
Tyranids 6th Edition

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The Warp Games Workshop
 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...

Chaos Daemons Games Workshop
 The Achilus Assault is a sourcebook for Deathwatch, and it includes descriptions of the fires of war raging in the Jericho Reach, from the numberless tides of the Tyranids in Hive Fleet Dagon to the

hellish legions of Chaos pouring forth from the Hadex Anomaly and the expansionist aggression of the Tau Empire. The threats presented in this tome provide Game Masters with a surfeit of antagonists and mysteries to confront a Deathwatch Kill-team. With this thorough resource, players can learn about the Jericho Reach's most significant warzones and plan new Deathwatch missions of vital importance to the Crusade. Learn about the major threats to the Crusade's advance, including foes that can be reasoned with and those that must be annihilated. With new NPCs, adventure seeds, and player options, The Achilus Assault brings your campaign to the front lines. In service to the Emperor, choose which worlds shall be saved... and which shall burn!
 Codex Games Workshop Limited
 Warsmith Honsou, embittered nemesis of the Ultramarines and champion of Chaos. This omnibus edition collects all of Graham McNeill's Iron Warriors series together in one volume. The Iron Warriors are Chaos Space Marines with unrivalled expertise in the art of siege warfare. With great batteries of artillery and all the favours of the Ruinous Powers at their command, there is no fortress in the galaxy that can stand against them for long. This omnibus

follows the schemes of the embittered Warsmith Honsou in his struggles against the hated Space Marines of the Imperium. Drawing upon characters and events from author Graham McNeill's popular Ultramarines series and for the first time in a single publication, *Storm of Iron* and the novella *Iron Warrior* are gathered along with short stories *The Enemy of My Enemy*, *The Heraclitus Effect* and *The Skull Harvest*.

The Greater Good Games Workshop
In the cold darkness of space, the voracious alien tyranids travel from world to world, consuming all in a futile attempt to slake their hunger for bio-matter. Lying directly in their path is the industrial planet Tarsis Ultra, where Captain Uriel Ventriss and the Ultramarines of Fourth Company stand shoulder to shoulder with their battle-brothers from the Mortifactors Chapter. As war rages and the situation looks bleak, Uriel must accept the barbaric traditions of his allies and act against the ancient tactics laid down in the holy Codex Astartes if there is to be any chance of destroying the alien menace.
Previous Titles: *Nightbringer* - 9781849708609
Dark Hunters: Umbra Sumus - 9781849708449

Deathwatch Games Workshop
On a distant world, an obscure order of the Adepta Sororitas study their founder's visions. They live in solitude... which is about to be broken as danger approaches. The Adepta Sororitas of the Last Candle have stood vigil over their sanctuary world for centuries, striving to decipher their founder's tormented visions. Outsiders are unwelcome... yet still they come. Decimated by an encounter with a lethal xenos entity, the survivors of an elite Astra Militarum company have journeyed to the Candleworld in search of healing,

escorted by a woman who is no stranger there - Sister Hospitaller Asenath Hyades, who turned her back on the order decades ago. As the seekers near the sect's bastion, malign forces begin to stir among the planet's storm-wracked spires, but the most insidious shadows lie in their own souls.

Ciaphas Cain Games Workshop
A supplement to the Warhammer 40,000 game. Describes in detail the Imperial guard army, its background and its heroes. Includes an army list, background, a hobby section and special characters.

Alpharius: Head of the Hydra Games Workshop
Inquisitor Bronislaw Czevak is a hunted man. Escaping from the Black Library of the eldar, Czevak steals the Atlas Infernal - a living map of the Webway. With this fabled artefact & his supreme intellect, Czevak foils the predations of the Harlequins sent to apprehend him & thwarts his enemies within the Inquisition who want him dead.
Games Workshop

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 tyranid hive fleet Leviathan. After a brutal campaign in the Cryptus System fighting the alien tyranids, 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 tyranids 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?

Godblight Games Workshop

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 Charybdia, 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.

Requiem Infernal Warhammer Horror
Gaunt's Ghosts are back in a fresh new look at the beginning. The war may be over, but duties remain for the brave soldiers of the Astra Militarum. In the ruined border town of Vincula, the newly formed Ghosts of Tanith, along with their commander Ibram Gaunt, find themselves in a thankless police action, trying to establish a permanent peace. But what exactly is stalking them through the shadowed streets, and what dark secrets will the untested, new-founded Ghosts learn about themselves? The Vincula Insurgency is an intense new combat thriller of the Ghosts' early days, pulled directly from the ultra-classified Ghost Dossier.

