

## Planetside 2 Imperium Pack

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.

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.

In the explosive conclusion to the Dark Nest trilogy, Luke Skywalker summons the heroes of the New Jedi Order from near and far, as the Star Wars galaxy teeters on the edge of eternal war. Yet even the combined powers of the formidable Jedi may not be enough to vanquish the deadly perils confronting them. The Chiss-Killik border war is threatening to engulf the entire galaxy and raising the awful specter of Killiks sweeping across space to absorb all living creatures into a single hive mind. The only hope for peace lies with the Jedi—and only if they can not only end the bloodshed between two fierce enemies but also combat the insidious evil spread by the elusive Dark Nest and its unseen queen. Leia's newly acquired Jedi skills will be put to the ultimate test in the coming life-and-death battle. As for Luke, he will have to prove, in a lightning display of Force strength and swordplay, that he is—beyond a shadow of a doubt—the greatest Jedi Master in the galaxy. Features a bonus section following the novel that includes a primer on the Star Wars expanded universe, and over half a dozen excerpts from some of the most popular Star Wars books of the last thirty years!

Book four in the New York Times bestselling series. This is a reissue of 9781849708128 Having witnessed the events on Istvaan III, Deathguard Captain Garro seizes a ship and heads to Terra to warn the Emperor of Horus' treachery. But the fleeing Eisenstein is damaged by enemy fire, and becomes stranded in the warp. Can Garro and his men survive the depredations of Chaos and get his warning to Terra in time? This is a reissue of 9781849708128.

Battlefleet Koronus is an extensive sourcebook for the Warhammer 40,000 Rogue Trader Roleplay Game, covering the myriad starships traversing the Koronus Expanse. It also provides a host of enemy starships to challenge Explorers, and delves into the rich history of the Imperial Navy and Battlefleet Calixis. With new rules on Nova Cannons, torpedoes, attack crafts, and squadrons, plus new options for outfitting player ships, this book is perfect for players and GMs alike!

In the wake of the Dropsite Massacre at Isstvan V, the survivors of the Salamanders Legion searched long and hard for their fallen primarch, but to no avail. Little did they know that while Vulkan might have wished himself dead, he lives still. As the war continues without him, all eyes turn to Ultramar and Guilliman's new empire there, and Vulkan's sons are drawn into an insidious plot to end

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the Heresy by the most underhand means imaginable.

Discover one of the fiercest fighting Chapters in the Universe: The Ultramarines 4th Company! Sergeant Learchus must take twenty-five newly recruited Battle Brothers on their first engagement, as they embark on an investigation of the lost patrol ship Guilliman's Honour. What was a routine mission becomes much more when 4th Company encounters one of the Imperium's deadliest enemies!

New rules and character options for campaigns laced with intrigue. The Star Wars galaxy is rife with treachery and intrigue, from the machinations of Darth Sidious and the Bothan SpyNet to the secret agendas of the Rebel Alliance and the Empire. This supplement gives players and Gamemasters everything they need to run games and play characters in a galaxy of intrigue. This book provides new options and gear for nobles and other sly-minded characters, as well as a host of adventure hooks and campaign seeds that can be used to inject elements of intrigue into campaigns of all eras. It also includes rules for running skill challenges.

Book nine in the New York Times bestselling series As the flames of treachery spread outwards through the Imperium, Horus mobilises those forces who are loyal to him, and plots to subvert or destroy those who stand against him. A battle is being fought for the heart and soul of all the Imperial forces – the Astartes, the Imperial Army, the Titan Legions and more. In this epic story, author Graham McNeill tells the story of the civil war on Mars, and the genesis of the Dark Mechanicum.

In the cold darkness of space, the voracious alien tyrannids travel from world to world, consuming all in a futile attempt to slake their hunger for bio-matter. Lying directly in their path is the industrial planet Tarsis Ultra, where Captain Uriel Ventris and the Ultramarines of Fourth Company stand shoulder to shoulder with their battle-brothers from the Mortifactors Chapter. As war rages and the situation looks bleak, Uriel must accept the barbaric traditions of his allies and act against the ancient tactics laid down in the holy Codex Astartes if there is to be any chance of destroying the alien menace. Previous Titles: Nightbringer - 9781849708609 Dark Hunters: Umbra Sumus - 9781849708449

One of the most famous events in Warhammer 40,000 history is explored in depth. See the fall and rise of the Crimson Fists as they battle orks on their home world. When the ork hordes of Warlord Snagrod lay waste to the planet of Badland and wipe out the Crimson Fists sent to stop them, Chapter Master Kantor prepare a hasty line of defence on the Fists home planet of Rynn's World. Tragedy strikes when an errant missile destroys the Space Marine's Chapter monastery, killing most of their warriors. With a handful of Crimson Fists left, Kantor must fight the campaign of his life, to defeat Snagrod's orks and prevent his Chapter's annihilation.

