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KENYON BERRY

Target of Opportunity (A BattleTech Novel) Games Workshop

The Sabbat World 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.

Caves of Ice Mark of Faith

New to Warhammer Age of Sigmar fiction? This is a great way to get to grips with the worlds! Within this book you will find Sacrosanct, a fantastic new novella from C L Werner... A restless menace threatens the town of Wyrmditt. Stirred from his grave by fell magic, Sabrodt, the Shrouded King, seeks dominion over the kingdom he failed to claim in life. So great is the terror inflicted upon the lands by Sabrodt and his nighthaunts that Sigmar, God-King, sends a retinue of his warriors most skilled in the art of Azyrite magic to liberate the town. The Stormcast Eternals of the Sacrosanct Chamber are warrior-wizards, imbued with arcane knowledge and the power to wield the energies of the storm in battle. Leading the retinue is Knight-Incantor Arnhault, a formidable mage who has studied the histories of Sabrodt's kingdom. But the fight against the Shrouded King will challenge Arnhault's mettle like none other - especially when he discovers that the Undead knows more about his past than he does. Also within this book is a host of awesome short stories giving you a flavour of the many warring armies that exist within the worlds of Warhammer Age of Sigmar. Authors include: C L Werner, Josh Reynolds, Nick Horth, David Annandale, Guy Haley, David Guymer and Gav Thorpe.

Hallowed Knights: Black Pyramid Games Workshop Limited

Book 3 of the Black Library Mega-Series, "Dawn of Fire" The Indomitus Crusade has brought the Emperor's vengeance to thousands of star systems. The fleets and armies under the leadership of Roboute Guilliman fight for the survival of humanity against the forces of the Chaos Gods. But the traitors and heretics are not the only foe looking to destroy the rule of Terra. Xenos prey on human worlds in numbers not seen for millennia. Worst amongst them are the rampaging orks, whose migration conquests threaten to reverse many gains of Fleet Primus. And their throaty bellows carry a name not heard in years, of destruction made flesh, a bestial warlord without peer: Ghazghkull Mag Uruk Thraka. In the midst of this brutal tide is Fenris, world of the Space Wolves under Logan Grimnar. Depleted by ever greater demands on their warriors, called upon by the Legion-breaker Guilliman, the Wolves of Fenris face a momentous decision. Grimnar and his counsellors must choose whether their fate is to ally themselves with an ancient rival and risk all that makes them the Vlka Fenryka, or to accept their demise and wait for the return of their own primarch, and the coming of the Wofftime.

Dark Harvest Warhammer Horror

Mark of Faith Games Workshop

First and Only Games Workshop Limited

Abaddon returns from exile and raises the dreaded Black Legion. The Sons of Horus may be no more, but rising from their ashes come the Black Legion. Returning after his long self-imposed exile, Abaddon offers the disparate Chaos Space Marine warbands within the Eye of Terror a simple choice - join him or die. As his newborn war host emerges from the Eye of Terror to ravage the galaxy, none can stand in Abaddon's path, not even the Black Templars Chapter - sworn to stand guard at the storm's edge - nor the Emperor's Champion himself.

Dark Adeptus Warhammer Horror

A collection of stories featuring air combat in the 41st millennium. Stories that make up the collection: Medusan Wings - Matt Westbrook Raptor Down - Gav Thorpe Sturmhex - E J Davies Wraithbound - J C Stearns In Service Eternal - Matt Smith Stormseeker - Alec Worley The Emperor's Grace - Nicolas Alexander Wraithflight - Guy Haley Doom Flight - Cavan Scott Ancient History - Andy Chambers Acceptable Losses - Gav Thorpe Wings of Bone - James Swallow In the war-torn galaxy of the 41st millennium, battle for the blood-soaked skies is fierce and deadly. Brutal Space Marine gunships and Imperial Navy fighters duel against flying horrors, alien interceptors and Chaos craft of every hellish design, for the supremacy of the air is as vital an objective as any battlefield. Featuring stories of death-defying pilots and squadrons of deadly far-future aircraft by authors including Gav Thorpe, James Swallow, Andy Chambers, Cavan Scott and many more...

The Curious Incident of the Dog in the Night-Time Bloomsbury Publishing

Black Ops is a skirmish wargame of tactical espionage combat that recreates the tension and excitement of modern action-thrillers such as the Bond and Bourne films. The fast-play rules keep all the players in the thick of the action, while the mission generator provides a wide range of options for scenarios - from stealthy extraction or surveillance missions to more overt raids and assaults. Stealth, combat, and technical expertise all have a role to play, and players may recruit a number of different operative types - spies, mercenaries, criminals, hackers, special forces, and many more - to recruit the best possible team for the job. Players may also choose to join a faction - powerful organizations, intelligence agencies, criminal syndicates, militaries, or rebel groups, each with a stake in international affairs. By doing so, their team may receive certain benefits, but may also find itself limited at a crucial time. With the variety offered by the characters, factions, and scenarios, no two games of Black Ops should ever be the same!

