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MCINTYRE REILLY

Dark Eldar Games Workshop

Aeldari: Waning and scattered as they are, the sundered fragments of an empire that drowned in its own perversity and decadence. Yet woe betide those who think them weak. They are as shrewd as they are fickle, as disciplined as they are capricious. They read the skeins of fate as if they are letters on a page. They handle the blade as if they were born to do nothing else. They fight for their survival and see all other species as irrevocably inferior, or even as vermin. To underestimate them means death.

Codex Fantasy Flight Games

A doomed Space Marine Chapter confronts the alien tyrannids in a devastating battle for survival. Following the loss of their home world Sotha to the tyrannid Hive Fleet Kraken, the Scythes of the Emperor begin a new kind of war against the alien menace. Facing further humiliation and defeat after regrouping at the Giant's Coffin on Miral Prime, recently appointed Chapter Master Thracian must find a way exploit his warriors' need for vengeance if their Space Marine Chapter is to have any hope of survival... This collection spans the greatest period of upheaval in the Scythes of the Emperor's history, and includes the novel

Slaughter at Giant's Coffin along with five additional short stories.

Storm of Iron Games Workshop

Gripping sci-fi action in this premium Warhammer 40,000 novel Long ago defiled by the Imperium of Man, the eldar maiden world of Dûriel was once a glittering jewel in the crown of the Valedor System. As the tyrannids of Hive Fleet Leviathan sweep through the sector consuming everything in their path, wayward Prince Yriel of Iyanden discovers that the farseers have inadvertently brought a greater threat to bear - a fragment of Hive Fleet Kraken, hurled into the warp in order to save the craftworld, has returned. The tyrannid fleets cannot be allowed to combine, or their genetic legacies will merge into something even more terrible. Alongside allied forces from Craftworld Biel-Tan and even the dark eldar of Commorragh, Yriel has no choice but to fight on to the bitter end...

Deathwatch Games Workshop

Forty thousand years into the future, the human Imperium struggles for survival against its relentless enemies. Ruthless Inquisitor Jaq Draco uncovers a plot that threatens the very future of mankind - can he unravel the trail of conspiracy before he himself is destroyed by its deadly clutches?

The Devastation of Baal Games Workshop(uk)

A supplement to the Warhammer 40,000 game. Describes in detail the Imperial guard army, its background and its heroes.

Includes an army list, background, a hobby section and special characters.

First and Only Games Workshop

The Blood Angels Space Marines must defend their home world from the ravenous threat of the tyranid Hive Fleet Leviathan. A tendrill of Hive Fleet Leviathan has reached the Cryptus shieldworlds. The Imperium musters its strength, for the aliens must be stopped here, as next in the hive fleet's path is the home world of the Blood Angels Space Marines, Baal itself. Many are the battlefields and the price of victory is steep... On Phodia, the sons of Sanguinius give battle to the dreaded Spawn of Cryptus. At Lysios, the Adepta Sororitas and Tempestus Scions hold the line against Leviathan. Far from the fighting, Blood Angels Sergeant Jatiel finds himself pitted against another threat, the necrons of Anrakyr the Traveller who may yet have a crucial impact on the greater war.

The Beast Arises: Volume 1 Games Workshop

Intrigue and horror abound in a tale of dark cults and the corrupting power of false faith. The galaxy is vast, and worship of the God-Emperor by His faithful takes many forms. The Spiral Dawn is one of the countless sanctioned sects of the Imperial cult. When a gathering of Spiralytes makes their holy pilgrimage to the sect's home world, Redemption, instead of the haven of enlightenment they are expecting, they find a soot-choked hellhole where their order's founders and an unorthodox regiment of Astra Militarum maintain an uneasy coexistence. As tensions between the pilgrims and the superstitious Guardsmen mount, the new arrivals begin to unravel the dark secrets concealed at the heart of their faith... This paperback edition

contains a bonus short story, 'Cast a Hungry Shadow', available in print for the first time.

Codex Warhammer Horror

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.

Cult of the Warmason Games Workshop

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?

Shield of Baal Games Workshop

A gripping fictionalized account of the landmark battle that turned the tide of history. On October 25, 1415, a trapped and vastly outnumbered force of exhausted and demoralized English archers and men-at-arms faced a colossal army of French knights on a desolate field in northern France. What took place that day became one of the greatest moments of the Hundred Years' War and English history. Based on chronicles of the times, *Agincourt 1415: Field of Blood* is a dramatic, minute-by-minute retelling of the battle as seen through the eyes of the commanders and soldiers on both sides. This is a brutal, bloody, and captivating retelling of a major British victory written by a Pulitzer Prize finalist. This work sets a new standard for historical fiction. "If you look for a book to read on a chair next to the fireplace holding a glass of whiskey, this book is highly recommendable." —Historic Battlefield Tours

Assault on Black Reach Games Workshop

Deathwatch is a roleplaying game set in the Warhammer 40,000 universe, where you take on the role of a member of the Adeptus Astartes - the devout, bio-engineered super-soldiers also known as Space Marines. Only the most exceptional candidates from the fighting forces of the Adeptus Astartes are invited to join the Deathwatch, and take on a new oath to safeguard the Imperium from the darkest of threats. United in this newly forged brotherhood, all Deathwatch Marines must learn to put aside their differences and work together to succeed in the most extraordinary operations - whether facing the threat of total annihilation when confronted by implacable alien foes, or fighting against the foul daemon menace that crawls forth hungrily from

beyond the Warp. Deathwatch offers a brand-new roleplaying experience by focusing on elite, special-missions style action at the furthest fringes of Imperial space, involving some of the greatest heroes and deadliest opponents the Warhammer 40,000 universe has to offer!

