

Citadel Painting Guide

A wide array of fantasy miniatures is available to wargamers and modellers, manufactured from an increasing number of different materials each with their own unique modelling challenges. From the multipart hard plastic 28mm miniature to the metal and resin models common in all other scales, this book provides wargamers with a wealth of information to achieve the best results. It discusses issues of scale with fantasy miniatures; demonstrates a variety of modelling and painting techniques at different scales; provides step-by-step guidance on building, converting, repairing and painting figures; explains dry brushing techniques, the three colour method, multilayering and shading with washes and, finally, it considers basic techniques and maintaining the compatibility of miniatures between different gaming systems. Whether modelling single figures, a handful of warriors for a warband or tackling a huge army for a mass battle game, there is something for every fantasy figure modeller, collector or gamer. Discusses issues of scale with fantasy miniatures. Demonstrates a variety of modelling and painting techniques at different scales. Provides step-by-step guidance on building, converting, repairing and painting figures Lavishly illustrated with 274 colour photographs.

The popular Space Marine Battles series is relaunched with an epic novel that sees the whole Blood Angels Chapter in action, fighting a desperate rearguard battle to defend their home world from the predations of the tyrannid hive fleet Leviathan. After a brutal campaign in the Cryptus System fighting the alien tyrannids, Lord Dante returns to Baal to marshal the entire Blood Angels Chapter and their Successors against Hive Fleet Leviathan. Thus begins the greatest conflict in the history of the sons of Sanguinius. Despite a valiant battle in the void around Baal, the Blood Angels are unable to stop the tyrannids drawing ever closer, but their petitions for reinforcements are met with dread news. The Cadian Gate, the Imperium's most stalwart bastion against Chaos, has fallen. In their darkest hour, no help will reach the beleaguered Dante and his warriors. Is this truly then the Time of Ending?

Drawn back into the deadly machinations of his former Legion, Fabius Bile finds his destiny lies on the galaxy's Eastern Fringe, on a forgotten world called Solemnace. Once a loyal son of the Emperor's Children, Fabius Bile now loathes those he once called brother. But when a former comrade requests his aid on a mission he cannot refuse, Bile is drawn once more into the sinister machinations of his former Legion. Now, accompanied by new allies and old enemies alike, Fabius Bile must travel deep into the wilds of the Eastern Fringe of the galaxy, in search of a world unlike any other. A world which might hold the key to his very survival. A world called Solemnace...

This is a travel guide of Romania, who describe detailed the most important travel objectives of the country. The travel guide, it was written by a qualified Romanian travel guide who shares with you his long experience and knowledge.

Or A Fistful of Dice

Modelling and Painting Fantasy Figures

Architect of Fate

Bolt Action: Campaign: Italy: Soft Underbelly

Scars

The Rough Guide to Romania is the definitive handbook on one of Europe's most fascinating, scenic and enigmatic countries. The full-colour introduction highlights all the unmissable sights from the wilds of the Carpathian mountains to the marvellous Delta wetlands, as well as referencing the country's many unique festivals. Two full-colour sections describe the many outdoor activities on offer - from mountain hikes and skiing, to bear and wolf tracking - as well as the country's extraordinary religious architecture. This comprehensive guide reviews all the top hotel and restaurant options for every taste and budget, and includes informed background on Romania's history, wildlife, literature, music and, of course, Dracula. Accurate maps and comprehensive practical information help you get under the skin of Romania, whilst stunning photography makes this your ultimate travelling companion. Make the most of your time on earth™ with The Rough Guide to Romania.

The Rough Guide to Cairo & the Pyramids is the ultimate travel guide to this ancient city, with clear maps and detailed coverage of all the best Egyptian attractions. Discover Cairo's highlights with stunning photography and information on everything from the famous Cities of the Dead to nightlife that only the locals know. Getting the best deal, avoiding hassle and having fun is what this guidebook keeps in mind - so you can experience Cairo at its best. An ancient city and the greatest metropolis in the Middle East, Cairo's bazaars, museums, mosques, tombs and pyramids are covered in detail. Well-informed listings - from authors who have been visiting the city for twenty years - reflect an inside knowledge of the city's hotels, restaurants and entertainment, for every budget. Make the most of your trip with The Rough Guide to Cairo & the Pyramids.