Tactical Espionage Wargaming Games Workshop

A chilling mosaic novel by masters of their craft. On a misty cemetery world, three strangers are drawn together through mysterious circumstances. Each of them has a tale to tell of a narrow escape from death. Amid the toll of funerary bells and the creep and click of mortuary-servitors, the truth is confessed. But whose story can be trusted? Whose recollection is warped, even unto themselves? For these are strange stories of the uncanny, the irrational and the spine-chillingly frightening, where horrors abound and the dark depths of the human psyche is unearthed. A chilling portmanteau. I could feel the hairs on the back of my neck prickling. The perfect combination of

horror and Warhammer 40,000.' Paul Kane – bestselling and award-winning author of Sherlock Holmes and the Servants of Hell and Before

Mark of Faith Titan Books (US, CA)

A Stormhost of Sigmar's celestial warriors run a gauntlet of enemies in an attempt to close a dangerous rift that could drown an entire realm in daemons. In the Tephra Crater lies the city of Uryx, a once-proud bastion now overrun by the Bloodbound. Anhur the Scarlet Lord means to use the city to open a gateway to Khorne's own realm and drench all of Klaxus in blood. Only Sigmar's chosen stand in his way - the Warrior Chamber of Orius the Adamantine, one of many fighting a bitter war of liberation in this region. Their quest is a grim one: breach the walls and reach the heart of Uryx to prevent a ritual that will bring about death untold. The hopes of all Klaxus rest on Lord-Celestant Orius - his warriors are many, and heroes all, but to triumph he must defeat not only the forces of Chaos but the demons of his own past.

The Wolftime Games Workshop

Newly elected Exarch Jonah Levin is still trying to come to terms with the responsibilities of his office. With his recent discovery of treachery in The Republic's Senate, he can trust very few people—and not even his own Paladins have been immune to murderous intrigue . . . Tensions are heating up between Exarch Levin and the senators determined to fight what they call the “injustice being done to The Republic's government.” Some are even agitating for Levin's censure—a move that could accomplish the same thing as the recent attempted coup that killed legendary Paladin Victor Steiner-Davion. One of The Republic's last hopes is the summit of Inner Sphere leaders gathering on Terra. Ostensibly a tribute to the assassinated Steiner-Davion, it also has the potential to halt the escalating violence of the last few years. And although Victor would not have wanted his death to be the cause of more political maneuvering, Levin knows that the great man would not begrudge The Republic this one final service. Now, if only it isn't too late . . .

Penguin

Fantastic portmanteu featuring the stoic warriors of the Adepta Sororitas. To die in the name of the God-Emperor of Mankind is to live eternal, and none are more willing to bleed in His name than the Adepta Sororitas – the Sisters of Battle. The Book of Martyrs charts the deaths of these exemplars. Sister Ishani of the Orders Hospitaller, serving alongside the death-obsessed Valorous Heart, tends to her Ecclesiarchy charges as something inhuman hunts the fields. Sister Anarchia of the Order of Our Martyred Lady, taken captive by the vile T'au Empire, seeks to teach her interrogators what it truly means to be one of the faithful. On a regressed Imperial world, Sister Superior Laurelyn of the Order of the Bloody Rose reinforces the beleaguered defenders against a familiar foe turned anew by the Great Rift. And in the age of the Indomitus Crusade, with the galaxy split in two, only one thing is certain – there will be no shortage of martyrs to fill the pages of this ancient tome.

Caine Black Knife Games Workshop Limited

A collection of short horror stories from across the Worlds of Warhammer. An Imperial Priest extracts a monstrous confession; a widower embarks on a doomed pilgrimage; a witch hunter returns to the place of his nightmares... *Invocations* is Black Library's second Warhammer Horror anthology, featuring more short stories set in the chilling hellscape of the 41st millennium and the arcane gloom of the Mortal Realms. From the whispering corridors of abandoned hospitals to the shrieking

dungeons of ghostly castles, this collection of sinister stories further explores the unspeakable evil at large in the Warhammer worlds. Contains the following stories; Lora Gray He Feasts Foeever Ray Cluley Flesh and Blood Richard Strachan The Growing Seasons David Annandale The Hunt Steven Sheil The Healer Nick Kyme Stitches Pete McLean Blood Sacrifice Jake Ozga Supplication David Annandale The Summons of Shadows Clint Werner A Sending from the Grave David Annandale From the Halls, the Silence Justin Hill The Confession of Convict Kline

Anathemas Games Workshop

A band of mortal heroes are sent by the duardin god Grungni to retrieve an artefact of dark power and keep it from the clutches of Chaos. In the beginning, there was fire. And from that fire came eight weapons of terrible power, honed to a killing edge by the chosen weaponsmiths of Khorne. Now, as the Mortal Realms echo with the thunder of war, the great powers seek to acquire the eight wherever they might be found, no matter the cost. In a city of prophecy and secrets, Grungni, smith-god of the duardin, gathers together a group of mortal warriors from across the realms in order to locate the first of the eight weapons. But they are not alone in their quest; agents of the Ruinous Powers search for the weapon for themselves. Now the race is on, as man, duardin and daemon alike seek to claim the Spear of Shadows...

