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**Volpone Glory** St. Martin's Press

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?

*Word Bearers: The Omnibus* Warhammer Horror

The Horus Heresy continues in this omnibus, with the fall of the III Legion to Chaos. The novels Fulgrim and Angel Exterminatus serve as a chronicle of Fulgrim's corruption, while The Crimson Fist, The Reflection Crack'd and many other tales from the New York Times bestselling series reveal the true extent of his damnation.5 – Fulgrim Contains the following short stories :- The Phoenician, Iron Within, Imperfect, Chirurgeon, Lucius, the Eternal Blade plus the 2 novellas The Crimson Fist and the The Reflection Crack'd With the Space Marine Legions falling upon one another in open battle, the most flawed of the mighty primarchs began to pursue their own agendas, seeking out whatever destinies they imagined for themselves under Horus's new order. Fulgrim, the Phoenician lord of the Emperor's Children, had always striven to outshine his brothers – but even he could never have guessed the depths of betrayal to which he would eventually sink in pursuit of greater power... The Horus Heresy continues in this omnibus, with the fall of the III Legion to Chaos. The novels Fulgrim and Angel Exterminatus serve as a chronicle of Fulgrim's corruption, while The Crimson Fist, The Reflection Crack'd and many other tales from the New York Times bestselling series reveal

the true extent of his damnation.

Tomorrow, and Tomorrow, and Tomorrow Black Library

The hilarious instant New York Times bestseller, *The Hunger Pains* is a loving parody of the dystopian YA novel and film, *The Hunger Games*. Winning means wealth, fame, and a life of therapy losing means death, but also fame! This is *The Hunger Pains*. When Kantkiss Neverclean replaces her sister as a contestant on the Hunger Games—the second-highest-rated reality TV show in Peaceland, behind *Extreme Home Makeover*—she has no idea what to expect. Having lived her entire life in the telemarketing district 's worst neighborhood, the Crack, Kantkiss feels unprepared to fight to the death while simultaneously winking and looking adorable for the cameras. But when her survival rests on choosing between the dreamy hunk from home, Carol Handsomestein, or the doughy klutz, Pita Malarkey, Kantkiss discovers that the toughest conflicts may not be found on the battlefield but in her own heart . . . which is unfortunately on a battlefield.

**Salamanders: The Omnibus** 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*.

*Salamanders Omnibus* 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.

#### Born of Flame (The Horus Heresy) Games Workshop

After the Dropsite Massacre, the Salamanders Legion searches in vain for their fallen primarch, Vulkan, but he still lives, and while imprisoned by his brother, Vulkan discovers something that could change the course of the war.

#### *Salamander* 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.

#### *The Hunger Pains* Games Workshop

The Salamanders attempt a daring rescue mission deep in Dark Eldar territory in order to reveal more secrets held within the Tome of Fire. When Chaplain Elysium of the Salamanders is taken captive by Dark Eldar, he faces a fight for survival at the hands of these cruel aliens. The Firedrakes of 1st Company attempt a daring rescue mission, but much more is at stake than the Chaplain's life. He holds the key to secrets buried beneath Mount Deathfire, secrets that could reveal the damnation - or salvation - of their home world.

#### Sons of the Emperor: An Anthology 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.

#### Deathfire Knopf

Colchis világán vallási vezetők uralkodnak a pusztuló társadalmon az istenek nevében - egészen Lorgar érkezéséig. Primarcha, próféta, a sors vezére, Kor Phaeron neveltje, akit a Paktum papja fegyverével választott a hatalom eléréséhez. Közben a vallásháború szétterjed az egész bolygón, élén a Lorgar féle Testvériséggel, a primarchát a jövőre és a Császár eljövételére szóló látomások gyötrik. Ahhoz, hogy megtalálja helyét ebben az új rendben, egyensúlyt kell találnia fogadott apja, Kor Phaeron tanításai és a sors között, amelyre tudja, hogy a csillagok között vár rá.

#### **The Great Betrayal** Games Workshop

Created in the Emperor's own image, the primarchs had long thought themselves to be princes of the universe and masters of their own destiny--they led the Space Marine Legions in glorious conquest of the galaxy, and no enemy of the Imperium could stand against them. However, even amongst this legendary brotherhood, the seeds of dissent has been sown long before the treacherous Warmaster Horus declared his grand heresy. Gathered within this anthology are four novellas focusing on some of the mightiest warriors and leaders that mankind has ever known--Fulgrim, Ferrus Manus, Lion El'Jonson and the twin primarchs Alpharion and Omegon--and the roles that they may have yet to play in war which threatens to change the face of the Imperium forever.

#### Born of Flame Games Workshop

The first in a new trilogy from veteran Salamanders author Nick Kyme, available in trade paperback for the first time. Five years have passed since war came to Nocturne. While Third Company recovers its strength, the Salamanders of Fifth Company must now 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...

**Pennyblade** Simon and Schuster

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...

The Unremembered Empire Tuan Kiadó

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?

