
Trollslayer Gotrek Amp Felix 1 William King

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Giantslayer Minotaur
Books

"On opening day of the new baseball season, a small model-kit airplane flies down from the stands and buzzes the mound, where a

decorated veteran pilot is about to throw out the first ball. The toy plane is an exact replica of the one flown by the war hero. Everyone laughs, thinking it a good prank or a publicity stunt. Until it explodes, killing dozens. Seconds later a swarm of killer drones descend upon the panicked crowd, each one carrying a powerful bomb. Halfway across the country a swarm of much larger drones slams into the

Golden Gate Bridge, destroying one of the nation's landmarks. When the debris is collected the forensics team make a frightening discovery. Each of the drones was developed and built by the U.S. military. The attacks escalate as a computer virus infects the autopilot of a commercial airline, effectively turning it into a drone. The resulting crash destroys an entire neighborhood. Two days later a squadron of F-15s is remote-hijacked, and the resulting devastation leaves an entire Air Force base in flames. Someone has developed software that can turn any aircraft into a drone. Joe Ledger and the DMS begin a desperate search for the secret to this new technology and the madmen behind it. But before they can close in on the enemy the virus infects Air Force One. The president is trapped aboard as the jet heads toward the

heart of New York City. It has become PREDATOR ONE"--
Beastslayer Games
Workshop(uk)
An original novel based on the thrilling Star Trek movies directed by J.J. Abrams! Taking place in an alternate timeline created when the Starship Kelvin was destroyed by a Romulan invader from the future, this bold new novel follows Captain James T. Kirk and an inexperienced crew commandeering a repaired U.S.S. Enterprise out of spacedock for a simple shakedown cruise. When a distress call comes in, the Enterprise must aid a large colony ship of alien refugees known as the Perenorean, who are under siege by an unknown enemy. But Kirk and his crew will find that the

situation with the peaceful Perenorean is far more complicated than they bargained for, and the answers as to why they were attacked in the first place unfold in the most insidious of ways...

Usagi Yojimbo Volume 12:

Grasscutter Games

Workshop(uk)

Final novel in the chilling and epic new fantasy series from the bestselling and critically-acclaimed author of PRINCE OF THORNS and RED SISTER. 'If you like dark you will love Mark Lawrence. And when the light breaks through and it all makes sense, the contrast is gorgeous' ROBIN HOBB

Dragonslayer Black Library

Fantasy-roman.

A Brief History Of Video Games Games Workshop

A Russian military strike against Europe could change the balance of power in the

West. A stunningly realistic view of modern warfare from a battlefield commander and the New York Times bestselling author of *The Gray Man*. The Russian bear has awakened. Their tanks race across Poland crushing all opposition on a headlong dash for the heart of Germany. Satellite killing missiles blind American forces while Spetznatz teams destroy Allied communications relays. It's all part of a master plan to confuse and defeat America and her allies. Ranged against the Russian attack are a Marine lieutenant colonel pulled out of a cushy job at the Pentagon and thrown into the fray, a French Special Forces captain and his intelligence operative father, a young Polish female partisan fighter, an A-10 Warthog pilot, and the captain of an American tank platoon who, along with a German sergeant, struggle to keep a small group of American and German tanks in the fight. Operation Red Metal is a nightmare scenario made real but could it

just be the first move on the Russian chessboard?
DC Adventures HarperCollins Dwarf Trollslayer Gotrek and his human companion Felix Jaeger, Warhammer's most famous pair of heroes, head off to a new adventure facing the terrifying dark elves in the latest novel of this best-selling fantasy series.

Her Perfect Twin Berkley Books

After fleeing the authorities in the Imperial city of Altdorf, Felix Jaeger swears a drunken oath to dour dwarf Gotrek Gurnisson to record his death saga. In the cold light of day, Felix's worst fears are confirmed as he learns that Gotrek is a Trollslayer - a dwarf doomed to seek out a heroic death in battle to atone for an unknown personal disgrace. Their travels throw them into a string of extraordinary adventures as Felix tries to survive his companion's destiny.

Gotrek & Felix: The Serpent Queen St. Martin's

Griffin

ONE OF PUBLISHERS WEEKLY BEST BOOKS OF THE YEAR! With echoes of *Gone Girl* and *My Lovely Wife*, Sarah Bonner's debut novel introduces an exciting new voice in twisty thrillers. **HER PERFECT TWIN. YOUR NEW OBSESSION.** When Megan discovers photographs of her estranged identical twin sister on her husband's phone, she wants answers. Leah already has everything Megan ever wanted. Fame, fortune, freedom to do what she wants. And when Megan confronts Leah, an argument turns to murder. The only way Megan can get away with killing her twin is to become her. But then lockdown hits. How can she continue living two lives? And what happens if someone else knows her

secret?

