

Warhammer 40k Imperial Guard Codex 5th Edition

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Hereticus

Fantasirollespil.

Avenging Son

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Pocket book of the Imperial Guard styled in the form of an artefact of the 41st millennium. Contained within is a wealth of information describing tactics, combat, enemies, prayers and much more all couched in a tongue-in-cheek, pseudo-propagandist rhetoric. The book is filled with numerous sketches and diagrams to accompany the text. This second edition has additional sections on fighting in space and combating the alien Tau.

The 13th Black Crusade

Codex Craftworld Eldar

The Sabbat Worlds Crusade

When the world of Orestes comes under attack by a force of Chaos Titans, the Imperial Titans of Legio Invicta stride out in defence of the vital forge world. Fresh from a hard-fought military campaign, one of the Imperium's most celebrated Titan Legions, the Legio Invicta, prepares to ship out to the warzones of the Sabbat Worlds. However, while stopping at the forge world of Orestes for refit and repair, the Legio Invicta finds itself thrown back into battle when a force of Chaos Titans

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attacks. But as the god-machines of the Adeptus Titanicus stride to war, a sudden religious schism threatens to tear the Adeptus Mechanicus apart and destroy the very world they have pledged to protect, testing the resolve of the Imperial defenders to the limit.

Codex Armageddon

A fantastic collection of stories centred around the forces of the Astra Militarum. A must read for fans of military sci-fi Across the war-torn galaxy, the Imperial Guard are a bastion against the enemies of mankind. From the punishing heat of Tallarn's deserts to the bonechilling tundras of Valhalla, these are the soldiers who give their lives in the Emperor's name. Whether shoulder to shoulder or crushing their enemies in vast machines of war, they are unwavering in their devotion to duty. On a thousand stars, they repel the forces of Chaos and the foul xenos in an eternal conflict. This omnibus collects three novels and three short stories telling tales of savage warfare and heroism on the frontline. Contents Mercy Run by Steve Parker Gunheads by Steve Parker Ice Guard by Steve Lyons A Blind Eye by Steve Lyons Desert Raiders by Lucien Soulban Waiting Death by Steve Lyons

Helsreach

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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.

Fifteen Hours

In a land where even the gods are bound by oaths and prophecies! Odyssey of the Dragonlords is an epic fantasy campaign for the fifth edition of the world's greatest roleplaying game. Drawing inspiration from the ancient Greek epics, including The Odyssey, The Iliad, and The Argonautica. At the dawn of time, a war between the gods and Titans left the world of Thylea forever changed. Thousands of years later, the first mortals arrived, carried by ship and dragon. The Dragonlords were the champions who overthrew the Titans 500 years ago and forged the Oath of Peace. But the power of the Oath has waned, and now the Titans seek vengeance. You are one of the heroes called by prophecy to end the conflict once and for all. Poets will sing of your deeds for centuries to come! If you survive! Made in the UK.

The Bleeding Chalice

Devastated by the death of his closest friend, renegade Inquisitor Jac Draco renounces his fanatical faith in the God-Emperor and surrenders himself to the dark powers of Chaos in the hope of raising his friend from death. Original. his faith in the God-Emperor wavers, Jaq will find his life hanging in the balance. Original.

Necromunda

Cadia Stands

Threatened with destruction by the Imperial agents, including hardline Inquisitor Thaddeus, whom they had once served loyally, the Soul Drinkers Space Marines are tormented by many mutations that afflict them, until their leader, Sarpedon, comes up with a way to eliminate the mutations and restore the company's honor in the face of the God-Emperor. Original.

Baneblade

The ultimate introduction to life as an Imperial Guardsman! Welcome to the Astra

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Militarum, Guardsman! You don't know it yet, but this book is your new best friend. In its pages, you'll find everything you need to know in order to defeat mankind's enemies and prove yourself worthy of being a trooper in the Imperial Guard. It'll teach you how to march, how to shoot, how to maintain your weapons (and how to request replacements if you misplace yours), and much more. Learn the prayers and benedictions that will protect you from your foes, and how to best kill each of the Imperium's enemies with minimum effort. It's the essential guide for every Guardsman. CONTENTS Imperial Munitorum Manual Imperial Infantryman's Uplifting Primer The Benedictions of the Emperor

Only War

A chronicle of all the events, battles, and personalities in the Gaunt's Ghosts series contains illustrations, maps, and photographs to bring the cataclysmic future war to life. Original.

First and Only

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.

