

Armada Games Warhammer 40k Datacards Space Marines 8th

The Perfect Firewall! Protect your important notes and die rollsfrom players' prying eyes with the Starfinder GM Screen! This beautiful,four-panel screen features stunning artwork from Ignacio Bazn Lazcano onthe players' side and a huge number of tools and tables on the GM's side tospeed up play and keep key figures at your fingertips. With helpful rules andreminders about tactical and starship combat, skill Difficulty Classes, commonconditions, environmental radiation, zero grav fun. Constructed ultra-high-grade hardcover-book stock, this durable screen is perfect forconvention play or use in your regular home game.

The vastly outnumbered Phantine Fighter Corps, flying missions out of airstrips on key offshore islands, launch one final desperate battle to prevent the evil Chaos legions of the dread-lord Anakwanar Sek from overrunning the war-torn world of Enothis. Reprint.

The first supplement for the Konflikt '47 Weird World War II wargames rules, this volume presents a range of new material for the game, including:
- New army list: The Japanese make their presence known on the battlefields of Konflikt '47.
- New units: Options for troops and technology that can be added to the armies presented in the rulebook.
- Special characters: Field the best of the best, elite men and women who may singlehandedly be the crucial element between victory and defeat.

New rules: All-new means of waging war, including material previously published online.

Warped Galaxies: Secrets of the Tau

Ghoul Island Act 1

Battle of the Fang

Knights of Macragge

Out of the Abyss

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

A tactical accessory for the world's greatest roleplaying game This sturdy double-sided, grid-lined play surface is ideal for when your DUNGEONS & DRAGONS campaign gets tactical. One side features a stone floor good for dungeon and city encounters alike, while the other features terrain useable for a wide range of rural and wilderness encounters. Additionally, the D&D Adventure Grid folds up for easy transport and storage, and can be used with both wet-erase and dry-erase pens interchangeably. Pens and miniatures not included. The leader in providing contemporary fantasy entertainment, Dungeons & Dragons is the wellspring for the entire modern game industry, digital as well as analog. This newest edition draws from every prior edition to create a universally compelling play experience, and exemplifies the true spirit of a game that holds captive the hearts and minds of millions of players worldwide.

There Are No Safe Paths In This Part Of The World. Remember You Are Over The Edge Of The Wild Now, And In For All Sorts Of Fun Wherever You Go. Wilderland Adventures Contains Seven Ready-To-Play Adventures For The 5E Ogl-Compatible Adventures In Middle-Earth Complete Scenarios That Can Be Played Separately, Or As An Epic Campaign.

Malifaux

Gitslayer

Official Strategy Guide

Honour Through Fealty

GM Screen

The Pathfinder Society is a globe-trotting organization of adventurers, scholars, and warriors all dedicated to exploration, collecting lost knowledge and treasure, and sharing it with the world. Lost Omens: Pathfinder Society Guide details everything players and GMs need to know about the Pathfinder Society, from the basics of membership, to the Society's various factions, to the various lodges littered throughout the Inner Sea region. This book is the go-to source for the history and lore of the Pathfinder Society and features new rules content including new equipment, wayfinders, and support for Pathfinder-related archetypes! A useful book in its own right, this helpful volume is a must-have for participants in Paizo's massive Pathfinder Society worldwide organized play campaign, and a great way to get involved in the international campaign!

As the Imperium crumbles around them and darkness descends, the Space Wolves of Järnhamar Pack seek vengeance for old wrongs - whatever the cost. Isolated. Alone. Järnhamar pack are forced to flee from the judgement of their own Chapter aboard a stolen voidship, amid an Imperium descending into total war. Still pursuing vengeance for old wrongs, these Space Wolves hunt the ruins of worlds in search of an enemy who remains stubbornly hidden. Yet as the perilous journey unfolds, the pack learn their nemesis is not the only threat to their survival. They must also contend with the uncertain path chartered by one of their own, whose strange and unsanctioned powers continue to grow. Their ultimate goal of a return to Fenris - with their honour restored and oaths resworn - becomes steadily more elusive. As the Imperium's borders crumble and the long-prophesied onslaught of the Archenemy begins, Järnhamar pack must race to uncover the truth of an ancient betrayal and halt its horror from coming to pass, lest everything they have fought for be destroyed in the coming storm.

Get an insight into one of the newest threats to the Mortal Realms - the monstrous vampire queen Lauka Vai and her dynasty of terrifying, bloodthirsty killers. The Colonnade, a free city held aloft by gargantuan pillars and crowned with a spire of diamonds, is the jewel of Ghur, obsessed with purity in a realm of bestial savagery. But now, it faces annihilation at the hands of an unstoppable beastherd. In a desperate gamble, Councillor Atela Reigehren requests the aid of a being anathema to the Colonnade. She seeks Lauka Vai, the Mother of Nightmares, and her dynasty of monsters, the Avengoril. The crucible of war has thrown these factions together, but can they put their differences aside to face this common foe, or will the clash of purity and monstrosity be their undoing?

