

Warhammer Fantasy 8th Edition Rulebook Scribd

A background book on the skaven telling their secret history as well as how to spot and destroy them. For roleplayers you can learn how to create your own skaven clan, descriptions of the skaven fom, society and mentality. There is a short skaven adventure at the end

Gotrek the dwarf trollslayer and his companion Felix are Black Library's most popular fantasy duo. This omnibus edition gives readers a unique opportunity to enjoy their first three adventures through the haunted forests, mountains and castles of the grim Warhammer world.

Warcry

Chaos Battletome

A Tabletop Fantasy Game

Orruk Warclans

Order Battletome

Warhammer Fantasy Roleplay takes your customers back to the Old World. Get the gang together, create your (anti)heroes, and set off to make your way through the vile corruption, scheming plotters and terrifying creatures intent on destruction. The Warhammer Fantasy Roleplay Rulebook contains everything you need for grim and perilous roleplaying adventures in the Old World. 320 page full color hardcover

The fate of The Old World hangs in the balance. Heroes rise and fall as they battle the Ruinous Powers in a last desperate attempt to save the mortal realm. The Gods of Chaos only want total destruction and their victory seems inevitable..... Includes the first two novels in the End Times series: The

Return of Nagash and The Fall of Altdorf. The Return of Nagash As the forces of Chaos threaten to drown the world in madness, Mannfred von Carstein and Arkhan the Black put aside their difference and plot to resurrect the one being with the power to stand against the servants of the Ruinous Powers and restore order to the world - the Great Necromancer himself. As they set about gathering artefacts to use in their dark ritual, armies converge on Sylvania, intent on stopping them. But Arkhan and Mannfred are determined to complete their task. No matter the cost, Nagash must rise again.

The Fall of Altdorf With the hordes of Chaos marshalling in the north, Emperor Karl Franz leads his armies in defence of his realm. But when the worst happens and the Emperor is lost, it falls to Reiksmarshal Kurt Helborg to return to Altdorf, capital of the Empire, and prepare to meet the forces of the Ruinous Powers in a final battle for that ancient city. As plague spreads and the defences weaken, all seems lost, until help arrives from a most unexpected source... if Helborg can bring himself to accept it.

The Adeptus Astartes

Valkia the Bloody

Warhammer Fantasy Roleplay 4e Core

Ossiarch Bonereapers

Warriors of Chaos

Orion is the king of the forest, the lord of Athel Loren and the guardian spirit of all that is dear to the Asrai, the mysterious Wood Elves. In three novels, he confronts old enemies and new dangers, and must appeal to all his powers and allies to ensure the safety of his ancient forest, and his own. Every year, after winter, King Orion wakes up and reigns over the forest kingdom of Athel Loren. This time though, as he slowly comes out of his torpor, he realizes that a terrible evil has taken hold of him, and that his eternal mind has been cursed. Taken of an uncontrollable rage, he

leads his Asrai to the war in order to discover who is there the origin of this plot. But as corruption spreads and his powers diminish, he will have to put his fate in the hands of his most loyal subjects, and entrust them with the mission of unmasking the traitors hiding among their ranks. Emperor's Champion Ludwig Schwarzhelm battles orc invaders whilst trying to get to the bottom of a chaos conspiracy in the province of Averland.

Sword of Justice

The Return of Nagash / The Fall of Altdorf

Warhammer

Ogor Mawtribes

Space Marines

God of Battles is a tabletop fantasy battle game in which players command armies of model soldiers to fight against each other across Aren's troubled lands. I've tried to produce a game that is easy to learn and quick and fun to play, but which offers many tactical options and rewards players' skill. If you are new to all this, I've included some hints and tips throughout the book to help get you started. Have a look at the Scenario section as there's a piece in there about playing your first game, which should point you in the right direction. If you have played tabletop battle games before, you will find some new ideas and a few unusual concepts in this one. They are no more complicated than in other games, less so in fact, they're just different. Have a game or two with only the Main Force part of your armies to get the hang of it and see what you think. It's hard to judge any game from a quick skim through the rules. Let it come alive on the tabletop! Above all, with God of Battles I designed the type of tabletop battle rules that I always wanted to play, where a group of friends could have a fun and characterful game that tells a good story. I hope you get as many hours of enjoyment from it as I have!

