

Dark Eldar Codex 7th Edition

For millennia, Asdrubael Vect has ruled the dark city of Commorragh, crushing any who dare to cross him. His reach is long and his position unassailable ... or so he thinks. A cabal of rebellious archons, allied with other, darker, forces seek to unseat the tyrant and rule the city in his stead. But as their actions bring about a cataclysm and draw the attention of the mysterious Harlequins, they are cast into grave danger ... and Vect is watching.

A new anthology of short stories delving into the secret history of the Horus Heresy. After the betrayal at Isstvan, Horus begins his campaign against the Emperor, a galaxy-wide war that can lead only to Terra. But the road to the final confrontation between father and son is a long one – seven years filled with secrecy and silence, plans and foundations being formed across distant stars. An unknown history is about to be unveiled as light is shed on the darkest years of the Horus Heresy, and revelations will surface that will shake the Imperium to its very foundation...

Tyrannids

The Book of Ruin

The Age of Darkness

The Brethren of the Great Wolf

Nightbringer

The ancient eldar are a mysterious race, each devoting their life to a chosen path which will guide their actions and decide their fate. Korlandril abandons peace for the Path of the Warrior. He becomes a Striking Scorpion, a deadly fighter skilled in the art of close-quarter combat. But the further Korlandril travels down this path, the closer he gets to losing his identity and becoming an avatar of war.

On the isolated eldar craftworld of Kaelor, Yhorithn'jih, a young eldar warrior, embarks on a frenzy of destruction across the planet to avenge himself on those who had crushed his ancestors, unaware that the dark prophecy that drives him could be the result of darker forces at work. Original.

Dark Imperium

Godblight

Ghost Warrior

Codex Dark Eldar

Blood Angels

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 Discover the story of Astorath, one of the Blood Angels' most fascinating characters! Following the Devastation of Baal and the arrival of the Primarch Roboute Guilliman's Indomitus Crusade, Commander Dante of the Blood Angels has been appointed Lord Regent of all Imperium Nihilus. Working with the successor chapters of the Blood Angels, Dante commands that the area around the Red Scar be scouted in preparation for reconquest. The Red Wings' sweep has led them to the foetid world of Dulcis, dangerously near to the Cicatrix Maledictum itself. Decimated by the tyranids during the war for Baal and only lightly reinforced by Primaris Space Marines, the Red Wings Chapter are in no position to deal with the events that unfold there. Strange psychic phenomenon and a deadly xenos enemy threaten the great hope of all the Chapters of the Blood - that the flaw in Sanguinius' geneseed has at last been tamed. Drawn by the Black Rage to Dulcis, Astorath the Grim, Lord High Chaplain and Redeemer of the Lost, comes to aid the Red Wings. But what he discovers there will shake the Chapters of the Blood to their very core.

Masters of the Abyss

Dark Eldar

Path of the Renegade

Only War

When the long-lost craftworld Ziasuthra reappears, Iyanna Ariental and Yvraine of the Ynnari lead an expedition to it in hope of retrieving the last cronesword. Still reeling from the advent of the Great Rift and the ravages of the tyranids, the aeldari inhabitants of Iyanden are shocked when they receive a message from a long-lost craftworld. Missing for millennia, the craftworld of Ziasuthra has suddenly reappeared from its sanctuary in the warp, and its denizens wish to make contact. Led by the Spiritseer Iyanna and Yvraine, the Emissary of Ynnead, a small force of craftworld aeldari head to Ziasuthra to open negotiations with their brethren. Behind their surface desire to help, however, Iyanna and Yvraine have a stronger motive: they are seeking the final cronesword, which could lie hidden behind ancient web portal on this craftworld. But how cooperative will the mysterious Ziasuthrans prove to be, or do they too have their own agenda?

In this second installment in the trilogy, Thirianna embarks upon the mysterious Path of the Seer, which leads her to the otherrealm of the warp where daemons are made flesh and nightmares manifest - and where she is free to unleash her psychic powers. Original.