On the daemon world of Torvendis, deep in the heart of the warp storm known as the Malestrom, ancient rivalries threaten to shatter the delicate balance of power. On the daemon world of Torvendis, deep in the heart of the warp storm known as the Malestrom, ancient rivalries threaten to shatter the delicate balance of power, currently held by the Lady Charybdis, daemon princess of Slaanesh. When the warriors of the Word Bearers arrive on the planet, hunting one of their own, the traitor Karnulon, monstrous forces are

unleashed that could tear Torvendis apart.

Jaghatai Khan and his White Scars Legion must choose - the Emperor or Horus? Fresh from their conquest of Chondax and the discovery of Horus's rebellion, Jaghatai Khan's warriors stand divided. Long considered one of the less trustworthy Legions, many of the White Scars claim to owe their loyalty exclusively to Terra, and others still to the Warmaster and his warrior lodges. But when a distress call from Leman Russ of the Space Wolves brings the wrath of the Alpha Legion to Chondax, the Khan's hand is forced and the decision must be made - in the great war for the Imperium, will he side with the Emperor or Horus?

The Rough Guide to Romania

Order Battletome

Miniature Painting

Modelling and Painting World War II German Military Figures

The step-by-step building and painting guides in this book illustrate figures in scales from 1/150 to 1/32, which equates to wargame figures sizes from 10mm to 54mm. There are painting recipes featured for twenty-five uniforms covering the main branches of the Wehrmacht. These are: Afrika Korps; Fallschirmjager (parachutists); Feldgendarmarie (military police); Gebirgsjager (mountain troops); Heer (army); Panzer (tank crews); Waffen SS and U-boat crew. Preparation and assembly of white metal and plastic figures is covered in detail, and tutorials include techniques for building a wargames army quickly. Foreword by Rick Priestley it will appeal to all historical wargamers, particularly those interested in WWII and those interested in diorama making and figure modelling. Gives painting recipes for twenty-five uniforms covering the main branches of the Wehrmacht. The latest materials and techniques are covered which will benefit beginners as well as experienced modellers. Superbly illustrated with 291 colour images.

GameAxis Unwired is a magazine dedicated to bring you the latest news, previews, reviews and events around the world and close to you. Every month rain or shine, our team of dedicated editors (and hardcore gamers!) put themselves in the line of fire to bring you news, previews and other things you will want to know.

Four tales of different Space Marine Chapters battling the forces of Chaos across the galaxy. From small scale clashes to total war, all are drawn into the machinations of Kairos Fateweaver. But how does it all link together? The Space Marines stand against the darkness, and yet on countless battlefields they play unwitting roles in the schemes of Fateweaver. From the doomed world of Illissus, through the embattled corridors of the Endeavour of Will, to the borders of the Eye of Terror itself - friend and foe alike follow the great plan that he set in motion many thousands of years ago. But not even the Architect of Fate himself can foresee the destiny that lies in wait for him...

The God-King's champion battles his foes for the first time. Amongst all of the Stormhosts, none are more vaunted than the Hammers of Sigmar. In the shadow of the Nomad City, the mettle of the Stormbound is tested the battle to sanctify the Crucible of Blood, a gateway to Chaos and madness. Within the ranks of the Stormcast Eternals, there is one who is greater than all others. He is the Celestant-Prime. For centuries he slumbered, until the great hammer of Sigmar, Ghal Maraz, was returned. But a warrior born must still be tempered, and so unto the swamps of Krahl does Sigmar cast his scion to destroy a powerful creature called the Prismatic King.

