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Word Bearers: The Omnibus Games Workshop

From Warhammer 40,000 author Guy Haley, his first original series remastered and collected together in this new omnibus edition! Meet Richards & Klein - the Holmes and Watson of the 22nd century. Well, if Holmes were an advanced AI obsessed with pulp fiction, and Watson a gun-toting cyborg. When AI rights activist Zhang Qifang winds up murdered, Richards has to get involved – the man set his kind free after all. What should be a simple case turns out to be anything but, because Qifang has been killed more than once. Someone really wanted him dead. A deadly trail leads the duo across a warming globe, from

New London to Colorado, Sinosiberia and beyond, for the ultimate answers lie in the virtual world of Reality... File Under: Science Fiction [Detectives Rebooted | Ghost in the Machine | Remurder | Take Two]
The Damnation of Pythos Games Workshop Bumper Omnibus collecting together some of Black Library's most loved Space Wolves stories for the first time. Born on the icy world of Fenris, few amongst the brotherhoods of the Adeptus Astartes are as fierce or as noble as the Space Wolves. Long are their tales, told around mead halls or the flickering glow of a hungry fire. Heed them well, for they speak of legends like the Young King Ragnar Blackmane, whose thirst for battle is only matched by his heroism, or the Wolf Lord Logan Grimnar that most venerable and fearsome of warriors, he who leads the Chapter

itself. So listen hard and listen carefully to the skald as he holds forth around the burning fire, because there is darkness in these sagas as well as light. This omnibus edition collects together for the first time the novels Ragnar Blackmane, Curse of the Wulfen, Legacy of Russ and The Hunt for Logan Grimnar as well as the novellas Blood on the Mountain and Arjac Rockfist, and a host of short stories.

Promethean Sun Games Workshop

Delve into the daemon-worshipping mania of the Word Bearers as they battle the forces of the False Emperor, and see their perspective on the Imperium as they try to tear it down. The Word Bearers have struck fear into the hearts of their enemies for many a dark millennium. Long since having succumbed to the power of Chaos, their rampages across the stars and terrible deeds in the service of the Dark Gods have raged for ten thousand blood-soaked years. In this trilogy of explosive tales, the

traitorous sons of Lorgar are plunged into war zones and blistering space battles, facing destruction from all fronts as they enslave the Imperial planet Tanakreg, decipher an ancient necron artefact and take on all manner of vile xenos in their quest to tear down the Imperium of Man. Charting Dark Apostle Marduk's rise from obscurity to dark prominence, with an insatiable lust for power, this omnibus features the novels Dark Apostle, Dark Disciple and Dark Creed by Anthony Reynolds, plus the short story 'Torment'.

Primogenitor Games Workshop

? Book 52 of the much loved and hugely popular Horus Heresy series. An awesome collection of sixteen short stories, including several set just before the Siege of Terra begins... A galaxy burns and brother turns on brother as the conflict brought about by a beloved son's betrayal reaches its fateful end. The Warmaster Horus has triumphed. His massive fleet at last nears Terra and the patriarchal Throne of his hated father. Many have

fallen to bring this moment about, their tales are the ashes upon which the Heresy was born and prospered. Others have played their own small parts, drops in an ocean of war and blood. None of it matters. Terra looks to the skies as it raises its defences. Armies muster, heroes raise their swords, citizens cower. The war is coming. And nothing can stop it. This anthology includes sixteen stories set during the Horus Heresy, some of which are in print for the first time or were originally released as audio dramas, by authors Gav Thorpe, Chris Wraight, John French, James Swallow, Guy Haley, Nick Kyme, Rob Sanders and Anthony Reynolds.