Black Legion Games Workshop

The Saga Continues! A BattleTech Novel Despite years of effort, ComStar has been unable to repair the HPG interstellar communications grid—so The Republic is taking a hands-on approach to fixing the problem. An active hyperpulse generator can turn its world into a tempting target, so when ComStar appears close to reactivating the HPG on Wyatt, The Republic takes steps to counter any threats to the world at a time when ComStar is determined to prove that it's once more a force to be reckoned with. Knight Errant Alexi Holt is assigned to defend Wyatt for The Republic. But her greatest challenge is to protect Tucker Harwell—a genius possessing unmatched HPG skills—from the invaders who will certainly try to capture him for his knowledge. Both the Oriente Protectorate and Clan Spirit Cat have an interest in Wyatt; the first seeks to control the man who can fix an HPG, the other seeks a safe haven. Unsavory characters will also step forward: after all, though a reactivated HPG makes Wyatt a target, Tucker Harwell is the biggest prize of all.

Damnation Crusade Anchor Canada

At long last - the Adepta Sororitas are back! With the birth of the Cicatrix Maledictum the Imperium of Mankind suffers as never before. Conflict and corruption is rife on every front and precious little hope remains, save for those who hold to their faith when faced with destruction... Denied a martyr's death during the battle for Ophelia VII, Sister Evangeline of the Order of Our Martyred Lady is blessed with a new and grave duty; to embark on a pilgrimage beyond the Great Rift to recover a precious and powerful artefact – the Shield of Saint Katherine. Accompanied by the enigmatic Inquisitor Ravara, who seeks her own closure in the veiled regions beyond the Rift, Evangeline must find a way to bear the weight of this unaskedfor destiny if she and her Sisters are to succeed in restoring a fragment of light to this new dark Imperium.

The Wicked and the Damned Games Workshop

Ravenor and his retinue become fugitives from the Inquisition in order to hunt down the arch-heretic Zygmunt Molotch. Inquisitor Ravenor continues his persecution of the arch-heretic Zygmunt Molotch

- a hunt that has, for him, now become an obsession. In direct contravention of Inquisition orders, Ravenor and his team go rogue, in relentless pursuit of their quarry. Thrown through time and space, pitted against enemies of limitless power and cunning, just how much will Ravenor and his team have to sacrifice in order to thwart Molotch's schemes and bring the heretic to justice?

Scions of the Emperor: An Anthology Del Rey

A collection of charts, maps, illustrations, and photographs complement a fascinating journey inside the Warhammer 40,000 world, which chronicles the last great crusade of the Chaos Warmaster Abaddon. Original.

On Wings of Blood: An Aeronautica Anthology Games Workshop

A Chaos Space Marine Sorcerer seeks the power of the gods All is dust... Spurned by his former brothers and his father Magnus the Red, Ahriman is a wanderer, a sorcerer of Tzeentch whose actions condemned an entire Legion to an eternity of damnation. Once a vaunted servant of the Thousand Sons, he is now an outcast, a renegade who resides in the Eye of Terror. Ever scheming, he plots his return to power and the destruction of his enemies, an architect of fate and master of the warp.

Castle of Blood Games Workshop

A darkly luminous new anthology collecting the most terrifying horror stories by renowned female authors, presenting anew these forgotten classics to the modern reader. Readers are well aware that Mary Shelley wrote Frankenstein: few know how many other tales of terror she created. In addition to Uncle Tom's Cabin, Harriet Beecher Stowe wrote some surprisingly effective horror

stories. The year after Little Women appeared, Louisa May Alcott published one of the first mummy tales. These ladies weren't alone. From the earliest days of Gothic and horror fiction, women were exploring the frontiers of fear, dreaming dark dreams that will still keep you up at night. More Deadly than the Male includes unexpected horror tales by Louisa May Alcott and Harriet Beecher Stowe, and forgotten writers like Mary Cholmondeley and Charlotte Riddell, whose work deserves a modern audience. Readers will be drawn in by the familiar names and intrigued by their rare stories. In The Beckside Boggle, Alice Rea brings a common piece of English folklore to hair-raising life, while Helene Blavatsky, best known as the founder of the spiritualist Theosophical Society, paints a picture of A Witch's Den as vivid as any vision conjured up by the great pulp writers. Edith Wharton's great novel The Age of Innocence won her the Pulitzer prize, yet her horror stories are known only to a comparative few. Readers will discover lost and forgotten women who wrote horror every bit as effectively as their male contemporaries. They will learn about their lives and careers, the challenges they faced as women working in a male-dominated field, the way they overcame those challenges, and the way they approached the genre—which was often subtler, more psychological, and more disturbing.

Total War: Warhammer - The Art of the Games Games Workshop

A Horror story set in the Warhammer: Age of Sigmar universe. A brand new Warhammer Horror novel from Josh Reynolds Set in Warhammer Age of Sigmar universe Think Constantine meets The Wicker Man as we follow our lead character (Harran Blackwood) as he ventures deep into the marshlands of Ghyran in search of an old friend. B format Paperback so £8.99 Will have fore edge printing Comparative title - The Wicked and the Damned 1-78496-939-7

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