Blood and Valor

The Swords of Calth

The Warp

Warcry

Imperial Knights

Martial Yearning Forces And Prepare To Conquer The Inner Sphere! Interstellar Operations Is The Long-Awaited Final Rules Installment To The Series Begun With Total Warfare And Carried Through The Award-Winning Tactical Operations And Strategic Operations. The Former Focuses On A Whole New Level Of Excitement Directly On Your Gaming Table While The Later Focuses On Moving From A Single Scenario To A Multi-Part Campaigns And How To Take An Entire Solar System. Interstellar Operations Zooms Up To The Final Level, Allowing Players To Assume The Roles Of House Lord Or Clan Khans And Dominate The Galaxy Interstellar Operations Contains Complete Rules For Generation And Running Any Type Or Size Of Force. Additionally, A Comprehensive Rules Set Governs Running An Entire Faction'S Military As A Player Tries To Conquer Numerous Solar Systems, Including Rules For How To Stage Through Any Of The Various Scales Represented Through The Core Line Of Rulebooks. Finally, Perhaps One Of The Most Anticipated Portions Of The Book,She Alternate Eras Section Introduces A Huge Swath Of Rules For Playing Across The Thousand Years Of Battletech History. Including Weapons And Equipment Mostly Unique To A Given Era Such As Complete Rules For Building And Playing With Lams.

Join the Iron Snakes as they battle for survival on the desolate Forge World of Urdesh. Saint Sabbat has brought a miracle to the war-torn city of Ghereppan, but one battle is not the war. The voice of Magister Sek still haunts the Imperial forces, defying their victory, mocking their faith. Between the trickery of the Archenemy and the mercurial visions of the Saint, the Space Marines of Damocles Squad must uncover the truth: is this their one chance for a final victory on Urdesh, or a trap that could destroy them all?

Gotrek returns to fight the forces of the Gloomspite Gitz! Hell-bent on ridding himself of the Fyreslayer rune buried in his chest, Gotrek Gurnisson, the greatest Slayer to ever live, travels deep into the strange, alchemical realm of Chamon. Using their mysterious aether-science, the Kharadron Overlords of Barak-Urbaz offer an end to Gotrek's quest. But, as the Bad Moon rises and murderous Gloomspite Gitz threaten to destroy the sky-port, Gotrek pits himself against the most ancient enemy of his people – the greenskins. While his aelven travelling companion, Maleneth Witchblade, struggles to keep him alive, Gotrek throws himself headlong into a bloody battle for survival that will take him into the dank, fungal heart of Skragrott's Asylum.

A Dynasty of Monsters

Voyage to Farzeen

Double Eagle

Iron Kingdoms Monsternomicon

Necromunda

The fourth book in the best selling Space Marine Battles series featuring the Space Wolves It is M32, a thousand years after the Horus Heresy. The Scouring is over and the Imperium at the height of its post-Crusade power. When Magnus the Red is tracked down to Gangava Prime, the Space Wolves hasten to engage the daemon primarch. Even as Great Wolf Harek Ironhelm closes on his ancient enemy, the Fang on the Space Wolves home world is besieged by a massive force of Thousand Sons. A desperate battle ensues as the skeleton forces of Wolf Lord Asvald Grylock attempt to hold back the attacking hosts before the last of his meagre defences gives in. Though a single Scout ship survives to summon Great Wolf Harek Ironhelm back to Fenris, none of the defenders truly realise the full scale the horror that awaits them nor what the Battle for the Fang will cost them all.

Brave champions and the forces of the Imperium battle alien beasts and mechanical tyrants across the gulf of space. Journeying to the bustling spaceport of Hinterland after being saved from certain death by a dubious Rogue Trader, Zella, Talen and Mekki continue their quest to reach the Emperor's Seat. But much here is not what it seems. Alone in a strange place and surrounded by aliens, who can they really trust and what are the secrets of the Tau?

In a Soviet genetic lab, an accident creates a lethal life form, which the Kremlin decides to use. American scientists leak "facts" about a nonexistent ultimate weapon, and the death watch begins

A Self Emotional Guide To Understanding Narcissism And Healing After Hidden Psychological Abuse

The Book of Ruin

Deacon of Wounds

Third Edition

Healing From Narcissistic Relationship

Book twelve in the New York Times bestselling series The Great Crusade is at its height, and the Thousand Sons are its most dedicated warriors. Though utterly loyal, the Legion of Magnus the Red is viewed with suspicion for its arcane methods. Feared by the Imperium he has sworn to serve, Magnus is called to the planet of Nikaea to answer charges of sorcery. When the ill-fated primarch foresees the treachery of Warmaster Horus and warns the Emperor with forbidden powers, the Master of Mankind dispatches Leman Russ, Primarch of the Space Wolves, to attack Prospero. But Magnus has seen far more than the betrayal of Horus and his revelations will seal the fate of his Legion forever.