When the necrons rise, a mining planet descends into a cauldron of war and the remorseless foes decimate the human

defenders. Salvation comes in an unlikely form – the Death Korps of Kreig, a force as unfeeling as the Necrons themselves. When the two powers go to war, casualties are high and the magnitude of the destruction is unimaginable. The second title in The Horus Heresy: Primarchs series, a brand new sequence of novels from Black Library. Many are the sagas of Leman Russ, Lord of Winter and War, most fearsome of the Emperor's primarch sons. At the height of the Great Crusade, his Space Wolves fight to bring the rebel world of Dulan to compliance. Enraged by the defiance of the tyrant Durath, Russ has pledged to strike him down personally – but his brother Lion El'Jonson of the Dark Angels advises more caution. With the might of two Legions arrayed against Durath, tensions nevertheless run high, and the rivalry between the Wolf and the Lion threatens to engulf them all.

Massive anthology of short stories themed around the guerrilla war waged by the remnants of the three Space Marine Legions massacred at Isstvan V. Driven almost to the brink of self-destruction at Isstvan V, the Iron Hands now seek vengeance for the murder of their primarch Ferrus Manus. Gathering survivors from the Raven Guard and the Salamanders aboard any vessels capable of warp travel, these Shattered Legions wage a new campaign of annihilation against the traitor forces across the galaxy – a campaign masterminded by legendary warleader Shadrak Meduson. This Horus Heresy anthology contains ten short stories by authors including Dan Abnett, Chris Wraight and John French. Also included is the novella The Seventh Serpent, where author Graham McNeill revisits the ragtag crew of the starship Sisyphus as they are drawn into a war of subterfuge against the Alpha Legion.

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.

Roleplaying games.

Book ten in the New York Times bestselling series. This is a reissue of 9781849708180 It is the 31st millennium, and mankind has spread across the galaxy. When Horus the Warmaster rebelled against the Emperor, the ensuing civil war nearly destroyed the Imperium. War raged across galaxy, pitting Astartes against their battle-brothers in a struggle where death was the only victor. This collection features stories of heroism and tragedy set during this turbulent time, by star Horus Heresy authors Dan Abnett, Graham McNeill, James Swallow and more. The story of Belle and her beast as you've never seen it before, with sinister, creeping shadows suffusing a door to a wider, magical world. This dark, fairytale adventure is the latest sumptuous masterpiece from the creator of Angel Sanctuary and Alice in Murderland, perfect for fans of The Ancient Magus' Bride! Young and rambunctious Belle insists on going out to play in the forbidden woods, but her adventurous streak abruptly ends when her mother is spirited away by a beast known to kidnap beautiful women. Twisted by the loss of his wife, Belle's father keeps his daughter, who has unusual, violet hair, locked away in an effort to "protect" her from prying eyes. Finally emerging after years of solitude, Belle ventures back into the woods where she lost her mother and encounters the beast once more...

The return of Captain Sicarius! Discover what befell Sicarius when he was lost in the warp, and how he survived... The primarch Roboute

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Guilliman of the Ultramarines has returned in the galaxy's hour of need, and all muster to his Indomitus Crusade to hold back the darkness. Amongst these heroes is Cato Sicarius, Master of the Watch and vaunted captain of Second Company. Disaster befalls Sicarius and his brave warriors as their ship, the Emperor's Will, is lost to the hellish warp, its entire crew believed slain. But Sicarius endures, though he and his men are fighting for their very survival against the denizens of the Great Rift – the daemons and renegades of Chaos. Cast adrift and war-weary, hope appears too distant to grasp until the storm breaks at last and a strange world beckons. As the captain and a band of his chosen warriors descend to the surface seeking aid, they find an isolated land seemingly from an ancient era, one plagued by a terrible enemy. Sicarius will not see this world suffer, and pledges his warriors to the world's cause, determined to save it, whatever the cost... But what is the dark secret harboured here, and what will it mean for the Ultramarines if they uncover it?

The Caledonian Gambit A Novel Skyhorse

The much anticipated second story in the Watchers of the Throne Series. As Guilliman, Regent of Terra, heads off to lead the Indomitus Crusade, he leaves behind a world still in turmoil, beset by cult activity. Stripped of its huge armies for the galactic offensive, recovery is precarious. The Custodians do what they can while keeping the Palace secure, and the Sisters of Silence rebuild their citadel on Luna. When the warship Phalanx returns, it seems that stability will at last be assured. However, as reconquest forces push out further into the slums, they come across signs that another mysterious foe is active. The truth dawns – not every enemy is corrupted by Chaos, for there are many on Terra who do not share Guilliman's vision of a new order and the prospect of a Terran civil war looms...