Romania - Travel Guide

The Devastation of Baal

GameAxis Unwired

Armor Modelers Guide

Stormcast Eternals

Fighting Fantasy gamebooks have sold over 17 million books worldwide, in over 30 languages. But when Steve Jackson and Ian Livingstone sat down to write The Warlock of Firetop Mountain they had no idea this one book would go on to spawn another eighty or more titles, and have an immeasurable impact on a generation of children growing up in the 1980s. Part history, part celebration, YOU ARE THE HERO chronicles more than three decades of Fighting Fantasy. Written by Jonathan Green (author of seven Fighting Fantasy titles), this mighty tome will appeal to anyone who ever wiled away a washed-out summer holiday with only two dice, a pencil, and an eraser for company. This is a fixed format PDF eBook, with all of the same stunning, full-colour artwork as the hardback and paperback. Best viewed on a colour screen of 7" upwards, as a daily reader to keep your precious hardback safe. "YOU ARE THE HERO is as read-under-the-covers immersive as its subject matter; great characters, amazing stories and a surprise behind every door. 5 stars!" -- SCIFI Now "The most comprehensive history of the Fighting Fantasy phenomenon I've ever seen. With its maps, notes, art and photographs it's not just a celebration but a fascinating resource." -- SFX "How many thousands of heroes did these books create? And how many lost their lives with a bad roll of the dice? A publishing phenomenon, without which computer games wouldn't be what they are today. About time these books were celebrated. Now go to page 45 and face your nemesis." -- Charlie Higson

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 background: The history of the world of Konflikt '47 is detailed in more depth. - New rules: All-new means of waging war, including material previously published online. Fremstilling af modeller til fantasirollespil.

The Sabbat World have been lost to the Imperium for many long centuries. Now, a crusade fights to reclaim them. In its midst are Colonel-Commissar Ibram Gaunt and his "Ghosts", the brave men of the Tanith First-and-Only. As they survive battle after battle, Gaunt and his men uncover an insidious plot to unseat the crusade's

warmaster, a move that threatens to destabilise the war effort and undo all the good work and sacrifice of millions of soldiers. With no one to trust and nowhere to turn, Gaunt must find a way to expose the conspiracy and save his men from a needless death.

First and Only

Konflikt '47: Resurgence

How to Become a Successful Professional Miniature Painter

Penitent

A Complete Guide to Techniques, Mediums, and Surfaces

It's been quite a few years now since Bryan Ansell first put pen to paper to produce the initial draft of The Rules With No Name: these rules have been playtested, developed and enjoyed many, many times since then and it is a travesty that they have not been seen on bookshelves until now. Very little editing to the original text was required, but I have added a painting and terrain guide for completeness and sincerely hope that Bryan likes the way his rules have been laid out and presented. Here's what Bryan originally wrote in his introduction to the playtest version of these rules all those years ago: These are intended primarily as a straightforward, simple set of Western gunfight rules, suitable for a quick, cheerful game, possibly involving a large number of participants. However, we wanted to include a degree of tactical skill, involvement with the rule system and an element of tension and surprise. We hope that we have succeeded in doing so without making the game at all puzzling or complicated. Consumption of alcoholic beverage and high-carbohydrate snacks and the playing of these rules are not necessarily mutually exclusive. We have tried not to introduce a lot of fussy rules to cover every eventuality, so if you are playing with large groups of strangers, you might like to use a gamesmaster; a god-like figure whose word is law. Fortunately, even the most competitive gamers don't come to a Western gunfight looking for an argument, so the way should be clear for a good time to be had by all. However, for those of you who prefer a more sophisticated game, especially if you intend to run a campaign, with the extra level of detail and involvement that familiarity permits, there is a selection of optional rules for you to mix and match according to your tastes. Set in the time of the American Old West where life was cheap and survival was the order of the day, these rules are written in a very conversational style that are a joy to read as well as play, and there are many suggestions by Bryan as to how the players can choose to extend and adapt the rules to suit their own levels of skill and/or to simply increase their sense of enjoyment. In this fast paced game all facets of life and the characters in the Old West as depicted in those many Hollywood and Italian 'Cowboy' films are covered; from the hardened gunslinger and town drunk to the law abiding owner of the General Store; all have to hone and develop their particular skills over the course of the game... or end up having that eternal slug of whisky in the saloon in the sky So, get out those toy soldiers, strap on that six gun and get yourself a whole lot of pleasure by having a game with friends using these action-packed and fun-filled rules.