Uriel Ventris is back! The game is set in the grim darkness of the far future, where mighty armies clash on countless war-torn worlds and Humanity stands alone, beset on all sides by the threats of the heretic, the mutant and the alien. There is no mercy. There is no respite. Prepare yourself for battle.

Dare to descend into the Underdark in this adventure for the world 's greatest roleplaying game The Underdark is a subterranean wonderland, a vast and twisted labyrinth where fear reigns. It is the home of horrific monsters that have never seen the light of day. It is here that the dark elf Gromph Baenre, Archmage of Menzoberranzan, casts a foul spell meant to ignite a magical energy that suffuses the Underdark and tears open portals to the demonic Abyss. What steps through surprises even him, and from that moment on, the insanity that pervades the Underdark escalates and threatens to shake the Forgotten Realms to its foundations. Stop the madness before it consumes you! A Dungeons & Dragons® adventure for characters of levels 1–15

The Helwinter Gate

General's Handbook 2020

A Thousand Sons

Pathfinder Society Guide

World of Warcraft

BradyGames' World of Warcraft Official Strategy Guide includes the following: Maps of each city and region, with call outs for characters, quest locations, dungeons, and more. Essential stats and strategies for each of the 8 races and 9 classes for both the Horde and Alliance factions. Must-have quest data - - contacts, quest type, item rewards and more. Profession sections provide data on products, requirements and item components. Weapon, armor and item tables, ability and spell lists, and bestiary. Platform: PC Genre: MMORPG This product is available for sale worldwide.

55% OFF for Bookstores! Are you the victim of a narcissist? Do you want to find out how to deal with emotional abuse? We've all known a narcissist at one time or another. Charming, self-confident, and fun to be around - the narcissist can make you feel great about yourself for a little while. When you see the narcissist's real face, it's another story. Put-downs, mind-games, and relentless criticism combine with emotional blackmail and other forms of manipulation to leave you drained and confused. When the narcissist moves on, you're left all alone, wondering how someone who seemed so wonderful could have hurt you so badly. Narcissistic abuse is a widespread problem in our society, causing long-term emotional and psychological damage to the victims - including symptoms such as intrusive thoughts, flashbacks, anxiety, depression, and isolation. If you've been the victim of abuse by a narcissistic family member, friend, or romantic partner, you probably have a lot of questions about what happened to you and why. Most of all, you probably want to know how to keep it from ever happening to you again. In order to understand narcissistic abuse, you must understand the narcissist, a person driven by deep insecurity and self-hatred to present a false face to the world. People with Narcissistic Personality Disorder seem supremely confident but are actually so insecure to the point that they must constantly seek new sources of praise and admiration. Understanding what drives the narcissist is the key to spot one and avoid falling prey to their manipulative games. Narcissistic Abuse will help you understand why some people are narcissistic, why the abuser decided to focus on you in the first place, and how you can make sure you never fall victim to a narcissist again.

Spine-chilling Warhammer Horror novel set in the Warhammer 40,000 Universe. The planet of Theotokos is dying of thirst. For years, Arch-Deacon Ambrose has done everything in his power to help the people. Charismatic, virtuous, pious, he is as beloved as the corrupt Cardinal Lorenz, who hoards the water reserves beneath the Ecclesiarchal Palace, is feared. When Lorenz dies, Ambrose 's moment has arrived. As good as his intentions are, he is also proud. He will be the saviour Theotokos needs, and bring the relief of water to the suffering. But there is something worse than drought to come. Lorenz 's death unleashes a terrible plague, soon to be known as the Grey Tears. As Ambrose struggles to save Theotokos from the Grey Tears, the unnatural nature of the plague becomes clearer and clearer, and he is driven to more and more extreme measures. He fears malign forces lurk behind the Grey Tears. The truth is worse than his most awful imaginings.

The Urdesh: The Magister and the Martyr

In the Grim Darkness of the Far Future There is Only War

Warhammer 40,000

Root: The Roleplaying Game (Deluxe Edition)

Battletech Interstellar Operations

Book 3 in the Dark Imperium series. The paths of Roboute Guilliman and his fallen brother Mortarion bring them inexorably together on Iax. Once a jewel of the Imperium, the garden world is dying, as the plans of the Lord of Death to use it as a fulcrum to drag the stellar realm of Ultramar into the warp come to deadly fruition. While Guilliman attempts to prevent the destruction of his kingdom, Mortarion schemes to bring his brother low with the

Godblight, a disease created in the Cauldron of Nurgle itself, made with the power to destroy a son of the Emperor. Primarchs clash on the ravaged landscapes of Iax. The gods go to war, and the wider galaxy balances on a knife-edge of destruction. As something powerful stirs in the sea of souls, only one thing is certain – no matter who wins the last great clash of the Plague War, the repercussions of victory will echo through eternity...

Core Book : Skirmish Combat in the Mortal Realms

D&D Adventure Grid

Godlight

Adventures in Middle Earth Wilderland Ad

Starfinder