Caiphus Cain

Warsmith Honsou, embittered nemesis of the Ultramarines and champion of Chaos. This omnibus edition collects all of Graham McNeill's Iron Warriors series together in one volume. The Iron Warriors are Chaos Space Marines with unrivalled expertise in the art of siege warfare. With great batteries of artillery and all the favours of the Ruinous Powers at their command, there is no fortress in the galaxy that can stand against them for long. This omnibus follows the schemes of the embittered Warsmith Honsou in his struggles against the hated Space Marines of the Imperium. Drawing upon characters and events from author Graham McNeill's popular Ultramarines series and for the first time in a single publication, Storm of Iron and the novella Iron Warrior are gathered along with short stories The Enemy of My Enemy, The Heraclitus Effect and The Skull Harvest.

Magnus the Red: Master of Prospero

As the crusade reaches its apex, Lord Solar Macharius is drawn by a prophecy to the world of Demetrius in search of an ancient artefact - the Fist of Demetrius. Rumours and legends abound of the artefact's providence as a weapon of a primarch, the lords of Horus Heresy. With it, Macharius believes his success and victory is assured but others crave this potent weapon, and the dark eldar will do

anything to obtain it.

Tyrannids

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

Yarrick: the very name carries the weight of legend, of great deeds and of wars won for the Imperium. But Sebastian Yarrick, who fought on Armageddon, who Space Marine Chapter Mastes show their fealty to on bended kneeww, was not always Lord Commissar. He was once just a man, a newly minted officer from the ranks of the schola progenium. His first mission under the tutelage of Lord

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Commissar Rasp was on Mistral. Here, an uprising of barons had upset the delicate balance of power. But, as Yarrick was soon forced to learn, Mistral and Imperial politics are often murky, the truth seldom clear cut. As war engulfs the world, a plot unravels that pits old friends against one another and fashions unusual alliances. Chaos cults, the fanatical Adepta Sororitas and clandestine inquisitors all stan between Yarrick and his mission. Here is where the legend began. In this crucible was Lord Commissar Sebastian Yarrick forged in blood. Previous titles: Ghostmaker - 9781849708685 First and Only - 9781849708562

Armageddon

An inexperienced soldier receives his first taste of the horrors of combat against the monstrous orks on the nightmarish, futuristic battlefields of the Warhammer 40,000 world. Original.

Titanicus

No-holds-barred tank warfare set amid the pitiless battlefields of the Warhammer 40,000 galaxy. Arriving in the Geratomro warzone, Honoured Lieutenant Bannick and the crew of the Banekblade Cortein's Honour are assigned as close support to a company of Shadowword Titan hunters and find themselves thrust into a deadly

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battle for the fate of three star systems. New and deadly allies throw into doubt all that Bannick has been told of the Imperium, threatening not only his life, but also his soul

Chaos Child

A new anthology of short stories delving into the secret history of the Horus Heresy. After the betrayal at Istvan, Horus begins his campaign against the Emperor, a galaxy-wide war that can lead only to Terra. But the road to the final confrontation between father and son is a long one – seven years filled with secrecy and silence, plans and foundations being formed across distant stars. An unknown history is about to be unveiled as light is shed on the darkest years of the Horus Heresy, and revelations will surface that will shake the Imperium to its very foundation

Odyssey of the Dragonlords RPG

Bestselling Ciaphas Cain book now in paperback. The search for the source of an alien threat leads Ciaphas Cain to a drifting space hulk. But when the Reclaimator Space marines suffer terrible losses, Cain and his trusty aide Jurgen must go it alone. With the tyranids waking and a group of stowaway orks on the loose, Cain

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must use all his ingenuity and cunning to escape the space hulk alive.

Codex

Shadowword

Part two of the epic Eisenhorn trilogy returns A century after his recovery of the alien Necroteuch, Gregor Eisenhorn is one of the Imperial Inquisition's most celebrated agents. But when a face from his past returns to haunt him, and he is implicated in a great tragedy that devastates the world of Thracian Primaris, Eisenhorn's universe crumbles around him. The daemon Cherubael is back, and seeks to bring the inquisitor to ruin – either by his death, or by turning him to the service of the Dark Gods.

Dark Eldar

Imperial Creed

A supplement to the Warhammer 40,000 game. Describes in detail the Imperial

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

Chaos Daemons

The brutal war for Cadia is decided, as Lord Castellan Ursarkar Creed and the armies of the Imperium fight to halt the Thirteenth Black Crusade and prevent a calamity on a galactic scale. Under almost constant besiegement by the daemonic hosts pouring from the Eye of Terror, Cadia stands as a bulwark against tyranny and death. Its fortresses and armies have held back the hordes of Chaos for centuries, but that grim defiance is about to reach its end. As Abaddon's Thirteenth Black Crusade batters Cadia's defences and the armies of the Imperium flock to reinforce this crucial world, a terrible ritual long in the making comes to fruition, and the delicate balance of this brutal war shifts... From the darkness, a hero rises to lead the beleaguered defenders, Lord Castellan Ursarkar Creed, but even with the armoured might of the Astra Militarum and the strength of the Adeptus Astartes at his side, it may not be enough to avert disaster and prevent the fall of Cadia. While Creed lives, there is hope. While there is breath in the body of a single defender, Cadia Stands... but for how much longer?