Hammer of Daemons Games Workshop

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...

Books in Print Supplement Fantasy Flight Games

Ninth novel in the popular Commissar Cain series. When the world of Quadravidia comes under attack by the insidious tau, only one man can defeat the aliens and save the planet in the Emperor's name: the legendary Hero of the Imperium, Commissar Ciaphas Cain. When the aliens call for a ceasefire, Cain expects the worst, and his fears are answered in the form of the dread menace of the tyrannids. As a hive fleet approaches Quadravidia, Cain must try to forge an alliance between the Imperium and the tau – but can he truly trust the inscrutable xenos?

The Achilles Assault TyrannidsThe Great Devourer, the Destroyer of Worlds, the Swarm of the Hive

MindCodexTyrannidsFantasirollespil.Valed or Fantasirollespil.

Defender of the Imperium Games Workshop Limited

A doomed Space Marine Chapter confronts the alien tyrannids in a devastating battle for survival. Following

the loss of their home world Sotha to the tyrannid Hive Fleet Kraken, the Scythes of the Emperor begin a new kind of war against the alien menace. Facing further humiliation and defeat after regrouping at the Giant's Coffin on Miral Prime, recently appointed Chapter Master Thracian must find a way exploit his warriors' need for vengeance if their Space Marine Chapter is to have any hope of survival... This collection spans the greatest period of upheaval in the Scythes of the Emperor's history, and includes the novel Slaughter at Giant's Coffin along with five additional short stories.

Codex Imperial Guard Games Workshop
In the nightmare future of Warhammer 40,000, a superhuman warrior must battle his way free from a world of daemons.

Chaos Space Marines Games Workshop

The third Warhammer Horror anthology. Explore the darker side of the 41st Millennium and the Mortal Realms, with tales of psychological torment, visceral horror and the supernatural from Black Library authors old and new. Warning - don't read this with the lights off!

Anathemas is the third Warhammer Horror anthology, featuring more twisted and razor-sharp tales set in the 41st Millennium and the Mortal Realms.

Unexplained deaths terrify the crew of an ancient Astra Militarum tank; a strange instrument beguiles its audience with a deadly melody; a man fears for his sanity within a plague-riddled hive...

This grim collection of unspeakable cosmic horrors and arcane menaces unveils the subtle darkness that lurks within the souls of mankind and the sinister forces tormenting them.

Spawned by some of Black Library's most depraved minds including David

Annandale, C L Werner and Darius Hinks, the anthology also introduces new writers, Jake Ozga, Lora Gray and Richard Strachan. Anathemas is the third Warhammer Horror anthology, featuring more twisted and razor-sharp tales set in the 41st Millennium and the Mortal Realms. Unexplained deaths terrify the crew of an ancient Astra Militarum tank; a strange instrument beguiles its audience with a deadly melody; a man fears for his sanity within a plague-riddled hive... This grim collection of unspeakable cosmic horrors and arcane menaces unveils the subtle darkness that lurks within the souls of mankind and the sinister forces tormenting them. Spawned by some of Black Library's most depraved minds including David Annandale, C L Werner and Darius Hinks, the anthology also introduces new writers, Jake Ozga, Lora Gray and Richard Strachan.

Warriors of Ultramar Games Workshop
At the very birth of the Imperium of Man, fully half of the Emperor's most trusted Space Marine Legions turned against him in a bitter civil war. Brother fought brother, and Mankind stood upon the very brink of extinction. Ten thousand years after their defeat, those same traitors still launch their black crusades out of the Eye of Terror, intent upon nothing less than the utter destruction of the Imperium and the death of its weakling Emperor. This book provides an army list and sections on background, hobby section and special characters to accompany the game.

Codex; Vol 8 (1905) Legare Street Press
Book 14 in the much loved series, "The Horus Heresy: Primarchs" Legends abound of the glorious - or infamous - deeds of the Emperor's sons. Yet almost nothing is known of Alpharius, the most mysterious of them all, for the Lord of

the Alpha Legion is unparalleled in the art of obfuscation. Such are his gifts of secrecy and deceit that even his rediscovery has remained an enigma - until now. But when the tale comes from the serpent's mouth, where does the deception end and the truth begin?

Anathemas Games Workshop

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The Great Devourer, the Destroyer of Worlds, the Swarm of the Hive Mind

Fantasirollespil.