The Unremembered Games Workshop

An Alpha Legion warband goes on an epic quest for salvation that will pit them against both the Word Bearers and the Inquisition in a thrilling science fiction adventure. In the hostile universe of the 41st millennium, where allegiances are ever fickle, few of the Emperor's sons are more difficult to understand or predict than the Alpha Legion. Branded traitor since the Heresy, their motives and actions have always been shrouded in mystery. Alpha Legionnaire Occam the Untrue leads his warband out of its hunting grounds in the Maelstrom on an epic quest for salvation, not just for himself, but for his whole Legion. With the forces of the Inquisition snapping at their heels, Occam and his followers must use all their guile and considerable martial prowess as they make their way to the cold heart of the galaxy, to a confrontation that no one, least of all Occam himself, could have foreseen.

**The Silent War** Black Library

NEW YORK TIMES BEST SELLER • Sam and Sadie—two college friends, often in love, but never lovers—become creative partners in a dazzling and intricately imagined world of video game design, where success brings them fame, joy, tragedy, duplicity, and, ultimately, a kind of

immortality. It is a love story, but not one you have read before. "Delightful and absorbing." —The New York Times • "Utterly brilliant." —John Green One of the Best Books of the Year: The New York Times, Entertainment Weekly, TIME, GoodReads, Oprah Daily From the best-selling author of *The Storied Life of A. J. Fikry*: On a bitter-cold day, in the December of his junior year at Harvard, Sam Masur exits a subway car and sees, amid the hordes of people waiting on the platform, Sadie Green. He calls her name. For a moment, she pretends she hasn't heard him, but then, she turns, and a game begins: a legendary collaboration that will launch them to stardom. These friends, intimates since childhood, borrow money, beg favors, and, before even graduating college, they have created their first blockbuster, *Ichigo*. Overnight, the world is theirs. Not even twenty-five years old, Sam and Sadie are brilliant, successful, and rich, but these qualities won't protect them from their own creative ambitions or the betrayals of their hearts. Spanning thirty years, from Cambridge, Massachusetts, to Venice Beach, California, and lands in between and far beyond, Gabrielle Zevin's *Tomorrow, and Tomorrow, and Tomorrow* examines the multifarious nature of identity, disability, failure, the redemptive possibilities in play, and above all, our need to connect: to be loved and to love.

Firedrake Games Workshop

Book 49 in the global best selling *Horus Heresy* series. Can the ferocious forces of Lemman Russ' Space Wolves legion end the traitors onslaught... The time has come for Lemman Russ, primarch of the Space Wolves, to fulfil his vow and attempt to stop Warmaster Horus before he breaks through to the Segmentum Solar. In the face of opposition from three of his brother primarchs, Russ withdraws the Space Wolves legion from Terra and makes all haste for Horus's position. Reports from Malcador the Sigillite's agents suggest that Horus is utterly changed, and infused with a diabolical power so great that no man can stand against him. A warrior of Fenris would never willingly abandon his oaths, but with Horus beyond the touch of mortal blades, the Lord of Winter and War may have doomed himself for the sake of honour...

*The Great Devourer: The Leviathan Omnibus* Games Workshop

A sharp-tongued disgraced-noble-turned-mercenary has to stop the world collapsing into chaos in this gripping, savagely funny epic fantasy packed with unforgettable characters, for fans of Joe Abercrombie. Exile. Mercenary. Lover. Monster. Pennyblade. Kyra Cal'Adra has spent the last four years on the Main, living in exile from her people, her power and her past. A commrach, she's welcome among the humans only for her rapierwork. They don't care about her highblood, which of the gleaming towers she came from, nor that her family aspires to rule the Isle. On the Main, superstitions and monsters are in every shadow, but Kyra is haunted by the ghost of Shen, the love of her life and lowblood servant she left behind. She survives by wit and blade alone in a land that would see her dead for who she is, for who she loves. When her fellow pennyblades betray her, Kyra

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is forced to track the demon preying on the souls of the commoners. She must tear the masks off to see the true face of things, as the age-old conflict between the Main and the Isle threatens to erupt once more.

#### The Primarchs 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, Da'kir and Tsu'gan, 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.

#### *Sagas of the Space Wolves: The Omnibus Games Workshop*

Book 5 in the Warhammer 40,000 mega series, Dawn of Fire. A war-weary Battle Group Praxis arrives at the Knight world of Kamidar, ruled by the Iron Queen Orlah, to return the queen's slain daughter and heir, who died fighting in Guilliman's name. In truth, the Imperium's mission here is twofold: to strip Kamidar of its resources in order to resupply the flagging armada, and prepare the Ironhold Protectorate to become part of the defensive Anaxian Line, a crucial bulwark for the Indomitus Crusade. With Kamidar having survived many years without the Imperium's aid, what should have been a simple reunion between allies soon becomes a vicious feud. As division turns loyal souls against one another, the agents of Abaddon move in the shadows, seeking to manipulate this growing rift to their own ends. Can the Imperium bring itself back from the brink before it's too late, or will the Hand of Abaddon arise triumphant, halting the Avenging Son's reclamation in its path?