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Warhammer 40,000 is the war-torn universe of the 41st millennium. This is the first book of a series in which a new threat faces embattled mankind, and Jaq Draco, Inquisitor, must keep the Darkness at bay.

Explore a story told across the millennia that delves deep into a pair of fascinating necron characters, their relationship and their plans for the galaxy. Before the being called the Emperor revealed Himself, before the rise of the aeldari, before the necrontyr traded their flesh for immortal metal, the world was born in violence. Even when they inhabited bodies of flesh, Trazyn the Infinite and Orikan the Diviner were polar opposites. Trazyn, a collector of historical oddities, presides over a gallery full of the most dangerous artefacts – and people – of the galactic past. Orikan, a chronomancer without peer, draws zodiacs that predict and manipulate the future. But when an artefact emerges that may hold the key to the necrons' next evolution, these two obsessives enter a multi-millennia game of cat and mouse that ends civilisations, reshapes timelines, and changes both forever. As riddles unwind and ancient secrets are revealed, the question remains: will their feud save the necron race or destroy it? Righteous Blood, Ruthless Blades is a roleplaying game of dark adventure and heroic thrills inspired primarily by the wuxia stories of Gu Long. Players assume the roles of eccentric heroes who solve mysteries, avenge misdeeds, uphold justice, and

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demonstrate profound mastery of the martial arts. Character creation is designed to produce fleshed-out, potent individuals who can follow several paths, including those of the physician, beggar, assassin, thief, soldier, bandit, and more. These characters inhabit a unique martial world, or Jianghu, set in a romanticized ancient China. The towns, temples, and inns the characters can visit, and the sects and factions with whom they interact, will bring their own character to the game and provide a host of opportunities – and threats. The game is based on a simple ten-sided dice pool mechanic, loosely modeled on the one found in *Wandering Heroes of Ogre Gate*, and play is designed to be gritty, suspenseful, and fast, so the focus remains on solving mysteries and roleplaying your character. When combat does arise, it is consequential and swift, and often resolved in a single roll of the dice. This rulebook includes a sample martial world and a starting adventure, as well as guidelines for game masters looking to run wuxia games and create their own unique Jianghu, rife with martial experts, sects, and mysterious locations.

Four novellas that focus on the events of the second Damocles Gulf Crusade Two centuries ago, the Imperium of Man and the upstart Tau Empire fought to a standstill in the Damocles Gulf. Now, as the 41st millennium draws to a close, the tau have returned. As the world of Agrellan falls under attack, the White Scars and Raven Guard rush to its defence, but with the skilled Commander Shadowsun leading the alien forces, the Space Marines and their allies are hard pressed. Kor'sarro Khan,

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Huntmaster of the White Scars, swears that he will win the day in the most direct way possible - by taking Shadowsun's head.

The mighty Warlord Titans of the Adeptus Titanicus go to war against the forces of Chaos. The Battle Titans of the Adeptus Titanicus are towering war engines, striding to war as holy effigies of the Omnissiah, and the mighty Warlord Titans are the most renowned among all the forces of the Imperium of Man. Their weapons bring righteous death to the alien and the heretic alike, and the merest glimpse of them on the march has stalled entire planetary rebellions. But as the galaxy burns before the rampaging hordes of Chaos, it will take more than any one single Titan Legion to hold the line...

RuneQuest Core book

Book 13 in The Horus Heresy Primarch Series Each primarch is an exemplary being, derived from the Emperor's own genetic stock to embody a facet of His personality. Their powers are unfathomable, but only one of them is the First. Lion El'Jonson is the paragon of what it is to be a primarch. His Legion, pre-eminent for most of their long history, typify the virtues of temperance, pride, and martial excellency that the Lion embodies. They are the Emperor's last line and final sanction. They are His Dark Angels. Now, while the Emperor gathers His mightiest sons for an assault on Ullanor Prime, the Lord of the First instead draws his Legion to the farthest reaches of the known galaxy, seeking to subdue a single rebellious world. Is this but another example of the Lion's infamous pride, or is there more afoot amidst that graveyard of empires

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that is the Ghoul Stars, more than the Lion will share even with his own sons?

