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SIMPSON ELLISON

Black Powder Chaosium

Mustering for war against the orks, the Ultramarines Legion is attacked by the Word Bearers on the planet of Calth, and the forces of Chaos openly reveal their part in the Heresy. Unaware of the wider Heresy and following the Warmaster's increasingly cryptic orders, Roboute Guilliman returns to Ultramar to muster his Legion for war against the orks massing in the Veridian system. Without warning, their supposed allies in the Word Bearers Legion launch a devastating invasion of Calth, scattering the Ultramarines' fleet and slaughtering all who stand in their way. This confirms the worst scenario Guilliman can imagine – Lorgar means to settle their bitter rivalry once and for all. As the traitors summon foul daemonic hosts and all the forces of Chaos, the Ultramarines are drawn into a grim and deadly struggle in which neither side can prevail.

Saga of the Beast Games Workshop

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...

Execution Hour Games Workshop(uk)

Aeldari: Waning and scattered as they are, the sundered fragments of an empire that drowned in its own perversity and decadence. Yet woe betide those who think them weak. They are as shrewd as they are fickle, as disciplined as they are capricious. They read the skeins of fate as if they are letters on a page. They handle the blade as if they were born to do nothing else. They fight for their survival and see all other species as irrevocably inferior, or even as vermin. To underestimate them means death.

A Thousand Sons Games Workshop

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.

Lizardmen Gower Publishing Company, Limited

The vile and unholy shadow of Chaos falls across the Gothic sector at the onslaught of Warmaster Abaddon's infernal Black Crusade. Fighting a desperate rearguard action, the Imperial Battlefleet has no choice but to sacrifice dozens of worlds and millions of lives to buy precious time for their fleets to regroup.

But what possible chance do they have when Abaddon's unholy forces have the power to kill men and murder entire planets?

Shattered Legions Taylor & Francis

1920s Campaign for the Call of Cthulhu RPG

Codex Dungeon

In the grim future of Warhammer 40,000, the Space Marines of the Adeptus Astartes are humanity's last hope. On the planet Fenris, young Ragnar is inducted into the noble yet savage Space Wolves chapter. Ragnar must learn to control the beast within and fight for the greater good of the pack.

Codex Craftworld Eldar Games Workshop(uk)

This full-colour book is packed with some of the very best pieces of fantasy art produced throughout Games Workshop's long and illustrious history. Focusing on the grim world of Warhammer, this landmark collection is a must for all fans of Games Workshop and fantasy art.

Hordes of Chaos Chaosium

The Space Marines are numbered amongst the most elite warriors in the Imperium. Created by the Emperor himself from the genetic material of the demigod Primarchs, they are the ultimate soldiers for a cruel and terrible age. Inside this 208-page hardback codex, you'll find everything you need to unleash the Space Marines in battle, plus thrilling lore and art to inspire your own collection.

Warhammer Fantasy Roleplay 4e Core Games Workshop(uk)

Black Powder is Warlord Games' first publication. It is a beautiful book in its own right with hundreds of color photographs taken by the Perry brothers of the most exquisitely painted model soldiers from their world-renowned collection. The rule book's intention is inspire a collector to play gentlemanly games with their own collections of soldiers with friends where the emphasis is on the spirit of the age of musket, not the letter of the rule. With decisive battles from the key wars of the period, such as El Teb, from the Sudan War, Ntombi River from the Zulu Wars, Alma from the Crimean War and Freemans Farm from the American War of Independence, as well as two fictional scenarios from the American Civil War and Napoleon's Wars, there really is something to keep everyone happy. It is a hearty publication and not for nitpickers or miseries. There are some good gags in it, but it also plays well and enables players to conduct a very big battle in a civilized period of time, leaving them more time to chat about the highs and lows and what ifs. Rick Priestley is best known as the famous Warhammer and Warhammer 40000 author, the world's best selling table top miniatures game and Product Director for Games Workshop. He lives in Nottingham. Jervis Johnson is also an internationally renowned games writer and luminary in the gaming world. Jervis also lives in Nottingham but has a very posh voice.

Craftworlds Games Workshop

You're no hero. You're an adventurer: a reaver, a cutpurse, a heathen-slayer, a tight-lipped warlock guarding long-dead secrets. You seek gold and glory, winning it with sword and spell, caked in the blood and filth of the weak, the dark, the demons, and the vanquished. There are treasures to be won deep underneath, and you shall have them.

Codex Dark Eldar Games Workshop

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

Warhammer 40,000

"Driven almost to the brink of self-destruction at Istvan V, the Iron Hands now seek vengeance for the murder of their primarch Ferrus Manus. Gathering survivors from the Raven Guard and the Salamanders aboard any vessels capable of warp travel, these Shattered Legions wage a new campaign of annihilation against the traitor forces across the galaxy - a campaign masterminded by legendary warleader Shadrak Meduson. This Horus Heresy anthology contains ten short stories by authors including Dan Abnett, Chris Wraight, John French and many more. Also, in the novella *The Seventh Serpent*, Graham McNeill revisits the ragtag crew of the starship *Sisyphus* as they are drawn into a war of subterfuge against the Alpha Legion,"--Page [4] of cover.

Codex Imperial Guard

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.

The Age of Darkness

Formed in the aftermath of the Horus Heresy, the Flesh Tearers, veterans of the Blood Angels Legion now cast adrift, gather behind their leader, Chapter Master Amit, and set out to forge their own destiny. None of the scions of Sanguinius are as bloody or wrathful as the Flesh Tearers. The fury of this Chapter, scorned by the Blood Angels and many of their successors, is legendary. Within them, the Black Rage is made manifest, a curse on the Imperium and its enemies. In the uncertain years following the end of the Great Heresy, it fell to Amit to lead this benighted Chapter. Upon his shoulders lay a heavy burden, for to prevent their own self-annihilation, the Flesh Tearers must not only fight

their many foes but their very nature itself.

Dungeon Crawl Classics Role Playing Game

In this massive anthology, Warhammer 40,000 fans will find classic stories that have been unavailable for a while.

Astra Militarum

This book offers faculty practical strategies to engage students that are research-grounded and endorsed by students themselves. Through student stories, a signature feature of this book, readers will discover why professor actions result in changed attitudes, stronger connections to others and the course material, and increased learning. Structured to cover the key moments and opportunities to increase student engagement, Christine Harrington covers the all-important first day of class where first impressions can determine students' attitudes for the duration of the course, through to insights for rethinking assignments and enlivening teaching strategies, to ways of providing feedback that build students' confidence and spur them to greater immersion in their studies, providing the underlying rationale for the strategies she presents. The student narratives not only validate these practices, offering their perspectives as learners, but constitute a trove of ideas and practices that readers will be inspired to adapt for their particular needs. Conscious of the changing demographics of today's undergraduate and graduate students - racially more diverse, older, and many employed - Harrington highlights the need to engage all students and shares numerous strategies on how to do so. While many of the ideas presented were used by faculty teaching face to face classes, a number were developed by faculty teaching online, and the majority can be adapted to virtually any teaching environment. Based on student-centered active learning principles, structured to allow readers to quickly identify practices that they may need in particular instances or to infuse in a course as a whole, and presented without jargon, this book is a springboard for all faculty looking for ideas that will engage their students at any level and in any course.

Let the Galaxy Burn

Know No Fear

Blood Angels