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KEY=SPACE - ANASTASIA MAXIMILIAN

SPACE MARINES

THE ANGELS OF DEATH

CODEX ADEPTUS ASTARTES SPACE MARINES.

ANGELS OF DEATH

STRIKE FORCES OF THE SPACE MARINES

Figurkrigsspil. Supplement til codex Space Marines i Warhammer 40.000 (7.udgave). Kræver grundregelsættet for at spille

ANGELS OF DEATH

The Space Marines are humanity's defenders. Warriors without peer, forged by arcane science, they are the ultimate expression of the Emperor's will and shine like a beacon of hope to all mankind. Architect of Fate: Four linked novellas tell stories of the Relictors, Imperial Fists, Star Dragons, Blood Swords and White Consuls Space Marines as they are

caught in the web of Kairos Fateweaver. As the daemon's machinations play out across the millennia, can any of the Space Marines survive? **Siege of Castellax: The evil and twisted Chaos Space Marines take centre stage as the Iron Warriors fortress world of Castellax comes under siege by a massive force of savage orks. As the green tide sweeps across the world, in-fighting amongst the defenders threatens to bring them all to ruin.**

SPACE MARINES

THE ADEPTUS ASTARTES, THE CHAMPIONS OF MANKIND, THE ANGELS OF DEATH

ANGELS OF DEATH

Games Workshop **The Space Marines are humanity's defenders. Warriors without peer, forged by arcane science, they are the ultimate expression of the Emperor's will and shine like a beacon of hope to all mankind. The Space Marines are humanity's defenders. Warriors without peer, forged by arcane science, they are the ultimate expression of the Emperor's will and shine like a beacon of hope to all mankind. Architect of Fate: Four linked novellas tell stories of the Relictors, Imperial Fists, Star Dragons, Blood Swords and White Consuls Space Marines as they are caught in the web of Kairos Fateweaver. As the daemon's machinations play out across the millennia, can any of the Space Marines survive? Siege of Castellax: The evil and twisted Chaos Space Marines take centre stage as the Iron Warriors fortress world of Castellax comes under siege by a massive force of savage orks. As the green tide sweeps across the world, in-fighting amongst the defenders threatens to bring them all to ruin.**

DEATH OF INTEGRITY

Black Library **After pursuing an insidious genestealer cult across the sector for years, Chapter Master Caedis of the Blood Drinkers stands ready to destroy the original source of the infection - the vast and mysterious space hulk designated Death of Integrity. However, immediately coming into conflict with both their brothers in the Novamarines Chapter and the priesthood of the Adeptus Mechanicus, the Blood Drinkers must reign in their more aggressive instincts and accept the possibility that the hulk itself may be of value to the Imperium.**

THE WORLD ENGINE

Games Workshop **A planet-sized super weapon, the World Engine must be stopped before it destroys all in its path. A full**

Space Marine Chapter is given the seemingly impossible task of destroying it. For months, the necron World Engine has blazed a trail across the Vidar sector, destroying planets and devastating every fleet sent to destroy it. Now, the Astral Knights Space Marine Chapter enact a daring plan to get to the heart of the mighty edifice and bring it to an end. Crashing their battle-barge into the World Engine, they land upon its surface, seeking its heart. Confronted by sinister necrons, the fate of the Astral Knights hangs in the balance, along with the lives of untold billions...

RAVENWING

Games Workshop Upon steeds of adamantium and steel, the Ravenwing of the Dark Angels bring death to the foes of the Imperium in the first book in a new trilogy from acclaimed author Gav Thorpe. The Ravenwing stand apart from the rest of the Dark Angels Chapter - these dynamic Space Marines take to the battlefield upon steeds of adamantium and steel, and swoop from the skies in lightning-fast speeders to bring death to the foes of the Imperium. Led by the heroic Master Sammael, they prosecute war where their battle-brothers cannot, and are ever at the forefront of the Dark Angels' campaigns.

SOUL HUNTER

The Night Lords are one of the most feared Legions of Chaos Space Marines. Remorseless hunters & killers, they relentlessly battle the Imperium of Man to avenge the death of their Primarch Konrad Curze. Their dark crusade takes them to the world of Crythe Primus, where they will fight Imperial forces to claim the planet.

BLOODQUEST

Games Workshop Part 1 of the classic Bloodquest graphic novel, colourised for the first time! Exiled for the loss of the fabled Blade Encarmine, Captain Leonatos of the Blood Angels Space Marines and his brave battle brothers set forth upon a quest that would take them halfway across the universe and to the very brink of madness and reason.

