

Genestealer Cult

Fantasirollespil.

The first title in the new "Warhammer Crime" imprint. Try to unravel the secrets lurking in the sprawling city of Varangantua. In the immense city of Varangantua, life is cheap but mistakes are expensive. When Probator Augusto Zidarov of the city's enforcers is charged with locating the missing scion of a wealthy family, he knows full well that the chances of finding him alive are slight. The people demanding answers, though, are powerful and ruthless, and he is soon immersed in a world of criminal cartels and corporate warfare where even an enforcer's survival is far from guaranteed. As he follows the evidence deeper into the city's dark underbelly, he discovers secrets that have been kept hidden by powerful hands. As the net closes in on both him and his quarry, he is forced to confront just what measures some people are willing to take in order to stay alive!

Led by Librarian Karras, the elite alien-hunting Talon Squad must penetrate a genestealer lair and put the abominations to the flame or face the consequences of an entire planet's extinction. When they first came together, Talon Squad were a disparate group of Space Marines from various Chapters. Under the auspice of the Deathwatch, trained in an ironclad Watch Fortress, they become a kill-team. Alien hunters, experts in xenos extermination, their first mission under the mysterious Inquisitor Sigma is a deadly one. Of all the enemies the Deathwatch face, the genestealers are amongst the fiercest, the most invidious. Led by Brother-Librarian Karras, Talon Squad must penetrate the bowels of a genestealer lair and put the abominations to the flame or face the consequences of an entire planet's extinction.

When one of their recruiting worlds is threatened by a tyrannid hive fleet, Joghaten Khan leads the White Scars to protect the planet from the rampaging aliens. In the grim darkness of the 41st millennium, the Imperium is protected by Space Marines, superhuman warriors who battle tirelessly to protect humanity from aliens and the dark powers of Chaos. The White Scars are an old and noble Chapter, their apparent wildness and savagery hiding a cultured and spiritual nature.

When one of their recruiting worlds comes under threat from a splinter fleet of Hive Fleet Leviathan, Joghaten Khan leads the Fourth Company to protect the planet from the rampaging tyrannids. But all is not as clear as it seems. The White Scars find their efforts hampered by mysterious enemies, though they also receive an offer of aid from a most unexpected quarter. Without help, their mission looks next to impossible, but are their newfound allies to be trusted?

The Last Hunt

Deathwatch: Ignition

Codex

The Tau Empire

Aliens 30th Anniversary: The Original Comics Series

Day of AscensionGames Workshop

The fifth title in The Horus Heresy: Primarchs series, delving into the story of Lorgar, primarch of the Word Bearers Legion and the first of the Emperor's sons to fall to Chaos. Most devoted of all the primarchs, it was Lorgar who first fell to the lure of Chaos. Once known as Aurelian, this golden son of the Emperor of Mankind found himself an outcast because he worshipped his father as a god. Humbled before the ruins of Monarchia, chastened and brought low, Lorgar yearned for deeper meaning. He found it in the power of Ruin and thus began the descent into heresy. His fate had not always been so. On Colchis, his adopted birth world, Lorgar was not always the zealot, though his path would be nurtured by one: the priest Kor Phaeron.

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 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.

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.

Outer Dark

The Book of Ruin

Dogs of War

Lorgar

The Siege of Castellax

In the grim darkness of the far future, mankind teeters on the very brink of destruction. Brimming with action packed tales of bloodshed, heroism and courage, "What Price Victory" throws readers headlong onto the desperate battlefields of the 41st millennium. Original.

You Are Energy You are energy being, imagining a dream in time. You are born into this physical world knowing this truth, but are taught that we are its opposite.. This entire world, all your life experience is a product of thinking. This physical realm is a place where you can choose what you believe, and experience it as your life. The ego is that which challenges what is, what is challenging you to grow. The human being is the one who challenged life, in order to be and have what it desires. Meditation helps you to remember your truth. The only way to understand life, which creates or makes this dream illusion. It allows you to see, through an awakened consciousness the purpose of life in form. Time is the illusion, and is always relative. Stillness is absolute. The choice is: ego thoughts of separation, or divinity knowing unity as oneness. Why does divinity allow the illusion of separation? The dream. How can we transcend the belief in illusion, and awaken to truth? (Enlightened information explaining this physical reality). What keeps us away from truth's awakened consciousness manifest?