How to Become a Successful Professional Miniature Painter does exactly what the title suggests. This book will not offer a magic formula to get rich overnight. Such book does not exist because it is not how it works.

What the book offers cover every aspect of the business that is commission painting and provide a foundation for developing and growing your very own business. Combining the aspects of building a business and painting miniatures to various levels of quality, How to Become a Successful Professional Miniature Painter takes whatever skills you currently have and how to make the most out of them.

Javier Gomez, a highly talented figure painter of long experience and excellent reputation, shares the secrets of his success in this accessible 'how-to' guide to painting miniatures. He takes the reader step-by-step through the whole process, from choice of materials (unlike other available guides it is not linked to any specific figure manufacturer) and preparation of the miniatures to basing and even advice on photographing the finished item. Techniques such as dry-brushing, ink-washing, shading and highlighting are all explained clearly with the help of step-by-step photographs and colour charts. Specific case studies tackle a variety of useful subjects across all periods, such as mixing realistic flesh tones for different races; painting horses; guns and limbers; Medieval heraldry; Napoleonic uniforms; WW2 and modern camouflage patterns. Javier also clearly explains how these techniques and processes can be applied to all the major wargaming scales, from 40mm down to 6mm. Whatever historical period (or Sci-fi/Fantasy) and whatever scale the reader is interested in, this book is an invaluable source of practical advice and inspiration.

Aimed at modellers of all abilities, this lavishly illustrated book presents a step-by-step guide to figure painting and modelling using traditional techniques. From the multipart hard-plastic 28mm miniature to the metal and resin models common in all other scales, this book provides wargamers, collectors and gamers with a wealth of information to achieve the best results. It demonstrates a variety of modelling and painting techniques at different scales; it provides step-by-step guidance on building, converting and painting models; it covers working in plastic, resin and white metal; it explains dry brushing techniques, the three-colour method, multilayering and shading with washes and, finally, it considers basing techniques and maintaining the compatibility of miniatures between different gaming systems.

Viet Cong Fighter

Modelling and Painting Science Fiction Miniatures

Citadel Miniatures Modelling Guide

The Rough Guide to Egypt

Warhammer Armies Painting Guide

With the Axis Powers ejected from North Africa, the Western Allies look to take the fight across the Mediterranean and into Mussolini's Italy. This supplement for Bolt Action focuses on Operation Husky, the airborne and naval invasion of Sicily, the hard-fought battles in the villages and rugged mountain passes of that island, and the advance up the Italian Peninsula towards Rome. With a host of scenarios, new units, special rules, and Theatre Selectors this book contains everything players need to refight these important battles in defence of the Regno d'Italia or to strike at the underbelly of Axis-controlled Europe.

How to Paint Citadel Miniatures
Warhammer Armies Painting Guide

Shaia "Shy" Ratani is a clever rogue who makes her living outside of strictly legal methods. While hiding out in the frontier city of Yanmass, she accepts a job solving a nobleman's murder, only to find herself sucked into a plot involving an invading centaur army that could

see the whole city burned to the ground. Shy could stop that from happening, but doing so would involve revealing herself to the former friends who now want her dead. Add in an aristocratic partner with the literal blood of angels in her veins, and Shy quickly remembers why she swore off doing good deeds in the first place. Based on the award-winning world of the Pathfinder Roleplaying Game. With more than a million players worldwide, Pathfidner is the world's most popular tabletop RPG. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Osprey's study of the Viet Cong fighters of the Vietnam War (1955-1975). An enemy in the shadows, the Viet Cong was the military arm of the National Liberation Front, the Communist Party of the Republic of Vietnam. Often generally thought of as local guerrillas, they were also an important part of the North Vietnamese Army regular cadres. Packed with emotive and rare photographs, this book not only analyzes the skills and tactics of these fascinating fighters, but also takes a look at their social origins to interpret how this affected their behavior as warriors. Gordon L Rottman discusses the Viet Cong's recruitment and initial training, their unique motivation, their extensive political and psychological indoctrination, and their distinct equipment and weaponry, to provide a compelling and balanced account of these legendary guerrilla fighters.