CONTENTS Dark Compliance & Now Peals Midnight by John French The Painted Count & Duty Waits by Guy Haley Dreams of Unity by Nick Kyme Children of Sicarius by Anthony Reynolds Myriad & The Ember Wolves by Rob Sanders Exocytosis by James Swallow The Grey Raven, Valerius & The Board is Set by Gav Thorpe Blackshield, The Last Son of Prospero, The Soul,

Severed & Magisterium by Chris Wraight

Death and Defiance Simon and Schuster

After the dropsite massacre, the primarch of the Salamanders Legion meets his fate. In the wake of the Dropsite Massacre at Isstvan V, the survivors of the Salamanders Legion searched long and hard for their fallen primarch, but to no avail. Little did they know that while Vulkan might have wished himself dead, he lives still...languishing in a hidden cell for the entertainment of a cruel

gaoler, his brother Konrad Curze. Enduring a series of hellish tortures designed to break his body and spirit, Vulkan witnesses the depths of the Night Haunter's depravity, but also discovers something else - a revelation that could change the course of the entire war.

Vulkan Lives Warhammer Horror Book six in the Salamanders series. Five Years have passed since war came to Nocturne. Third Company, still feeling its losses, recovers its strength. And though a small party have ventured out in search of a certain errant fire-born, it is the Salamanders of

Fifth Company who must wage war. On Heletine, the Black Legion has come in the name of Chaos and only Brother-Captain Drakgaard's warriors stand in the way of their dark glory. Victory for the Imperium hinges on the alliance between the Salamanders and The Sisters of the Ebon Chalice, warrior zealots and devout servants of the Ecclesiarchy. But there is more to this Promethean War than conquest, and only as the conflict grinds on are the true motives of the enemy revealed...

The Great Devourer: The Leviathan Omnibus Games Workshop

The 30th book in the New York Times bestselling series In

the aftermath of the Dropsite all...

Massacre at Istvan V, a *Knights of Macragge* Games
battered and bloodied force of Workshop(uk)
Iron Hands, Raven Guard and Captain Cato Sicarius and
Salamanders regroup on a Chief Librarian Tigurius are
seemingly insignificant death Damnos's last hope against
world. Fending off attacks relentless--and
from all manner of monstrous remorseless--alien enemies,
creatures, the fractious and as they lead the
allies find hope in the form Ultramarines against the foe,
of human refugees fleeing from Tigurius receives a vision
the growing war, and cast that could change the tide of
adrift upon the tides of the war.
warp. But even as the Space *Old Earth* Games Workshop
Marines carve out a sanctuary The Adeptus Astartes carry the
for them in the jungles of battle to the orks' home world,
Pythos, a darkness gathers led by a mighty armoured
that threatens to consume them warrior of legend. Tearing

itself apart from within, the Imperium is still virtually powerless to resist the ork advance. When the Adeptus Mechanicus reveal they have discovered the orks' point of origin, the Adeptus Astartes start to gather their forces for a massive assault on their enemy's home world. But what the Imperial forces need is a figurehead, a hero from legend to lead them - a primarch. Meanwhile, on the planet Caldera, a mighty armoured warrior fights tirelessly against the orks - is he the saviour the Imperium seeks?

Lord of the Night Games Workshop

In the wake of the Dropsite Massacre at Isstvan V, the survivors of the Salamanders Legion searched long and hard for their fallen primarch, but to no avail. Little did they know that while Vulkan might have wished himself dead, he lives still. As the war continues without him, all eyes turn to Ultramar and Guilliman's new empire there, and Vulkan's sons are drawn into an insidious plot to end the Heresy by the most underhand means imaginable.

Damn Tuan Kiadó

The Salamanders Chapter, fire-born sons of Vulkan, unite to face a threat to their very existence in this omnibus edition of the Tome of Fire

trilogy. The Salamanders have drawn them back together for a long and noble history, one final confrontation... New standing proud among the First edition of a great-value Founding Space Marine omnibus that contains all Chapters. Though their three novels in the Tome of appearance can be terrifying, Fire trilogy - Salamander, they are deeply honourable, Firedrake and Nocturne - plus and will go to any lengths to a host of additional short safeguard the Imperium and its stories.

billions of teeming citizens. Heralds of the Siege National After the death of their Geographic Books captain, Da'kir and Tsu'gan, In the wake of the Dropsite battle-brothers and rivals, Massacre at Isstvan V, the face enemies from within and survivors of the Salamanders Legion searched long and hard without. As their paths diverge and they face trials for their fallen primarch, but that will test them to their very limits, their destinies to no avail. Little did they know that while Vulkan might have wished himself dead, he

lives still. As the war continues without him, all eyes turn to Ultramar and Guilliman's new empire there, and Vulkan's sons are drawn into an insidious plot to end the Heresy by the most underhand means imaginable.