Deep Silence Ember

Gotrek and Felix return in another action packed adventure where evil looms over the storm-wracked isle of Albion. Transported onto the island through an ancient portal, Gotrek and Felix must fight the malignant evil that terrorizes the populace before it takes over the whole world. Original.

Vampireslayer Games Workshop(uk)

A Practical Guide to Conquering the World can be read by itself, but for those who like endings it can also be considered the refreshingly pragmatic conclusion to World Fantasy Award-winning author K.J. Parker's acclaimed sequence of novels that began with *Sixteen Ways to Defend a Walled City* and continue with *How to Rule an Empire and Get Away with It*. "Full of invention and ingenuity .

. . Great fun." —SFX This is the true story of Aemilius Felix Boioannes the younger, the intended and unintended consequences of his life, the bad stuff he did on purpose, and the good stuff that happened in spite of him. It is, in other words, the tale of a war to end all wars, and the man responsible. For more from K. J. Parker, check out: *Sixteen Ways to Defend a Walled City* *How to Rule an Empire and Get Away With It* *A Practical Guide to Conquering the World* *The Two of Swords* *The Two of Swords: Volume One* *The Two of Swords Volume Two* *The Two of Swords: Volume Three* *The Fencer Trilogy* *Colours in the Steel* *The Belly of the Bow* *The Proof House* *The Scavenger Trilogy* *ShadowP* *aturn* *Memory Engineer Trilogy* *Devices and Desires* *Evil for Evil* *The*

Escapement The
CompanyThe Folding
KnifeThe HammerSharps
One Minute Out Dark
Horse Comics
A collection of action-
packed novellas from
Warhammer's longest
running series Gotrek and
Felix: unsung heroes of
the Empire, or nothing
more than common
thieves and murderers?
The truth perhaps lies
somewhere in between,
and depends entirely
upon whom you ask... A
collection of timeless
tales featuring the Slayer
Gotrek Gurnisson and his
human companion Felix
Jaeger. From the undead-
ridden marshes of Hel
Fenn, where an ancient
evil lurks, to the court of a
skaven lord in the depths
of a dwarf hold, the duo
face excitement, danger

and intrigue at every turn.
Into the Fire Penguin
In ASSASSIN'S CODE, the
fourth book in New York
Times bestselling author
Jonathan Maberry's Joe
Ledger series, Joe Ledger
and the DMS go on a
relentless chase to stop an
ancient order of killers from
plunging the entire world
into Holy War. When Joe
Ledger and Echo Team
rescue a group of American
college kids held hostage in
Iran, the Iranian
government then asks them
to help find six nuclear
bombs planted in the
Mideast oil fields. These
stolen WMDs will lead Joe
and Echo Team into hidden
vaults of forbidden
knowledge, mass-murder,
betrayal, and a brotherhood
of genetically-engineered
killers with a thirst for blood.
Accompanied by the
beautiful assassin called
Violin, Joe follows a series

of clues to find the Book of Shadows, which contains a horrifying truth that threatens to shatter his entire worldview. They say the truth will set you free...not this time. The secrets of the Assassin's Code will set the world ablaze.

Red Metal Orbit

'Stanton writes with terrific verve and precision . . . his understanding of the seductive pleasures of gaming takes us right to its heart.' Maria Bustillos, Times Literary Supplement
'The best overview book of the industry that I've read.'
Andrew Liptak, io9 From the first wood-panelled Pong machines in California to the masterpieces of engineering that now sit in countless homes all over the world, A Brief History of Video Games reveals the vibrant history and culture

of interactive entertainment. Above all, this is a book about the games - how the experience of playing has developed from simple, repetitive beginnings into a cornucopia of genres and styles, at once utterly immersive and socially engaging. With full-colour illustrations throughout, it shows how technological advances have transformed the first dots and dashes of bored engineers into sophisticated, responsive worlds that are endlessly captivating. As thrilling and surprising as the games it describes, this is an indispensable read for anyone serious about the business of having fun.

A Practical Guide to Conquering the World Games Workshop

The ninth thrilling addition to the New York Times bestselling Joe Ledger series that pits Joe and his Echo Team against an army of

robotic dogs that can't be killed, only stopped.