Valedor

A Thousand Sons

The Rough Guide to Cairo & the Pyramids

Clonelord

Total War: Warhammer - The Art of the Games

The new full-colour Rough Guide to Egypt is the definitive guide to this amazing country, whose ancient civilization still fascinates today. But there's more to Egypt than just pyramids and temples. The Red Sea offers some of the world's finest diving, a few hours by air from Europe. There are awesome dunes and lush oases to explore in its deserts, and fantastic bazaars and mosques in the capital, Cairo. Detailed accounts of every attraction, along with crystal-clear maps and plans, make it easy to access anything from remote oases to nightlife that only locals know. You'll find lavish photography and colour maps throughout, along with insider tips on how to get the best out of Luxor's temples or Sinai's beach resorts. At every point, the Rough Guide steers you to the best hotels, cafés, restaurants and shops across every price range, giving you balanced reviews and honest, first-hand opinions. Make the most of your time with The Rough Guide to Egypt. Now available in PDF format.

A chilling mosaic novel by masters of their craft. On a misty cemetery world, three strangers are drawn together through mysterious circumstances. Each of them has a tale to tell of a narrow escape from death. Amid the toll of funerary bells and the creep and click of mortuary-servitors, the truth is confessed. But whose story can be trusted? Whose recollection is warped, even unto themselves? For these are strange stories of the uncanny, the irrational and the spine-chillingly frightening, where horrors abound and the dark depths of the human psyche is unearthed. A chilling portmanteau. I could feel the hairs on the back of my neck prickling. The perfect combination of horror and Warhammer 40,000.' Paul Kane – bestselling and award-winning author of Sherlock Holmes and the Servants of Hell and Before

Gripping sci-fi action in this premium Warhammer 40,000 novel Long ago defiled by the Imperium of Man, the eldar maiden world of Dûriel was once a glittering jewel in the crown of the Valedor System. As the tyranids of Hive Fleet Leviathan sweep through the sector consuming everything in their path, wayward Prince Yriel of Iyanden discovers that the farseers have inadvertently brought a greater threat to bear – a fragment of Hive Fleet Kraken, hurled into the warp in order to save the craftworld, has returned. The tyranid fleets cannot be allowed to combine, or their genetic legacies will merge into something even more terrible. Alongside allied forces from Craftworld Biel-Tan and even the dark eldar of Commorragh, Yriel has no choice but to fight on to the bitter end...

Book 2 in the Bequin Saga. In the mysterious city of Queen Mab, the forces of light and darkness are locked in a murderous struggle for truth. The dedicated agents of the Holy Inquisition battle with their shadowy counterparts, the infamous Cognitae, to discover the encrypted identity of the enigmatic, all-powerful King in Yellow. Caught at the heart of this struggle is the pariah Alizebeth Bequin. Will she stand with the Inquisition or with the Cognitae that raised her? And if she chooses the Inquisition, will it be the wise but ruthless Ravenor or his rival, the denounced heretic Eisenhorn? Bequin must withstand an onslaught of angels, daemons, and even the monstrous warriors of the Traitor Legions, to unpick the greatest riddle of her life. The beloved characters of Eisenhorn and Ravenor return, as implacable adversaries in a novel of esoteric mystery, macabre intrigue, and vivid action, where the revelation of true identity could mean death... or might shake the Imperium to its very foundations.