Malleus

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The third novel in The Horus Heresy: Primarchs series, a brand new sequence of novels focused on the superhuman sons of the Emperor. Lord of the mystical and uncanny, Magnus the Red has long studied the ancient crafts of sorcery. A psyker without peer, save only for the Emperor himself, he commands his loyal followers of the Thousand Sons Legion in the Great Crusade, always vigilant for any lost knowledge they might recover from the remains of dead human civilisations. Now, fighting alongside his brother Perturabo of the Iron Warriors, Magnus begins to foresee an approaching nexus of fate. Will he remain true to their mutual aims, or divert his own efforts towards furthering his own mastery of the warp?

The Imperial Infantryman's Handbook

Part three of the epic Eisenhorn trilogy returns Hunted by his former allies as a radical and enemy of the Imperium, Inquisitor Gregor Eisenhorn must fight to prove that he remains loyal as he tracks down a dangerous heretic whom the Inquisition believes dead - the dread former Inquisitor Quixos. As he grows more desperate for victory, Eisenhorn uses ever darker means to achieve his goals - but how far can he go using the weapons of the enemy until he becomes that very enemy - and no different to the traitor he hunts?

The Age of Darkness

The Emperor's Finest

The Imperial Infantryman's Uplifting Primer - The Damocies Gulf Edition

Anthology of stories featuring the Astra Militarum, the backbone of the Emperor's armies. For ten thousand years, the massed armies of the Astra Militarum have defended the Imperium from the multitudinous horrors that seek to overwhelm it. With guns and tanks, determination and courage, these human soldiers fight across a thousand war zones, in a war that has no ending. This anthology showcases some of the most famous regiments of the Astra Militarum along with their charismatic commanders, heroes such as Commissar Yarrick and Colonel Iron Hand Straken."

Imperial Armour

At the very birth of the Imperium of Man, fully half of the Emperor's most trusted Space Marine Legions turned against him in a bitter civil war. Brother fought brother, and Mankind stood upon the very brink of extinction. Ten thousand years

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after their defeat, those same traitors still launch their black crusades out of the Eye of Terror, intent upon nothing less than the utter destruction of the Imperium and the death of its weakling Emperor. This book provides an army list and sections on background, hobby section and special characters to accompany the game.

Astra Militarum

Book 1 of the brand new 9 part mega-series from Warhammer 40,000. A great darkness has befallen the galaxy, and the armies of Chaos are rampant. To survive, humanity must retaliate and take back what they have lost. By the will of the reborn primarch, Roboute Guilliman, is the Indomitus Crusade launched – a military undertaking that eclipses all others in known history. From the Throneworld of Terra does the Avenging Son hurl his fleets, their mission the very salvation of mankind. As vessels in their thousands burn through the cold void, the attention of Fleetmistress VanLeskus turns to the Machorta Sound – a region under attack by a dreaded Slaughter Host of the Dark Gods. The success of the Indomitus Crusade will be determined by this conflict, and the desperate mission of Battlegroup Saint Aster, led by Space Marine Lieutenant Messinius. Even then it is but a prelude to the forthcoming bloodshed.

Codex Dark Eldar

Black Templars Chaplain Grimaldus leads the defence of Hive Helsreach, a city in the path of a massive greenskin force on the war-wracked 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.

Iron Warriors: The Omnibus

Astra Militarum

Codex Imperial Guard

Fist of Demetrius

Black Library presents the Masterworks – a curated collection of novels celebrating

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the very best science fiction and fantasy set in the worlds of Warhammer. When the world of Armageddon is attacked by orks, the Black Templars Space Marine Chapter are amongst those sent to liberate it. Chaplain Grimaldus and a band of Black Templars are charged with the defence of Hive Helsreach from the xenos invaders in one of the many battlezones. But as the orks numbers grow and the Space Marines dwindle, Grimaldus faces a desperate last stand in an Imperial temple. Determined to sell their lives dearly, will the Black Templars hold on long enough to be reinforced, or will their sacrifice ultimately be in vain?

Hammer of the Emperor

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