came to Calth without warning. In just a few hours of betrayal and bloodshed, the proud warriors of the XIIIth Legion – Guilliman's own Ultramarines – were laid low by the treachery of their erstwhile brothers of the XVIIth. Now, as the planet is scoured by solar flares from the wounded Veridian star, the survivors must take the fight to the remaining Word Bearers and their foul allies, or face damnation in the gloomy arcology shelters beneath the planet's surface. A collection of stories by authors including Dan Abnett, Aaron Dembski-Bowden and Rob Sanders. The battle for Calth is far from over...

Fear the Alien Games Workshop

The Salamanders Space Marines have long been guided by the wisdom of their lost primarch, laid down in the mysterious Tome of Fire. As a new prophecy unfolds, the Salamanders find themselves tested to the point of destruction - and one of their number will either save them or damn them. This collection of short stories and novellas expands the Tome of Fire trilogy and reveals untold tales of the Salamanders and their foes.

Honourkeeper Games Workshop

Vulkan lies in state beneath the Fortress of Hera, and yet many of his sons still refuse to believe that he is truly dead. After a seemingly miraculous rescue by the Ultramarines, Artellus Numeon, once captain of the

Pyre Guard, urges the other Salamanders on Macragge to leave Imperiu Secundus and return their primarch's body to the home world of Nocturne - there to be reborn in the flames of Mount Deathfire. But Numeon grapples endlessly with his doubts and fears for the future of the Legion, while their foes seek to carve out new destinies of their own...

Salamanders: Rebirth Games Workshop

Ian Smith, former president of Rhodesia, spares few of his opponents as he gives a forthright account of one of Africa's most controversial political careers.; Smith details his boyhood in Southern Rhodesia, his enlistment into the Royal Air Force and his active service during World War II. After the war, he joined the United Federal Party and initiated moves with various British governments under Macmillan and Douglas-Home. This resulted in the unilateral Declaration of Independence, and then Britain led the world in adopting sanctions against Rhodesia.; He also tells how the British government's poor handling of the Rhodesian situation led to unrest in the area which Henry Kissinger tried unsuccessfully to quell. Eventually theirist majority elections were held, the results of which Margaret Thatcher refused to recognise, leading to the Marxist-orientated rule of President Mugabe.; This autobiography deals with many political events that have been conveniently glossed over. It presents a fascinating portrait of one of the 20th century's most distinguished political figures.

Damnos Games Workshop

The Salamanders Space Marines, fire-born sons of Vulkan, unite to face a threat to their very existence. After the death of their captain at the hands of a traitorous brother, Dakin and Tsugan, battle-brothers and rivals, face enemies from within and without. As their paths diverge and they face trials that will test them to their very limits, their destinies draw them back together for one final confrontation that will decide the fate of the Salamanders Chapter. Omnibus edition containing the novels Salamander, Firedrake, and Nocturne.

Vulkan: Lord of Drakes Games Workshop

Salamander Games Workshop

Assault on Black Reach Games Workshop Limited

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...

Promethean Sun Games Workshop

The world of Damnos faces annihilation by the necrons, until the Ultramarines arrive to even the odds. When Damnos is hit by cataclysmic earthquakes, an ancient force is awakened. Deep beneath the earth, the necrons rise from their

slumber to decimate the human populace. All appears lost until salvation comes from the heavens... The Ultramarines brave an orbital bombardment to deploy their forces on Damnos. They are led by two legendary warriors - Captain Cato Sicarius and Chief Librarian Tigurius. They are the planet's last, great hope against the remorseless alien foes, but tensions within their ranks threaten to derail victory. As battle rages on Damnos, and the Ultramarines seek to defeat their soulless enemies, Tigurius receives a terrible vision - a vision telling of the death of a hero...

Warrior Brood Games Workshop

The Imperium of Man has many enemies among the stars, but none are reviled so much as the Alien. Across the universe, humanity and their defenders, the Space Marines, seek to eradicate these threats. Fear the Alien features some of the Black Library's best-known authors plus exciting new talent with a range of stories about the ongoing war with the xenos. The list of authors includes: Dan Abnett, Braden Campbell, Mark Clapham, Aaron Dembski-Bowden, James Gilmer, CS Goto, Andy Hoare, Nick Kyme, George Mann, Juliet McKenna, Steve Parker, Matt Sprange, CL Werner
Knights of Macragge Games Workshop
Left to defend the Reikland alone from orcs and goblins, Prince Wilhelm and the Grimblades engage in a desperate war across the empire while Emperor Dieter IV flees to the sanctuary of Altdorf.

The Grey Knights Omnibus Games Workshop

First novel about the Salamanders Chapter of Space Marines, superhuman warriors of the far future.