ARCHITECT OF FATE

Games Workshop 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 Ilissus, 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 DEVASTATION OF BAAL

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 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?

LEMARTES

Games Workshop Lemartes, the Blood Angels' Guardian of the Lost, leads the Death Company into battle on a world gripped by a blood-madness that reflects his own tortured soul. Lemartes is the Guardian of the Lost, a Space Marine warrior who balances on the edge of madness, ever close to falling into the grip of the Black Rage, the secret curse of the Blood Angels Chapter. When he is awakened to lead the Death Company into battle on the war-wracked world of Phlegethon, Lemartes must battle his incipient madness as his forces clash with equally insane foes: the blood-crazed servants of Chaos.

FLESH TEARERS

Games Workshop 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.

ASTORATH: ANGEL OF MERCY

Games Workshop 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.

SONS OF SANGUINIUS: A BLOOD ANGELS OMNIBUS

Games Workshop Great value omnibus exploring the Blood Angels and their descendant chapters. The Blood Angels and their brother Chapters are amongst the Imperium's most dedicated defenders, scions of the Emperor's most beloved primarch. But all the sons of Sanguinius harbour a dark secret... twin curses that threaten to strip them of their sanity and turn them into blood-crazed killers. Wage war alongside Lemartes, macabre warden of lost souls. Gather behind Chapter Master Amit of the Flesh Tearers, bloody and wrathful. Stand with Mephiston, Lord of Death, conqueror of the Black Rage. Bear witness to some of the greatest battles of the Blood Angels and their Successor Chapters, as they fight the enemies of the Imperium and their own dark urges. Includes the novels Flesh Tearers, Death of Integrity and Lemartes, as well as two novellas and a number of short stories.

DARKNESS IN THE BLOOD

Games Workshop Delve into the dark, beating heart of the Blood Angels with a novel that focuses on their twin flaws and the desperate struggle to prevent them from damning the Chapter for eternity. The galaxy is in flames. Chaos is in the

ascendant across the stars. The Great Rift has split the holdings of the Imperium in twain, isolating entire sectors from the light of Holy Terra. But all hope is not lost. The Primarch Roboute Guilliman has returned from deathless sleep, and appointed Commander Dante, lord of the Blood Angels, as Regent and Warden of the newly dubbed Imperium Nihilus. In the Baal system, the shattered holding of the Chapter is being rebuilt, and Dante plans the greatest campaign of his long life, to retake half an empire. And yet at this moment of rebirth there are dangers close to home that could overwhelm all those who carry the blood of Sanguinius in their veins, stopping Dante's noble endeavour before it is begun. The Flaw in Sanguinius's sons is growing. As the twin curses of the Red Thirst and the Black Rage threaten everything, the hardest ordeal will fall upon Mephiston, twice-born Lord of Death and Chief Librarian of the Blood Angels. Among the mighty lords of Baal, perhaps only he can save them all, by mastering the darkness in the blood...

CODEX

SPACE MARINES

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.

SHIELD OF BAAL

Games Workshop **The Blood Angels Space Marines must defend their home world from the ravenous threat of the tyrannid Hive Fleet Leviathan. A tendril of Hive Fleet Leviathan has reached the Cryptus shieldworlds. The Imperium musters its strength, for the aliens must be stopped here, as next in the hive fleet's path is the home world of the Blood Angels Space Marines, Baal itself. Many are the battlefields and the price of victory is steep... On Phodia, the sons of Sanguinius give battle to the dreaded Spawn of Cryptus. At Lysios, the Adepta Sororitas and Tempestus Scions hold the line against Leviathan. Far from the fighting, Blood Angels Sergeant Jatiel finds himself pitted against another threat, the necrons of Anrakyr the Traveller who may yet have a crucial impact on the greater war.**

THE PURGING OF KADILLUS

Games Workshop **The Dark Angels fight to free one of their recruiting worlds from the grip of the orks. A classic Warhammer 40,000 story told anew, including the infamous tale of Sergeant Namaan's final battle. Faced with an ork invasion of Piscina IV, the 3rd Company of the Dark Angels believes the threat to be minimal. As enemy numbers continue to increase, their commander, Captain Belial, insists that his Company are strong enough to resist. But Scout-Sergeant Naaman knows just how dangerous this foe can be, and when a renewed greenskin offensive takes the Dark Angels by surprise, the orks swarm towards Kadillus Harbour. Little do the Dark Angels know of the technological power available to the xenos, and the true scale of the threat they face. Belial, Naaman and their fellow Astartes fight a desperate siege at Kadillus, knowing that they must hold out until Imperial reinforcements arrive or the planet will be lost.**

