
Warhammer 40k Ork 5th Edition Codex

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Space Marines Codex Games Workshop

Fast-paced, hard-hitting military fiction featuring the Baneblade battle tank Mars Triumphant. By the blessing of the Omnissiah was the Mars Triumphant born – from the forges of the Adeptus Mechanicus, the mighty Baneblade super-heavy battle tank comes to bring death and destruction to the foes of the Imperium. During a bitter war against the orks in the Kalidar system, Lieutenant Lo Bannick joins the crew of the venerable tank, and as part of the 7th Paragonian Tank Company he witnesses combat from within one of the Astra Militarum's

mightiest war machines. But even as Bannick's own dark past threatens to undo him, the Mars Triumphant may have met its match in the form of a terrifying new foe.

Codex Armageddon 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. Mists of Akuma Games Workshop

As the greatest Ork Waaagh! ever seen threatens to engulf the galaxy, the Imperial Fists make their last stand. It is the thirty-second millennium and the Imperium is at peace. The Traitor Legions of Chaos are but a distant memory and the many alien races that have long plagued mankind are held in check by the Space Marines. When a mission to exterminate one such xenos breed on the world of Ardamantua draws in more of their forces, the Imperial Fists abandon

the walls of Terra for the first time in more than a thousand years. And when another, greater, foe strikes, even the heroic sons of Rogal Dorn may be powerless against it. The Beast Arises... and it is mighty.

Damocles Black Library
The Space Marines are numbered amongst the most elite warriors in the Imperium. Created by the Emperor himself from the genetic material of the demigod Primarchs, they are the ultimate soldiers for a cruel and terrible age. Inside this 208-page hardback codex, you'll find everything you need to unleash the Space Marines in battle, plus thrilling lore and art to inspire your own collection.

Saga of the Beast Games

Workshop

Great new novel from Aaron Dembski-Bowden chronicling the story of the Emperor's Spears, a Space Marine Chapter on the edge of destruction, last watchmen over the Elara's Veil nebula. Now, the decisions of one man, Amadeus Kaias Incarius of the Mentor Legion, will determine the Chapter's fate... The scattered worlds of the Elara's Veil nebula were once protected by the oath of unity sworn by three mighty Chapters of the Adeptus Astartes. The Star Scorpions

were undone by flaws in their genetic coding. The Celestial Lions were ravaged by the Inquisition for sins they did not commit. Now, after hundreds of years, only the Emperor's Spears still keep their vigil. They are barbarian watchmen against the Outer Dark; bloodied but unbroken in their long duty. Amadeus Kaias Incarius, a brother of the Mentor Legion, is commanded to cross the Great Rift and assess the Spears' war-readiness, only to be drawn into the chaotic plight of a depleted crusade on the Imperium's benighted frontier. The decisions he makes, far from the God-Emperor's light, will decide the fate of the war-torn Chapter. Codex Imperial Guard Games Workshop(uk)

Captain Sicarius leads the Second Company of the Ultramarines to war against seemingly impossible odds in defence of the world of Black Reach. In the dark future of the 41st millennium, the Imperium fights a desperate battle for mankind's survival amongst the stars. Foremost among its protectors are the Space Marines, genetically engineered superhumans trained to be the ultimate warriors. And of all the Space Marines, it is the noble and courageous Ultramarines who best embody this warrior ideal. When the planet of Black Reach is invaded by a mighty ork horde, the Ultramarines must act fast - if the greenskins gain a foothold in the system, then they will surely spread and threaten the entire sector. As the Ultramarines attack in all their righteous fury, the scene is set for

an epic battle: one hundred Space Marines versus fifty thousand orks!
Fire Warrior Games

Workshop

Ruling over the alien warriors of the Tau empire are the enigmatic Ethereals. When a powerful Ethereal crashes behind Imperial battle lines, it falls to one young Fire Warrior to sacrifice his life for the greater good. Original.

The Beast Must Die Games Workshop

The Inquisition moves amongst mankind like an avenging shadow, striking down the enemies of humanity with uncompromising ruthlessness. When he finally corners an old foe, Inquisitor Gregor Eisenhorn is drawn into a sinister conspiracy. As events unfold and he gathers allies - and enemies - Eisenhorn faces a vast interstellar cabal and the dark power of demons, all racing to recover an arcane text of abominable power: an ancient tome known as the Necroteuch.

Codex Games Workshop Fantasirollespil.