Beneath Nightmare Castle

Foundry Miniatures Painting and Modelling Guide

Helsreach

You Are The Hero

The Emperor's Gift

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.

Explore the world of all three Total War: WARHAMMER games in this stunning compendium, packed with concept art, final designs, storyboards, and artist commentary. Total War: WARHAMMER is the award-winning PC strategy game trilogy from Creative Assembly. Set in the world of Warhammer Fantasy Battles, it combines grand campaigns of epic empire-building with battles of breathtaking scale, brimming with the warriors, wizards, and monsters that fans know and love. Delve into the rich lore of Games Workshop's world of Warhammer Fantasy Battles, as viewed through the Total War lens. Total War: WARHAMMER - The Art of the Games offers Creative Assembly's insights into the development of the series. Pore over concept sketches, texture studies, character art, and fully rendered paintings, accompanied by commentary from the artists themselves. Featuring artwork

of iconic characters and scenes from parts I and II, as well as never-before-seen art from the trilogy's thundering grand finale, this coffee-table tome is an essential collector's item for any Warhammer or Total War fan.

A fully comprehensive guide to painting miniature models, Kevin Dallimore describes every aspect of his celebrated painting style, from a quick and simple method to get you started to more advanced techniques.

Finally back in print for the 21st Century, this edition of Joan Cornish Willies' *Miniature Painting* is the definitive guide to the techniques, materials, and mediums used in the elegant and ancient art of miniature painting. An internationally regarded master of miniature art, Joan Willies is qualified like no other to instruct you in this sophisticated and nuanced art form. Covering all aspects of the miniature painting process, *Miniature Painting* is well suited for both beginners striving to master the fundamentals and experienced painters who would like to refine and elevate their technique. Naturally, there are innumerable challenges involved in painting a beautifully-detailed image in a tiny format, but Joan will guide you through each step with supportive, clear, and insightful instructions. Boasting step-by-step demonstrations, the author explains how to attain the luminous quality that miniature art demands by applying thin layers of watercolor, acrylic, or oil to the painting surface. She also covers the use of "interference" colors, gold leaf, and silverpoint for decorative effects and added depth. With an updated guide to suppliers and miniature art societies, this new edition will guide you through brush selection and handling, surface selection and treatment, basic miniature painting lessons, and advanced lessons in a variety of genres. Perfect for any artist looking to improve their detail work, *Miniature Painting* is sure to help you hone your skills, broaden your range, and elevate your work no matter its size.

How to Paint Citadel Miniatures

The Swords of Calth

Daemon World

The Wicked and the Damned

Ratspike

Black Library presents the Masterworks – a curated collection of novels celebrating the very best science fiction and fantasy set in the worlds of Warhammer. When the world of Armageddon is attacked by orks, the Black Templars Space Marine Chapter are amongst those sent to liberate it. Chaplain Grimaldus and a band of Black Templars are charged with the defence of Hive Helsreach from the xenos invaders in one of the many battlezones. But as the orks numbers grow and the Space Marines dwindle, Grimaldus faces a desperate last stand in an Imperial temple. Determined to sell their lives dearly, will the Black Templars hold on long enough to be reinforced, or will their sacrifice ultimately be in vain?

Two aspirants are recruited into the Grey Knights, and must hone their psychic talents if they are to join the hallowed and mysterious ranks of the Space Marine daemon hunters. The Grey Knights are all that stands between mankind and the ravages of Chaos. Since their secretive beginnings during the Horus Heresy, these legendary Space Marine daemon hunters have journeyed into the dark realms of the warp – and beyond – in pursuit of their supernatural enemies. Through an intensive regime of psychic training, new recruits are brought to the clandestine fortress of Titan to join the hallowed and vaunted ranks of the 666th Chapter. More than ever, these legendary battle-brothers must be vigilant and ever ready to defend the Imperium for the forces of Chaos are never truly defeated, and Armageddon beckons'

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.

Pathfinder Tales: Shy Knives

The Rules with No Name

Hammers of Sigmar

Painting Wargaming Figures