Dedicated to serving the Imperium, the Iron Hands, the most powerful members of the Adeptus Astartes, will do anything to remove all weaknesses, even practicing bionic augmentation on their own bodies in order to achieve a physical perfection to match their iron will. Original.

The Mariana and Palau Islands campaign, also known as Operation Forager, was intended to facilitate the recapture of the Philippines and to provide bases for the bombing of the Japanese mainland. This new Campaign Book for Bolt Action allows players to recreate the fierce battles of Saipan, Peleliu, Guam, and many others. With new, linked scenarios, rules, troop types, and Theatre Selectors, this book provides plenty of options for both novice and veteran players alike.

For fans of political intrigue and machinations. The death of Lord Azariel, head of the Navigator House Brobantis, draws his widow into a dark world of ritual killings and cult murders, while larger plans are at work and entire worlds are threatened... Lord Azariel, Head of the Navigator House Brobantis is dead. His widow and murderer, the Lady Chettamandey, stands to inherit his power and influence. Her plans for ascension are curtailed when she's drawn into a dark world of ritual killings and cult murders, with planets being dragged into the warp seemingly at a whim, the threat to Chettamandey's legacy is dire, and only she can avert potential disaster A Freeblade Imperial Knight must decide whether to abandon his quest to restore his honour in order to warn the planet that exiled him of an impending doom. Since the fall of House Chimaeros to heresy, Luk Kar Chimaeros has renounced his heritage and his name to become

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the Knight of Ashes. For five arduous years, in this role as a Freeblade Imperial Knight, he has pursued his treacherous step-mother across the stars alongside a band of fellow exiles. Just as their hunt appears to be nearing its conclusion, word comes of a terrible destruction descending upon Luk's home planet of Adrastapol. The Knight of Ashes must decide whether to continue his quest to exact justice and restore his honour, or to aid the Noble Houses of Adrastapol and risk being branded a heretic evermore.

Book 6 in the best-selling mini-series, *The Horus Heresy: Siege of Terra* The Inner Walls are breached. Traitor vanguards tear towards the heart of the Palace, sensing victory. Desperate gambits are attempted: an unwilling saint is released into the ruins, as well as an enthusiastic sinner. A black sword rises, forged from spite, ready to create a legend. But amid the slaughter, Jaghatai Khan, Warhawk of Chogoris, prepares to launch the most audacious strike of the conflict. His goal is nothing less than the liberation of the Lion's Gate space port. Cut off from any help, he stakes everything on one desperate counter-offensive, launched against an old enemy who has been made far greater than he ever was before. As the White Scars ride out against the newly crowned lords of life and death, they know that defeat for them dooms not only the Legion, but Terra itself.

The book adds simple solo roleplaying rules to Traveller and Cepheus System roleplaying games.

The Fabius Bile trilogy comes to a close in this action packed novel. In the centuries since his return from Commorragh, Fabius Bile has distanced himself from the affairs of friend and foe, content only to oversee the cruel evolution of his New Men. But when his creations are threatened by the monstrous haemonculi of the Thirteen Scars, the Manflyer is forced to seek

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out new allies and old enemies alike in an effort to preserve all that he has built. Homo Novus must survive... even if Fabius Bile must die to ensure it.

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?

-- A "sleeper" worldbook that has just continued to sell and sell. -- Martial arts are applicable to every sort of campaign...fantasy, SF, or modern! -- Detailed discussions of over 50 different fighting styles.

Book five in Black Library's longest running Sci-fi series returns Gaunt's Ghosts embark on their most dangerous mission yet as they make a daring drop assault on the world of Phantine. With the elite enemy Blood Pact and vicious xenos mercenaries ranged against them and short of ammunition with no means of escape, things look grim for the Tanith First. But the greatest danger may come from within the regiment as an old grudge is settled and tragedy strikes.