Rebel Winter Games Workshop
Having been stretched across the galaxy by their loyalty to the Emperor, the Brimlock Eleventh Imperial Guard are presented with one final battle that will allow them the reward they all seek - to colonise the distant world of Voor and live out the rest of their days in peace.

Ghazghkull Thraka: Prophet

of the Waaagh! Games Workshop

Part 1 of the classic

Bloodquest graphic novel, colourised for the first time!

Exiled for the loss of the fabled Blade Encarmine, Captain Leonatos of the Blood Angels Space Marines and his brave battle brothers set forth upon a quest that would take them halfway across the universe and to the very brink of madness and reason.

Warhammer 40,000: The Emperor's Will Games Workshop

Great value Warhammer 40,000 anthology from Black Library. The Imperium of Man has stood inviolate for 10,000 years. Its uncountable worlds are home to a vast array of servants who stand as the only bulwark against the encroaching darkness. From each of them it demands a high price: total servitude to the God-Emperor. Their hands forced by the opening of the Great Rift, these servants move to intercept the enemy and prevent loyal worlds falling. Shield Captain Cartovandis of the Adeptus Custodes must travel across the galaxy to uncover the truth behind a mysterious distress call from the world of Vorganthian. The righteous warriors of Sister Superior Augusta wield their holy wrath as a sword, cleaving the stain of the heretic and the mutant from the planet Lautis. Meanwhile, the dogged soldiers

of the Astra Militarum must face creatures of nightmare made real with little but their inner mettle to protect them on the world of Regallus. If any of these worlds should fall, the harrowing consequences will echo across the Imperium. In this collection are the novellas *Auric Gods*, *The Bloodied Rose and Steel Daemon*, by Nick Kyme, Danie Ware and Ian St. Martin.

The Purging of Kadillus Games Workshop

Fantasirollespil.

The Beast Arises: Volume 1 Games Workshop Limited

In the thirty-second millennium, the Horus Heresy is ancient history. After centuries of peace, the Imperium is thrown into peril as a new threat menaces the galaxy, the rise of the ork empire. Epic omnibus including the first four novels of *The Beast Arises* series: *I Am Slaughter*; *Predator*, *Prey*; *The Emperor Expects*; and *The Last Wall* 'The Beast Arises' is an epic Warhammer 40,000 series from Black Library. Spanning twelve volumes, the story covers a galaxy-wide conflict between humanity and a massive ork invasion. It is the thirty-second millennium, and the Heresy is but a distant memory. After centuries of peace, the Imperium is thrown into panic as worlds everywhere are menaced by orks. In a relentless tide of slaughter, ork attack moons destroy planet after planet with gravity weapons of unstoppable power. On Terra, the High Lords are paralysed by the scale of the threat, and fail to take any effective action. With entire Space Marine Chapters missing or destroyed, does anyone have the will and the

power to rise to the Imperium's defence?

The 13th Black Crusade Black Library

The Warhammer 40,000 world is a richly imagined creation, packed with such detail and incident it almost seems real.

The Siege of Castellax Games Workshop(uk)

The Dark Angels fight to free one of their recruiting worlds from the grip of the orks. A classic Warhammer 40,000 story told anew, including the infamous tale of Sergeant Namaan's final battle. Faced with an ork invasion of Piscina IV, the 3rd Company of the Dark Angels believes the threat to be minimal. As enemy numbers continue to increase, their commander, Captain Belial, insists that his Company are strong enough to resist. But Scout-Sergeant Naaman knows just how dangerous this foe can be, and when a renewed greenskin offensive takes the Dark Angels by surprise, the orks swarm towards Kadillus Harbour. Little do the Dark Angels know of the technological power available to the xenos, and the true scale of the threat they face. Belial, Naaman and their fellow Astartes fight a desperate siege at Kadillus, knowing that they must hold out until Imperial reinforcements arrive or the planet will be lost. Xenos Games Workshop
Ghazghkull Thraka, the Beast of

Armageddon, is one of the greatest threats to the Imperium. For the first time, read his full story... as told to the Inquisition by his faithful banner bearer Makari. Of the billions of greenskins who swarm the galaxy, only the name of one strikes fear into the hearts of human and xenos alike: Ghazghkull Mag Uruk Thraka. The Warlord of Warlords. The Beast of Armageddon. The Prophet of the Waaagh! With his tusks and fists and power claw, he does the holy work of Gork and Mork, and soon all worlds will burn in his boot prints. Mystery shrouds how such a beast came to exist, and rumours abound that the mighty warlord was once just like any other ork. But if that is the case, how did his ascendance come to be? Many have lost their minds trying to unravel the mystery. Lord Inquisitor Tytonida Falx has headed into the murky depths of heresy to find the answer, only this time, something is different. She possesses something the others did not. Custody of the one creature in the universe who claims to know the truth of it all. Ghazghkull's banner bearer: Makari the Grot.