Mission Critical HarperCollins UK

The USA TODAY

bestseller—based on the new Star Trek TV series! “Fifteen years ago...you led us out of the darkness. You

commanded the greatest rescue armada in history.

Then...the unimaginable.

What did that cost you? Your

faith. Your faith in us. Your

faith in yourself. Tell us, why

did you leave Starfleet,

Admiral?” Every end has a beginning...and this electrifying

novel details the events

leading into the new Star Trek

TV series, introducing you to

brand-new characters

featured in the life of Jean-Luc

Picard—widely considered to

be one of the most popular

and recognizable characters

in all of science fiction.

Green Arrow Macmillan

In the unceasing war

against Chaos, the doom-

seeking dwarf, Gotrek

and his human

companion, Felix are beset by a new, terrible

foe--an evil which

threatens to reach out

from darkest Sylvania.

Reissue.

Star Trek: Picard: The Last Best Hope Games Workshop

Latest instalment in the

Gotrek & Felix series. Dwarf

Trollslayer Gotrek and his

human companion Felix

Jaeger, Warhammer's most

famous pair of heroes, head

off to a new adventure in the

latest novel of this best-selling

fantasy series against a horde

of beastmen who threaten the

safety of the Empire.

Gotrek & Felix: Lost Tales

Games Workshop

A missing scientist and

deep pockets pull Colonel

Carl Butler out of

retirement, investigating

another mystery that puts

him and his team--and the

future of relations with alien

species--in danger in

COLONYSIDE, the exciting

follow-up to Planetside and

Spaceside. A military hero is coming out of disgrace—straight into the line of fire... Carl Butler was once a decorated colonel. Now he's a disgraced recluse, hoping to live out the rest of his life on a backwater planet where no one cares about his "crimes" and everyone leaves him alone. It's never that easy. A CEO's daughter has gone missing and he thinks Butler is the only one who can find her. The government is only too happy to appease him. Butler isn't so sure, but he knows the pain of losing a daughter, so he reluctantly signs on. Soon he's on a military ship heading for a newly-formed colony where the dangerous jungle lurks just outside the domes where settlers live. Paired with Mac, Ganos, and a government-assigned aide named Fader, Butler dives

head-first into what should be an open and shut case. Then someone tries to blow him up. Faced with an incompetent local governor, a hamstrung military, and corporations playing fast and loose with the laws, Butler finds himself in familiar territory. He's got nobody to trust but himself, but that's where he works best. He'll fight to get to the bottom of the mystery, but this time, he might not live to solve it.

Elfslayer Games Workshop

"Planetside is a smart and fast-paced blend of mystery and boots-in-the-dirt military SF that reads like a high-speed collision between *Courage Under Fire* and *Heart of Darkness*." – Marko Kloos, bestselling author of the *Frontline* series A seasoned military officer

uncovers a deadly conspiracy on a distant, war-torn planet... War heroes aren't usually called out of semi-retirement and sent to the far reaches of the galaxy for a routine investigation. So when Colonel Carl Butler answers the call from an old and powerful friend, he knows it's something big—and he's not being told the whole story. A high councilor's son has gone MIA out of Cappa Base, the space station orbiting a battle-ravaged planet. The young lieutenant had been wounded and evacuated—but there's no record of him having ever arrived at hospital command. The colonel quickly finds Cappa Base to be a labyrinth of dead ends and sabotage: the

hospital commander stonewalls him, the Special Ops leader won't come off the planet, witnesses go missing, radar data disappears, and that's before he encounters the alien enemy. Butler has no choice but to drop down onto a hostile planet—because someone is using the war zone as a cover. The answers are there—Butler just has to make it back alive... “Not just for military SF fans—although military SF fans will love it—Planetside is an amazing debut novel, and I’m looking forward to what Mammay writes next.” – Tanya Huff, author of the Confederation and Peacekeeper series *Gotrek & Felix: Road of Skulls* Hachette UK

The return of Black Library favourites Gotrek & Felix Gotrek and Felix: unsung heroes of the Empire, or nothing more than common thieves and murderers? The truth perhaps lies somewhere in between, and depends entirely upon whom you ask... Gotrek and Felix race to the dwarf hold at Karak Kadrin, finding it besieged by one of the grand armies of Chaos warlord Garmr. When King Ungrim Ironfist speaks of the legendary 'Road of Skulls' and of the hated foe's attempts to open a portal into the Realm of Chaos, Gotrek senses that a great doom awaits him – though it may not be the one he would choose for himself. As the king's own son leads his army of Slayers to fulfil an ancient prophecy, it seems that Garmr's hour of victory may be at hand.