With the hordes of Chaos marshalling in the north and the Emperor lost, it falls to Reiksmarshal Kurt Helborg to prepare to meet the forces of the Ruinous Powers. The End Times are coming. With the hordes of Chaos marshalling in the north, Emperor Karl Franz leads his armies in defence of his realm. But when the worst happens and the Emperor is lost, it falls to Reiksmarshal Kurt Helborg to return to Altdorf, capital of the Empire, and prepare to meet the forces of the Ruinous Powers in a final battle for that ancient city. As plague spreads and the defences weaken, all seems lost, until help arrives

from a most unexpected source... if Helborg can bring himself to accept it.

The Orion Trilogy

Warhammer 40,000

Warhammer Empire

Gloomspite Gitz

Wood Elves

WarhammerThe Game of Fantasy BattlesHedonites of SlaaneshChaos BattletomeWarhammer Fantasy Roleplay 4e Core

"Warrior-maiden and consort of the blood god Khorne, the name Valkia the Bloody is feared among all the tribes of the north -- friend and foe alike. From her earliest days as a shield bearer for her father King Merroc, she has known nothing but unending warfare and the brutal politics of the tribal leaders, and soon reaches out to seize power for herself. Though her feral beauty might attract unlikely suitors and her enemies may plot against her in secret, Valkia holds the patronage of the Ruinous Powers, and Khorne will not allow his chosen queen to fall."--Publisher.

The End Times

Destruction Battletome

Heroes of the Empire

Pathfinder Tales: Plague of Shadows

Gotrek & Felix: The First Omnibus

A fantastic collection of classic stories about the righteous armies of the Empire set in the Warhammer Fantasy universe. The Empire is besieged. Countless enemies batter the border of Sigmar's mighty nation, seeking to tear down its cities and murder its an array of brave men and women, united in their defiance and led by true heroes. In the wilderness of Averland, Kurt Helborg, Marshal of the Reiksguard, holds the province together in his iron grip. On the frontiers, Ludwig Schwarzhelm, Emperor's Champion onslought of the Greenskins, while in the Drakwald Forest, Luthor Huss, warrior priest of Sigmar, fights a tide of undead that threatens to sweep away all before it. But, more insidious enemies lurk within the shadows. Witch hunters and spies are the only more accomplished than Lukas Eichmann and Pieter Verstohlen, whose individual quests find them on the trail of ruthless murders and labyrinthine conspiracies that threaten to tear the nation asunder. Will these heroes triumph, or will the myriad evils of th

humanity? This omnibus contains the novels Sword of Justice, Sword of Vengeance and Luthor Huss and the short stories 'Feast of Horrors', 'Duty and Honour' and 'The March of Doom', by Chris Wraight.

A fantastic new adventure of swords and sorcery, set in the award-winning world of the Pathfinder Roleplaying Game! The race is on to free Lord Stelan from the grip of a wasting curse, and only his old, half-elf mercenary companion Elyana has the wisdom of his tormentor and free her old friend before three days have passed and the illness takes its course. When the villain turns out to be another of their former companions, the half-elf sets out with a team of adventurers across the Revolution-wracked na

Mountains to discover the key to Stelan's salvation in a lost valley warped by weird magical energies and inhabited by terrible nightmare beasts. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Hordes of Chaos

A Guide to Skaven

Core Book : Skirmish Combat in the Mortal Realms

Death Battletome

High Elves

The End Times are coming. In the warrens of Skavenblight, a new power is rising. The verminlords walk the earth and they plan to lead the skaven to their destiny as rulers of the world The End Times are

coming. In the warrens of Skavenblight, a new power is rising. The verminlords walk the earth and they plan to lead the skaven to their destiny as rulers of the world. But for Queek Headtaker, the only destiny that matters is his own, as he plans his final assault on Karak Eight Peaks. In the depths of that ancient city, two rival kings - the goblin Skarsnik and the dwarf Belegar - prepare to meet the

onslaught. And in Karaz-a-Karak, High King Thorgrim Grudgebearer presides over what he knows, in his heart, is the end of the dwarf empire. The Horned Rat rises and nothing will ever be the same...

The Game of Fantasy Battles

Warhammer Armies

The Fall of Altdorf

Ratspike

Brettonnia Army Book