Anathemas Black Library

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!

The Book of Martyrs Grub Street Publishers

The Sisters of Battle clash with inhuman monsters in a desperate defence of a vital Imperial shrine world. In a galaxy teeming with alien aggressors, nothing unites the Imperium more than the worship of the immortal God-Emperor. Without the shining light of his divinity, travel through the stars would not be possible, and humanity would be swallowed by darkness. The shrine world of Vadok attracts billions of pilgrims who visit to reaffirm their faith and catch a glimpse of the sacred relic held in its great cathedral.

But the reach of man's enemies is long, and when civil unrest breaks out and rumours of four-armed monsters abound, the Adeptus Sororitas tasked with defending the world must face the fight of their lives. For the Sisters of Battle are few, but their enemies are numberless.

The Inquisition War Games Workshop

The Sabbat Worlds have been lost to the Imperium for many long centuries. Now, a crusade fights to reclaim them. In its midst are Colonel-Commissar Ibram Gaunt and his "Ghosts", the brave men of the Tanith First-and-Only. As they survive battle after battle, Gaunt and his men uncover an insidious plot to unseat the crusade's warmaster, a move that threatens to destabilise the war effort and undo all the good work and sacrifice of millions of soldiers. With no one to trust and nowhere to turn, Gaunt must find a way to expose the conspiracy and save his men from a needless death.

Codex Imperial Guard Games Workshop

The Lone Wolves are Space Marines from the Space Wolf chapter. No one knows where they come from or where they go, but when the soldiers of the Slovak Regiment of the Imperial Guard need them most they appear.

Agincourt, 1415 Games Workshop

The elite warriors of the Blood Angels Space Marine Chapter board an ancient space hulk, seeking to purge its deadly alien infestation and avenge a past wrong. Six centuries ago, Space Marines of the Blood Angels Chapter boarded the space hulk Sin of Damnation to cleanse it of a genestealer infestation. They were never seen again. Now, the ancient space hulk has reemerged from the warp, and Captain Raphael leads a kill team

of mighty Terminators aboard, determined to avenge that ancient shame and finally destroy the aliens. Vastly outnumbered and beset by the psychic might of the hive mind, the Blood Angels must complete their mission before they are overwhelmed by the xenos and their Chapter is humbled once more.

Cult of the Spiral Dawn Games Workshop

Containing the novels *Nightbringer*, *Warriors of Ultramar* and *Dead Sky*, *Black Sun*, plus a connected short story, the series follows the adventures of Space Marine Captain Uriel Ventris and the Ultramarines as they battle against the enemies of mankind. From their home world of Macragge, into the dreaded Eye of Terror and beyond, Graham McNeill's prose rattles like gunfire and brings the Space Marines to life like never before.

Codex Armageddon 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 warriors, 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.

Legends of the Space Marines Games Workshop

Radical Inquisitors turn away from the path of the Puritan and rely upon tools that most consider blasphemous. Heretic allies, alien technologies, and daemon weapons of Chaos are but a few of these instruments chosen by Radicals who believe that the end always justifies the means. This sourcebook contains new rules, dark careers, and forbidden gear for both Game Masters and players who wish to tread the forsaken path of a Radical.

Valedor

The third Warhammer Horror anthology. Explore the darker side of the 41st Millennium and the Mortal Realms, with tales of psychological torment, visceral horror and the supernatural from Black Library authors old and new. Warning - don't read this with the lights off! Anathemas is the third Warhammer Horror anthology, featuring more twisted and razor-sharp tales set in the 41st Millennium and the Mortal Realms. Unexplained deaths terrify the crew of an ancient Astra Militarum tank; a strange instrument beguiles its audience with a deadly melody; a man fears for his sanity within a plague-riddled hive... This grim collection of unspeakable cosmic horrors and arcane menaces unveils the subtle darkness that lurks within the souls of mankind and the sinister forces tormenting them. Spawned by some of Black Library's most depraved minds including David Annandale,

C L Werner and Darius Hinks, the anthology also introduces new writers, Jake Ozga, Lora Gray and Richard Strachan. Anathemas is the third Warhammer Horror anthology, featuring more twisted and razor-sharp tales set in the 41st Millennium and the Mortal Realms. Unexplained deaths terrify the crew of an ancient Astra Militarum tank; a strange instrument beguiles its audience with a deadly melody; a man fears for his sanity within a plague-riddled hive... This grim collection of unspeakable cosmic horrors and arcane menaces unveils the subtle darkness that lurks within the souls of mankind and the sinister forces tormenting them. Spawned by some of Black Library's most depraved minds including David Annandale, C L Werner and Darius Hinks, the anthology also introduces new writers, Jake Ozga, Lora Gray and Richard Strachan.

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