DEATHWATCH

Games Workshop **Led by Librarian Karras, the elite alien-hunting Talon Squad must penetrate a genestealer lair and put the abominations to the flame or face the consequences of an entire planet's extinction. When they first came together, Talon Squad were a disparate group of Space Marines from various Chapters. Under the auspice of the Deathwatch, trained in an ironclad Watch Fortress, they become a kill-team. Alien hunters, experts in xenos extermination, their first mission under the mysterious Inquisitor Sigma is a deadly one. Of all the enemies the Deathwatch face, the genestealers are amongst the fiercest, the most invidious. Led by Brother-Librarian Karras, Talon Squad must penetrate the bowels of a genestealer lair and put the abominations to the flame or face the consequences of an entire planet's extinction.**

WRATH OF IRON

After decades spent in the service of the Chaos god Slaanesh, the ruling classes of the Contqual sub-sector have finally brought true damnation upon their people - innumerable hordes of foul and lascivious daemons swarm from a tear in the fabric of reality to embrace their mortal pawns and drive them on to ever more depraved acts of worship. It falls to the merciless Space Marines of the Iron Hands Chapter to cleanse these worlds of the warp's unholy taint, and it is upon the surface of Shardenus that the fate of a billion lost souls will be decided.

KNIGHTS OF CALIBAN: DARK ANGELS OMNIBUS

[Games Workshop](#) **The Dark Angels' eternal hunt for the Fallen embroils them in a dangerous conspiracy to change the past and destroy the future, bringing the entire Imperium under the dominion of Chaos. Master strategists, renowned duelists and one of the mightiest Space Marine Chapters of the Imperium, the Dark Angels have a long and storied history. Many of the Adeptus Astartes extol the ideals of courage and honour, yet, the sons of the Lion walk a different path. Ensnaring themselves in shadow and secrets, they seek no praise as they pursue their inscrutable agenda. The descendants of the First Legion bring grim fury to the enemies of mankind. On the world of Piscina IV the Dark Angels' war host brings swift retribution to a horde of greenskins that threatens to destroy Kadillus harbour. On the indomitable mobile fortress monastery known as the Rock, Chaplain Boreas brings tortuous iron and his scalpel like intellect to a suspected traitor. Of all the secrets that the Dark Angels possess, the Fallen are the greatest, but few know as much as Supreme Grand Master Azrael, true exemplar of the Calibanite creed and the most worthy son of the Lion. In this omnibus are the novels: The Purging of Kadillus, Angels of Darkness and Azrael.**

BLOOD OF ASAHEIM

[Pushkin Children's Books](#) **After half a century apart, in service to the Deathwatch and the Chapter, Space Wolves Ingvar and Gunnlaugr are reunited. Sent to defend an important shrine world against the plague-ridden Death Guard, the Grey Hunters clash with the pious Sisters of Battle, who see the Space Wolves as little better than the enemy they fight. As enemies close in around them and treachery is revealed, Gunnlaugr and his warriors must hold the defenders together - even as hidden tensions threaten to tear the pack apart.**

WARHAMMER 40K - SPACE MARINE CHAPTERS

10TH FOUNDING, 13TH FOUNDING, 19TH FOUNDING, 23RD FOUNDING, ANGELS ENCARMINE, ANGELS PORPHYR, ANGELS SANGUINE,

[University-Press.org](#) **This book consists of articles from Wikia or other free sources online. Pages: 354. Chapters: 10th Founding, 13th Founding, 19th Founding, 23rd Founding, Angels Encarmine, Angels Porphy, Angels Sanguine, Angels Vermillion, Angels of Absolution, Angels of Fire, Angels of Fury, Angels of Redemption, Angels of Vengeance, Angels of Vigilance, Astartes Praeses, Astral Claws, Astral Knights, Aurora Chapter, Avenging Sons, Black Consuls, Black**