Book three in Black Library's longest running Sci-fi series returns For a thousand years, the Sabbat Worlds have been lost to the Imperium, claimed by the dread powers of Chaos. Now, a mighty crusade seeks to return the sector to Imperial rule. And at the forefront of that crusade are Colonel-Commissar Ibram Gaunt and the Tanith First and Only – better known as Gaunt's Ghosts. On the world of Verghast, a grinding war between two hive cities – one loyal to the Imperium, the other fallen to the worship of the Dark Gods – is bolstered by the forces of the Imperial Guard. But bitter rivalries and treachery threaten to derail the defence of Vervunhive, and it falls to Gaunt to take command of the Imperial forces and forge victory from an almost certain defeat. This edition includes the epilogue short story 'In Remembrance', in which Gaunt's Ghosts are accompanied into battle by an artist commissioned to create a sculpture in commemoration of a great victory by the Tanith First.

The Warp is a domain of nightmares, filled with insanity made manifest and ethereal predators hungry for souls. Yet it is this shadowy realm that a Rogue Trader must tread to seek fame and fortune amongst the stars. The Navis Primer, a supplement for Rogue Trader, reveals the secret history of the Koronus Expanses Navigator Houses, while unveiling the Astropath Voidfrost and Soul Ward Disciplines. Players can unleash the unpredictable might of the Waaagh! with the Ork Weirdboy career path, and uncover new warp-touched powers, alternate career ranks, and elite advances for Explorers of all kinds. Whats more, The Navis Primer provides expanded rules for navigation and astrotelepathic communication, and presents terrifying new hazards and foes from the depths of the Expanse!

"Having been born a freeman, and for more than thirty years enjoyed the blessings of liberty in a free State—and having at the end of that time been kidnapped and sold into Slavery, where I remained, until happily rescued in the month of January, 1853, after a bondage of twelve years—it has been suggested that an account of my life and fortunes would not be uninteresting to the public." -an excerpt

For years, fans have been clamouring for novels about the Horus Heresy - the bloody civil war that set Space Marine against Space Marine and nearly spelled the end of mankind at the hands of the traitor Horus. 'False Gods' takes the epic story onwards as Horus struggles to keep

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his armies in line and the seeds of his downfall are sown.

Escaping from a disastrous space battle, Commissar Cain and Jurgen crash behind enemy lines. The only way out is to round up what few troops they can find, and fight their way back to the safety of the Imperial lines. Unfortunately, thousands of barbaric alien orks stand in their way. Original.

An action-packed adventure featuring Space Marines The Space Marines of the Dark Hunters, descendants of the White Scars and their savage primarch Jaghatai Khan, are called to battle on the world of Ras Hanem, a world they thought long since liberated from the grip of heresy and returned to Imperial rule. Many years ago, the Dark Hunters defeated the traitor warband known as the Punishers on that world, in a conflict that left deep wounds in the Chapter. But now the Punishers have returned, seeking vengeance upon their would-be destroyers. Captain Jonah Kerne of Mortai Company is sent to annihilate the traitors once for all, but the cost of victory may be too high for him to bear... Many are the horrors of the 41st Millennium, from alien tyrants to dark lords in the grip of Chaos. But arrayed against them are champions of humanity, who fight to defend all that is good in the galaxy. Wracked by the ravages of war, the galaxy has known no peace for untold millennia. To exist is to fight. To thrive is to conquer. Once-proud worlds lie in ruins at the hands of traitorous warlords and vile alien despots. Cowed by the unstoppable march of the Ruinous Powers, humanity stands on the precipice of oblivion. All hope is banished. Yet, there are many who take up arms against these horrors. Noble heroes of the Imperium sally forth to do battle while enigmatic Inquisitors explore the shadowy secrets of this benighted era. In the terror of the 41st Millennium, righteous lords and iron-willed tyrants clash to decide who is worthy of inheriting the galaxy.

The galaxy is mired in a cold war between two superpowers, the Illyrican Empire and the Commonwealth. Thrust between this struggle are Simon Kovalic, the Commonwealth's preeminent spy, and Kyle Rankin, a lowly soldier happily scrubbing toilets on Sabea, a remote and isolated planet. However, nothing is as it seems. Kyle Rankin is a lie. His real name is Eli Brody, and he fled his home world of Caledonia years ago. Simon Kovalic knows Caledonia is a lit fuse hurtling towards detonation. The past Brody so desperately tried to abandon can grant him access to people and places that are off limits even to a professional spy like Kovalic. Kovalic needs Eli Brody to come home and face his past. With Brody suddenly cast in a play he never auditioned for, he and Kovalic will quickly realize it's everything they don't know that will tip the scales of galactic peace. Sounds like a desperate plan, sure, but what gambit isn't? The Caledonian Gambit is a throwback to the classic sci-fi adventures of spies and off-world politics, but filled to the brim with modern sensibilities.