Warhammer 40,000

Sons of Sanguinius, Protectors of Mankind

Path of the Incubus

Codex

Path of the Warrior

Final novel in the Dark Eldar Path trilogy The eternal city of Commorragh is no longer beset by the horrors of the Dysjunction, but the scars of its passage remain. Now the supreme overlord, Asdrubael Vect, strives to reassert his authority over the anarchic city before hidden challengers can make their bid for power. The noble Yllithian frantically seeks new allies to put between himself and the overlord's wrath, the Mandrake kings muster and Vect prepares to unleash his most fearsome weapons against his own people as Commorragh erupts into open war.

Fantasirollespil.

Chaos Child

Haemonculus Covens

Path of the Seer

White Scars

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

Book 1 in the Dark Imperium Trilogy. Fell times have come to the galaxy. Cadia has fallen, destroyed by the onslaught of Chaos. A Great Rift in the warp has opened and from its depths spew daemons and the horrors of Old Night. But all hope is not lost... A hero, long absent, has returned, and with him comes the wrath of the Ultramarines reborn. Roboute Guilliman has arisen to lead the Imperium out of darkness on a crusade the likes of which has not been seen since the fabled days of the Emperor. But never before have the forces of Ruin amassed in such numbers, and nowhere is safe from despoliation. From the dreaded Scourge Stars come the hordes of the Plaguefather, Lord Nurgle, and their pustulent eye is fixed on Macragge. As the Indomitus Crusade rages on, Guilliman races to Ultramar and a confrontation with the Death Guard.

Black Library presents the Masterworks – a curated collection of novels celebrating the very best science fiction and fantasy set in the worlds of Warhammer. Newly promoted to the captaincy of the Ultramarines Fourth Company, Uriel Ventris leads his warriors to the world of Pavonis, where vicious alien raiders are bringing death and destruction. As Pavonis descends into political turmoil, Uriel and his warriors must battle the xenos as they unravel a plot to unleash an ancient evil buried deep beneath the world – the mysterious and deadly Nightbringer. This edition also includes the prequel short story ‘ Chains of Command ’ . Locked in battle with the treacherous Night Lords, Captain Idaeus and his warriors – including Sergeant Uriel Ventris – enact a dangerous plan that goes against the tenets of the Codex Astartes... with deadly consequences.

Stormcast Eternals

Path of the Dark Eldar

Computer Gaming World

Core Rulebook

Craftworlds

Book 3 in the Dark Imperium series. The paths of Roboute Guilliman and his fallen brother Mortarion bring them inexorably together on Ix. 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 Ix. 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...

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Yllithian, an ambitious archon with the desire to unseat the tyrant, joins forces with a twisted haemonculus in an attempt to revive a long-dead warrior and challenge the might of the overlord, both racing to achieve their goal before Vect discovers their treachery. But a cataclysm is coming, and Yllithian's actions may in fact be the cause...

Hosts of the Lost Empire

The Wicked and the Damned

Sons of the Great Khan

Astorath: Angel of Mercy

Eldar Prophecy

Second novel in the Dark Eldar Path series The eternal city of Commorragh has been cast into turmoil by the Dysjunction, a cataclysmic disturbance in the very fabric of its existence. As the streets are inundated with horrors from beyond the veil the supreme overlord, Asdrubael Vect, battles to keep his enemies in check and maintain his stranglehold over the riven city. Kabal turns upon kabal, archon against archon as the fires of hell are unleashed. Redemption for Commorragh rests in the hands of a disgraced incubus warrior wrongly accused of triggering the Dysjunction itself. His efforts to reclaim his lost honour could save the city or damn it forever – assuming it can survive the daemoniac invasion

and the archons' deadly battles for supremacy.

Devastated by the death of his closest friend, renegade Inquisitor Jac Draco renounces his fanatical faith in the God-Emperor and surrenders himself to the dark powers of Chaos in the hope of raising his friend from death. Original. his faith in the God-Emperor wavers, Jaq will find his life hanging in the balance. Original.

Order Battletome

Necromunda

Champions of Fenris

A Book of Immortal Evils

Path of the Archon

Dark Eldar Craftworlds Hosts of the Lost Empire The Wicked and the Damned Warhammer Horror

Codex Craftworld Eldar