Book 4 in the Global best selling The Horus Heresy: Siege of Terra series. The Traitor Host of Horus Lupercal tightens its iron grip on the Palace of Terra, and one by one the walls and bastions begin to crumble and collapse. Rogal Dorn, Praetorian of Terra, redoubles his efforts to keep the relentless enemy at bay, but his forces are vastly outnumbered and hopelessly outgunned. Dorn simply cannot defend everything. Any chance of survival now requires sacrifice, but what battles dare he lose so that others can be won? Is there one tactical stroke, one crucial combat, that could turn the tide forever and win the war outright?

The Ultraviolet Grasslands and the Black City is a tabletop role-playing game book, half

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setting, half adventure, and half epic trip; inspired by psychedelic heavy metal, the Dying Earth genre, and classic Oregon Trail games. It leads a group of 'heroes' into the depths of a vast and mythic steppe filled with the detritus of time and space and fuzzy riffs.

Book 14 in the much loved series, "The Horus Heresy: Primarchs" Legends abound of the glorious – or infamous – deeds of the Emperor's sons. Yet almost nothing is known of Alpharius, the most mysterious of them all, for the Lord of the Alpha Legion is unparalleled in the art of obfuscation. Such are his gifts of secrecy and deceit that even his rediscovery has remained an enigma – until now. But when the tale comes from the serpent's mouth, where does the deception end and the truth begin?

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.

Gunfighter's Ball is a set of tabletop miniatures rules for recreating Wild West gunfights with miniature figures and terrain.

A new anthology of short stories delving into the secret history of the Horus Heresy. After the betrayal at Isstvan, 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...

The Student's Guide to Ultimate Power GURPS! A game with infinite possibilities. Even those

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familiar with this award-winning system may not feel they've mastered the fundamentals . . . and those just starting with this game may feel lost amid the possibilities. You want help. You could use a guide. You need *How to Be a GURPS GM*. For the player, this supplement offers insight into how to create the perfect character to fit your vision, plus three examples of character creation and two new fantasy templates. The chapter dedicated to customizing combat and using various options can be particularly helpful for new and veteran players in making aggressive altercations even more exciting. For the Game Master, the supplement discusses everything needed to run a campaign: how to prepare the game setting, assist the players with the creation of their heroes, create challenging and engaging encounters, and design and run the first adventure. The included overview of the Fourth Edition line, plus recommended resource lists for eight popular genres, can help the GM decide which supplements will be most helpful to craft a new campaign. This supplement also provides canonical insight from Sean "Dr. Kromm" Punch, who draws on decades of experience answering questions and providing clarifications as the GURPS Line Editor. Throughout, it follows a group of example players new to GURPS, from when their GM first opens the Basic Set through the starting session of their inaugural adventure. *How to Be a GURPS GM* is an invaluable aid for getting started with GURPS, bridging the previously perilous step between reading the Basic Set and participating in your first game. Half of power is knowing how to use it. With *How to Be a GURPS GM*, you'll be on your way to unleashing the full potential of GURPS like never before!

Complemented by more than four hundred illustrated chessboards and

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photographs, an updated introduction to chess discusses the history of the game, tactics, strategies, chess superstars, tournament play, and computer chess, with a new section on the latest research into chess and its effects on brain power and a guide to chess collectibles. Original.

Delve into dungeons with this kit for the world's greatest roleplaying game Delve into the Dungeons' Depths This kit equips the Dungeon Master® with a screen and other tools that are perfect for running D&D® adventures through dungeons, whether ruined or thriving. The Dungeon Master's screen features a painting of a fantastic vista that plunges into the deep reaches of a mountain. Useful rules references cover the screen's interior, with an emphasis on dungeondelving.