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.

Chaos Warlord Huron Blackheart and his Red Corsairs launch a devastating conquest of the Hollow Worlds of Lastrati. The Imperium fights a constant battle to defend itself from its many enemies, but few are as deadly or as relentless as the Chaos Space Marines. Bearing a grudge that dates back 10,000 years to the Horus Heresy, these fallen angels are driven by hatred and an overwhelming desire for revenge. When Huron Blackheart leads his warband of Red Corsairs to attack the Hollow Worlds of Lastrati, the human defenders can do little to protect themselves against such powerful enemies. By the time the Space Wolves Chapter arrives, the Red Corsairs are already well entrenched. With neither side prepared to withdraw nor concede defeat, the battle spirals out of control - will the Hollow Worlds be destroyed by the forces of destruction that have been unleashed?

What Price Victory

Fire Caste

The Reverie

Warhammer: The Last Days of the Empire

operating within the shadows, one which believes that the tech-priests are keeping the people from their true salvation - a long-prophesied union with angels - he sees in them an opportunity to bring down Morad's masters and reclaim the world in the name of progress. But sometimes, the only hope for real change lies in the coming of monsters.

Talon Squad return to action, hunting for a missing inquisitor on a world that has been claimed by the Tau Empire - but has their quarry been taken, or defected to the Greater Good? The Deathwatch are the elite of the elite - small teams of Space Marines handpicked for special missions that require the utmost courage and cunning. Now recovered from the injuries sustained on his previous mission, Codicier Karras must lead Talon Squad in the hunt for a missing inquisitor. Their only clue is the name of an Imperial planet that has been taken over by the Tau. Is the missing inquisitor alive, or dead? Worse still, has she gone rogue, jeopardizing one of the Inquisition's most secret projects? Karras must lead his team against a whole planet of hostile Tau and survive the deadly internal politics of the Inquisition to succeed in his mission, codenamed Shadowbreaker. Action, intrigue and excitement are seamlessly woven together by the master of high-octane science fiction, Steve Parker.

The world of Herodian IV is doomed when the nightmarish tyrannid hive fleets descend from the depths of space, intent on devouring every living thing there. In the vital hours before the planet is lost, Inquisitor Kalipsia and a team of Deathwatch Space Marines are sent on a mission to investigate a mysterious research outpost. The terrible secret they uncover could affect the fate of all humanity, but can they escape to safety before they are torn apart by the ravenous alien hordes?

After pursuing an insidious genestealer cult across the sector for years, Chapter Master Caedis of the Blood Drinkers stands ready to destroy the original source of the infection - the vast and mysterious space hulk designated Death of Integrity. However, immediately coming into conflict with both their brothers in the Novamarines Chapter and the priesthood of the Adeptus Mechanicus, the Blood Drinkers must reign in their more aggressive instincts and accept the possibility that the hulk itself may be of value to the Imperium.

Psychic Awakening

Requiem Infernal

Deathwatch

Warrior Brood

Sin of Damnation

Following the tragic events that led the Blood Angels to the brink of civil war, the Chapter's strength has been badly depleted. The Blood Angels must act, and act quickly, before their enemies learn of their weakness and attack.

Anthology of stories featuring the alien tau, the technologically advanced enemies of the Imperium. The alien tau believe it is their manifest destiny to rule the stars. Their emergent empire has expanded rapidly along the Eastern Fringe of the galaxy, and their creed is one of unity and the Greater Good. As adversaries they are formidable, for their fire caste are born to be warriors and their technology is highly advanced. A military war machine like no other, the tau are determined to secure their place amongst the stars and will battle fiercely any who stand in their way...

The original sequel to Aliens! For the thirtieth anniversary of Aliens, Dark Horse is releasing an oversized edition of the unabridged and unadulterated series! In 1988, Dark Horse's Aliens, with stunning art by Mark A. Nelson and a script by Mark Verheiden, took the comics market by storm . . . until the release of Alien3 forced the story to change. * First major comics work by Mark Verheiden, who went on to write The Mask, Timecop, Battlestar Galactica, Daredevil, and many other films and television shows.

The Inquisition War

A Descent: Legends of the Dark Novel

The Insidious Curse

Cult of the Warmason

Bloodlines