Armageddon Games Workshop Mists of Akuma is an eastern fantasy noir steampunk campaign setting for use with the newest edition of the world's most popular tabletop roleplaying game. Using new mechanics steeped in eastern lore, the book focuses on providing in-depth urban settings and a diverse array of character options to make truly unique parties of adventurers perfectly suited to survive the decay and desperation in Soburin. Bengoshi (governmental agents) empowered to deputize individuals in service of the Masuto Dynasty are attempting to hold the apocalypse at bay but intrigue and graft are as common and deadly as the corrupting fog, and the ancient threat's influence is spread all the further by the despair of Emperor Hitoshi's subjects. In the 340-page deluxe version of the Mists of Akuma rulebook, you'll find... An overview of the recent history of Soburin and basic information about the world including the dangerous Mists of Akuma, rules for traveling the prefectures, and what rigors maddened explorers must overcome to visit the apocalypse that has become of the other continents. Over 100 NPCs and monsters ranging from foreign generals to eastern dragons, powerful bengoshi and underlings from each of the 24 unique clans, and more than two dozen kami, oni, and tsukumogami! Cultural practices and traditions for Soburin inspired by and drawn from eastern lore. Gorgeous cover artwork by Claudio Pozas, interior scene illustrations by Indi Martin and Sara Shijo, and character illustrations by Jacob Blackmon and Nathanael Batchelor! A chapter each detailing three different cities: the capital of the Imperial Prefecture, Sanbaoshi, the advanced mechanical metropolis of Kyofu, and the traditionalist magic-steeped settlement of Nagabuki. Short stories with gorgeous half page illustrations at the start of each chapter to firmly posit the desperation and diversity inherent to adventuring in Soburin! Details on each of the two dozen clans of the prefectures, including the bengoshi that negotiate on the behalf of each ruling family's lady or lord and how the Kengen Occupation affected each region of Soburin. 7 new character backgrounds and guidelines for adapting existing character backgrounds when playing in Soburin as well as new conditions, the Culture skill, and 6 maps for the continent and its settlements by cartographers Michael McCarthy, Mike Myler, and Tommi Salama! 19 different archetypes that provide exciting theme-appropriate character options for every class! 14 new races to breathe life into Soburin, making it an exotic and unique world that is eager to shrug off the shackles of western imperialism. 32 new character feats, over 10 pages of equipment that ranges from new armor and weapons to steampunk prostheses and vehicles, and 22 new Eastern-themed spells! And more. This anniversary edition includes *Revenge of the Pale Master*, a 25-page mystery adventure set in Soburin. *Inferno!* Games Workshop

Black Templars Chaplain Grimaldus downtrodden vassals?

leads the defence of Hive

Helsreach, a city in the path of a massive greenskin force on the war-racked world of Armageddon.

Battle rages and the Black Templars win several vital battles, but as the ork numbers grow and the Imperial defenders dwindle, Grimaldus and his loyal Sword Brethren are forced into a desperate last stand that will test the Chaplain's resolve and leadership to their limits.

Yarrick

The Chaos Space Marines of the Iron Warriors Legion have long been renowned as the masters of siege warfare, able to inflict devastating firepower and unimaginable cruelty upon their foes. On the world of Castellax, twisted Warsmith Andraaz builds his own empire even as a system-crushing ork Waaagh! approaches. The Chaos Space Marines of the Iron Warriors Legion have long been renowned as the masters of siege warfare, able to inflict devastating firepower and unimaginable cruelty upon their foes. On the world of Castellax, twisted Warsmith Andraaz builds his own empire even as a system-crushing ork Waaagh! approaches, and drives his own slaves ever harder to meet their production quotas and supply materiel for the Legion 's many warbands. Their walls are strong and their weapons ready, but how long can the planet hold out against the deadly greenskin invasion when whisperings of rebellion begin to pass between the Iron Warriors '