At the edge of the city of Valgaast, Malveil awaits. It is a house of darkness. Its halls are filled with history and pain. It knows all secrets, and no weakness can be hidden from it. Now it stirs eagerly because its prey approaches. Colonel Maeson Strock of the Adeptus Ministorum is returning to his ancestral mansion. He is a shell of a man, broken by the horrors of war and personal loss. Colonel Strock has come home to take up the mantel of planetary governor. He hopes he can purge his home world of political corruption. He hopes he can reforge connections with his estranged children. He hopes he can rebuild his life. Malveil

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will feast on his hopes. Strock believes he has seen the worst of the galaxy's horrors. Malveil will show him how wrong he is.

An amazing collection of Horus Heresy Primarch short stories, penned by a host of best selling authors. A must have for all fans of Horus Heresy! From their shadowed origins to the desperate battles that ensued when half of them rebelled against their father, the Sons of the Emperor – the vaunted primarchs – were among the greatest of humanity's champions, warriors without peer and heroes whose deeds became legend. From the Angel Sanguinius, who took the sole brunt of his Legion's most brutal acts, to Vulkan, whose humanity made him unique amongst his brothers, and from dour Perturabo, architect, inventor and murderous warlord, to Horus, whose shining light was eclipsed only by the darkness that grew within his soul, this anthology covers eight of the primarchs and their greatest – or darkest – deeds. CONTENTS The Passing of Angels by John French The Abyssal Edge by Aaron Dembski-Bowden Mercy of the Dragon by Nick Kyme Shadow of the Past by Gav Thorpe The Emperor's Architect by Guy Haley Prince of Blood by L J Goulding The Ancient Awaits by Graham McNeill Misbegotten by Dan Abnett

The latest Horus Heresy novel There is war on Signus Prime; Horus sends the Blood Angels to the Signus system, where an army of Khornate daemons waits

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for them. The Warmaster's plan is to use the flaw in the Blood Angels' gene-seed – which will later be known as the Red Thirst – to turn them to the worship of the Blood God. At the height of the battle, Sanguinius fights with the Bloodthirster Ka'Bandha. The Blood Angels fight for survival of thier minds and bodies

Adventure Awaits in the Lost Lands! The Aegis of Empires Player's Guide is here! Check out the richly detailed history and culture of the Lost Lands Campaign Setting as it plays out on the epic canvas of the Aegis of Empires Adventure Path! You'll find evocative lore, history, and background to the peoples and lands of the Kingdom of Foere, the Grand Duchy of Reme, and the Kingdom of the Vast, connecting the lands of Akados from the Crescent Sea and the brooding and blighted city-state of Castorhage in the West to the March of Mountains in the East. See it all from a player's-eye view in vivid detail, bringing together two decades of legends and lore from the adventures and campaign settings of Frog God Games and Necromancer Games, (and created in cooperation with the creators of those adventure epics). This book is perfect for long-time fans of the Lost Lands and ideal to bring new players and GMs into this intricately crafted campaign world, system-neutral and perfect for use with your favorite fantasy RPG! You'll find full-color maps of the Lost Lands and the

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environs of the adventures in this campaign, but beyond that you'll also find an expansive history of nations and timelines showing events through all the ages of the Lost Lands, extensively referenced to show the ongoing story of the Lost Lands and how it has grown over nearly 20 years of products. In addition, you'll find a comprehensive listing of the gods of the Ancient Hyperborean and Modern Foerdewaith pantheons, with rules options and game mechanics for clerics and followers of nearly 80 deities for 5E, Pathfinder Second Edition, and the Pathfinder Roleplaying Game! The Aegis of Empires Player's Guide is the perfect accessory for GMs and players alike for playing in the Aegis of Empires Adventure Path or who want to launch their own campaign in this incredible campaign world and the newly revealed Kingdoms of Foere! Don't miss out on this treasure trove of Lost Lands lore - grab this 46-page multi-system campaign guide today and Make Your Game Legendary!