Born of Flame Games Workshop

Fantastic value omnibus delving into mankind's struggle against the world-devouring and galaxy-threatening aliens known as the Tyranids. As billions upon billions of tyranids 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.

The Hunt for Vulkan 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?

The Silent War Games Workshop
Trapped on one of the huge megacities of the Imperial, a rogue Chaos Space Marine must evade his pursuers and navigate

unseen while paving the way for invasion.

Rebirth Games Workshop

Fantastic novel focussing on the Astra Militarum's Volpone Blueblood. As war rages across the Sabbat Worlds, the Volpone Bluebloods are sent to Gnostes at the head of a massive Imperial host. Tasked with the liberation of the Agria island chain from the entrenched Blood Pact, the haughty soldiers of the Volpone find their mettle sorely tested in a brutal meat grinder. After a punishing setback threatens to derail the campaign, an unlikely champion rises through the ranks and victory once again seems possible. But the propaganda of war is a fickle beast, and the Archenemy

are cultivating a plot the Imperium can scarcely fathom. Through glory and honour, the Volpone are desperate to prevail, but can they endure the rigours of the bloodiest campaign in their vaunted history and come out the other side intact?

War Without End Games Workshop

Artellus Numeon urges the Salamanders on Macragge to return their primarch's body to Nocturne - there to be reborn in the flames of Mount Deathfire. 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 Imperium Secundus happened to her, a profound trauma and return their primarch's body to that left behind the 'red dreams' the home world of Nocturne - there and a physical agony that can to be reborn in the flames of Mount strike at any moment. She searches Deathfire. But Numeon grapples for someone called the 'Broker', a endlessly with his doubts and fears trafficker in memories and psychic for the future of the Legion, while mind manipulation, but before she their foes seek to carve out new can make contact catastrophe destinies of their own...

Sons of the Emperor: An Anthology

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

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 ravening spreads, and more and more succumb, is there any hope of ever stopping this contagion?

Tales of Heresy Games Workshop

The secretive minions of

Malcador the Sigillite take centre stage in an anthology of thrilling tales of subterfuge and treachery. While loyalist and traitor forces clash on a thousand battlefields across the galaxy, a very different kind of war is being fought in the shadows - a war of subtlety and subterfuge, unknown to many, but one that surely holds the key to victory for either side. As Rogal Dorn and his Legion prepare to defend the Solar System against the armies of the Warmaster Horus, Malcador the Sigillite charges his many agents and spies with missions of the utmost secrecy. The future of the Imperium is being shaped by unseen hands... This Horus Heresy anthology contains thirteen short stories by various authors including James Swallow, John French, Chris Wraight and many more. It also contains Anthony Reynolds' return to the hallowed halls of the Imperial Palace in his novella *The Purge*. *Firedrake* Games Workshop Reborn in the fires of Nocturne, Vulkan prepares for

his final journey. With the choice between vengeance and duty, what will the primarch's destiny be? Reborn in body and spirit beneath Mount Deathfire, the primarch Vulkan gathers his most trusted sons and prepares for the final part of his journey. The Legions shattered at Isstvan V have stalled the Warmaster's advance across the galaxy, but fresh cracks are spreading through the alliance between the Iron Hands, Salamanders and Raven Guard, along with mysterious rumours of the return of Ferrus Manus. Haunted by a sense of destiny unfulfilled, Vulkan must choose

between joining their war of vengeance against the traitors, or following his own barely understood path all the way to the Throneworld itself.