Setting out to exterminate the upstart Tau Empire before it becomes a threat, the Ultramarines under Captain Atheus discover that the xenos may be more of a menace than they originally believed... The Imperium of Man takes its bloody revenge upon the expansionist tau in a war of dizzying spectacle. For the first time, the daredevil warriors of the Ultramarines Assault Company go to war en masse, fighting in the skies, in the streets, and even in the prototype testing facilities of the tau Earth caste. However, Sergeants Sicarius and Numitor must overcome their hunger for glory as the brightest stars of the Tau Empire, Commanders Farsight and Shadowsun, hunt them to the brink of disaster. Tempers run short as battle-brothers fall, ammunition runs out and the course of the war takes ever-darker twists and turns. With two warrior cultures struggling for a vital edge and the body count spiralling towards a terrible conclusion, can notions of honour and duty survive at all?

Pursued by vengeful eldar, Magos Kotov's Explorator armada heads into a newly revealed area of space in pursuit of ancient secrets. As the Adeptus Mechanicus forces and Black Templars Space Marines tackle the twin threats of the wrathful aliens and insurrection aboard the fleet, a greater danger reveals itself.

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In just a few short years, David Weber has shot to the forefront of science fiction! The core of his work is Honor Harrington, the toughest, smartest starship captain in the galaxy. Now Weber invites you to join him and his invitees as they explore Honor's universe. The Host and His Guests: David Weber himself is on board, first telling how young Honor Harrington and her treecat Nimitz faced the impossible task of rescuing the victims of an avalanche in a sub-zero blizzard, then revealing a chapter in the history of the telepathic treecats when a young human who bonded with a treecat was a Very Important Person. Specifically, she was a Manticoran crown princess and the heir to the throne of the empire.... Roland Green offers a hard-hitting account of what happened when Manticore and the People's Republic of Haven went eyeball-to-eyeball over a strategically vital planet.... Linda Evans looks at life among the treecats, before Honor.. .. Jane Lindskold tells how Honor's monarch, Elizabeth III, had to learn the hard way what monarchy is all about.... At the publisher's request, this title is sold without DRM (Digital Rights Management). ". .. something for every taste in Weber's fandom .. . intriguing background glimpses of Honor's¾and Nimitz's¾worlds." ¾Publishers Weekly "Recommended." ¾Library Journal "Heartwarming and insightful..." ¾VOYA

Commissar Ciaphas Cain, hero of the Imperium, and his regiment are deployed to the ice world of Frigidia to quell unrest amongst mine workers. But a malevolent evil stirs deep in the ice caves. Original.

The latest volume of Sparrow features series creator Ashley Wood in his third official appearance (fourth if you count his #0 sketch book)! Multi-medium-master Ashley Wood puts his full-size creations on hold to focus on selecting which of his work to feature in the ever-so-handly Sparrow 6" x 6" format!

Bard Cornelius: the son of a nobleman of Mauricia, an empire located in a parallel universe. But Bard is no ordinary boy—he's got three souls packed into one body! Aside from his own consciousness, he's got Oka Sanai, a miserly samurai, and Masaharu Oka, a high school otaku who loves animal ears. With his extra knowledge of military tactics and business acumen, Bard's ready to cheat his way to the top! Get ready to enjoy the manga version of this hit isekai light novel series!

First Black Library novel starring the mysterious alien race the tau In the jungles of the Dolorosa Coil, a coalition of alien tau and human deserters have waged war upon the Imperium for countless years. Fresh Imperial Guard forces from the Arkhan Confederates are sent in to break the stalemate and annihilate the xenos. But greater forces are at work, and the Confederates soon find themselves broken and scattered. As they fight a desperate guerrilla war, their only hope may lie in the hands of a disgraced commissar, hell-bent on revenge.

Ninth novel in the popular Commissar Cain series. When the world of Quadravidia comes under attack by the insidious tau, only one man can defeat the aliens and save the planet in the Emperor's name: the legendary Hero of the Imperium, Commissar Ciaphas Cain. When the aliens call for a ceasefire, Cain expects the worst, and his fears are answered in the form of the dread menace of the tyrannids. As a hive fleet approaches Quadravidia, Cain must try to forge an alliance between the Imperium and the tau – but can he truly trust the inscrutable xenos?

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