With tyrannid hive fleets approaching, the Carcharodons make a stand on the world of Piety V. If they can stop the xenos here, they will be able to end the menace before it begins. The Carcharodons' remit is an unenviable one - this Chapter of Space Marines plies the dark areas of space, endlessly hunting down the enemies of mankind. Living on the edge, with no fixed base of operations, they are creatures shaped by their environment, renowned for their ruthlessness

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and their brutality. With a fresh wave of tyrannid hive fleets approaching the galactic plane, the Carcharodons decide to use the world of Piety V as a bulwark. If they can stop the xenos here, they will be able to end the menace before it begins. But as they mobilise the planet's defenders and fight the tyrannids, the Carcharodons come to learn what the value of mankind truly is.

This book explores the discrimination encountered and propagated by individuals in online environments. The editors develop the concept of 'online othering' as a tool through which to analyse and make sense of the myriad toxic and harmful behaviours which are being created through, or perpetuated via, the use of communication-technologies such as the internet, social media, and 'the internet of things'. The book problematises the dichotomy assumed between real and virtual spaces by exploring the construction of online abuse, victims' experiences, resistance to online othering, and the policing of interpersonal cyber-crime. The relationship between various socio-political institutions and experiences of online hate speech are also explored. Online Othering explores the extent to which forms of information-technologies facilitate, exacerbate, and/or promote the enactment of traditional offline offences (such as domestic abuse and stalking). It focuses on the construction and perpetration of online abuse through examples such as the far-right, the alt-right and Men's Rights Activists. It also explores

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experiences of, and resistance to, online abuse via examples such as victims' experiences of revenge porn, online abuse and misogyny, transphobia, disability hate crime, and the ways in which online othering is intersectional. Finally, the collection addresses the role of the police and other agencies in terms of their interventions, and the regulation and governance of virtual space(s).

Contributions to the volume come from fields including sociology; communication and media studies; psychology; criminology; political studies; information science and gender studies. Online Othering is one of the very first collections to explore a multitude of abuses and their relationship to information and communication technology.

WolfsbaneGames 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

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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...

Ferrus Manus, primarch of the Iron Hands, employs his brutal methods of war to bring a world to heel in the Emperor's name. The Great Crusade has swept across half the galaxy, a million human worlds now embracing the truth and reason that comes with allegiance to the rule of Terra. But even such unparalleled success comes at a cost. Rumours abound that the Emperor plans to step back from the Crusade and raise one of his primarch sons to lead in his stead. Faced with the bitterly non-compliant human empire of Gardinaal and a leaderless host of Ultramarines, Thousand Sons and Emperor's Children at his Legion's command, the Iron Hands primarch Ferrus Manus decides to make an example that even the Emperor cannot ignore.

Commander Farsight is back! The second book in the Farsight Series sees the hero of the T'Au face the forces of Chaos for the first time. High Commander Farsight, fresh from his victory against the Imperium over the Damocles Gulf, looks to his borders and finds his old enemies – the savage and warlike orks – assailing his worlds and threatening to ravage the heart of the T'au Empire. Farsight's obsessive crusade will see him locked in an escalating conflict with

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the greenskins, and he will stop at nothing until their infestation is purged. In the background, foul forces are at work, however – forces that will do whatever they can to see the military genius of Farsight fall on the daemon-haunted world of Arthas Moloch. Can Farsight stand in the face of new truths, and will the T’au Empire stand with him?

An Exalted novel featuring characters from the hugely popular Exalted: The Abyssals.

Oath of the Frozen King is the first book in our new Adventure Kit product line. The core concept behind the Adventure Kit is to find an RPG sweet spot somewhere between pre-written adventure modules and your own simple prep notes. We've created a versatile, flexible framework for you to build your own adventures quickly and easily while the kit does all of the heavy lifting. The Oath of the Frozen King Adventure Kit boasts replay value that is virtually unheard of in a roleplaying game product - designed to let Game Masters choose the pieces they like, and fine-tune to their group's playstyle. With limitless possibilities for customization, no two instances of Oath of the Frozen King will be the same.

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