Dragons, Black Guard, Black Templars, Blood Angels, Blood Drinkers, Blood Ravens, Blood Swords, Brazen Claws, Brazen Minotaurs, Brotherhood of a Thousand, Carcharodons, Celebrants, Celestial Lions, Chapter, Consecrators, Crimson Castellans, Crimson Consuls, Crimson Fists, Crimson Guard, Dark Angels, Dark Eagles, Dark Hands, Dark Hunters, Dark Sons, Death Knights, Death Spectres, Death Strike, Deathwatch, Desert Lions, Destroyers, Disciples of Caliban, Doom Eagles, Doom Legion, Doom Warriors, Dusk Raiders, Eagle Warriors, Emperor's Hands, Emperor's Hawks, Emperor's Shadows, Emperor's Spears, Emperor's Swords, Emperor's Warbringers, Emperor's Wolves, Excoriators, Executioners, Exorcists, Fire Angels, Fire Hawks, Fire Lords, Flame Falcons, Flesh Eaters, Flesh Tearers, Genesis Chapter, Golden Gryphons, Grey Knights, Grey Slayers, Grief Bringers, Guardians of the Covenant, Halo Dragons, Hammers of Dorn, Hawk Lords, Heralds of Ultramar, Howling Griffons, Imperial Fists, Imperial Harbingers, Imperial Hawks, Imperial Paladins, Imperial Stars, Invaders, Iron Fists, Iron Hands, Iron Knights, Iron Lords, Iron Snakes, Knights of Blood, Knights of Gryphon, Knights of the Raven, Lamenters, Legion of the Damned, Libators, Liberators, Lion Warriors, List of Space Marine Chapters, Lords of Wrath, Lost Primarchs, Mantis Warriors, Marauders, Marines Errant, Marines Exemplar, Marines Malevolent, Masters of Protelus, Mentors, Metamarines, Minotaurs, Mortifactors, Night Watch, Novamarines, Omega Marines, Praetors of Orpheus, Rainbow Warriors, ..

ZONES OF CONTROL

PERSPECTIVES ON WARGAMING

MIT Press **Examinations of wargaming for entertainment, education, and military planning, in terms of design, critical analysis, and historical contexts. Games with military themes date back to antiquity, and yet they are curiously neglected in much of the academic and trade literature on games and game history. This volume fills that gap, providing a diverse set of perspectives on wargaming's past, present, and future. In Zones of Control, contributors consider wargames played for entertainment, education, and military planning, in terms of design, critical analysis, and historical contexts. They consider both digital and especially tabletop games, most of which cover specific historical conflicts or are grounded in recognizable real-world geopolitics. Game designers and players will find the historical and critical contexts often missing from design and hobby literature; military analysts will find connections to game design and the humanities; and academics will find documentation and critique of a sophisticated body of cultural work in which the complexity of military conflict is represented in ludic systems and procedures. Each section begins with a long anchoring chapter by an established authority, which is followed by a variety of shorter pieces both**

analytic and anecdotal. Topics include the history of playing at war; operations research and systems design; wargaming and military history; wargaming's ethics and politics; gaming irregular and non-kinetic warfare; and wargames as artistic practice. Contributors Jeremy Antley, Richard Barbrook, Elizabeth M. Bartels, Ed Beach, Larry Bond, Larry Brom, Lee Brimmicombe-Wood, Rex Brynen, Matthew B. Caffrey, Jr., Luke Caldwell, Catherine Cavagnaro, Robert M. Citino, Laurent Closier, Stephen V. Cole, Brian Conley, Greg Costikyan, Patrick Crogan, John Curry, James F. Dunnigan, Robert J. Elder, Lisa Faden, Mary Flanagan, John A. Foley, Alexander R. Galloway, Sharon Ghamari-Tabrizi, Don R. Gilman, A. Scott Glancy, Troy Goodfellow, Jack Greene, Mark Herman, Kacper Kwiatkowski, Tim Lenoir, David Levinthal, Alexander H. Levis, Henry Lowood, Elizabeth Losh, Esther MacCallum-Stewart, Rob MacDougall, Mark Mahaffey, Bill McDonald, Brien J. Miller, Joseph Miranda, Soraya Murray, Tetsuya Nakamura, Michael Peck, Peter P. Perla, Jon Peterson, John Prados, Ted S. Raicer, Volko Ruhnke, Philip Sabin, Thomas C. Schelling, Marcus Schulzke, Miguel Sicart, Rachel Simmons, Ian Sturrock, Jenny Thompson, John Tiller, J. R. Tracy, Brian Train, Russell Vane, Charles Vasey, Andrew Wackerfuss, James Wallis, James Wallman, Yuna Huh Wong

CODEX SPACE MARINES

Games Workshop Limited

THE SIEGE OF CASTELLAX

Games Workshop **The Chaos Space Marines of the Iron Warriors Legion have long been renowned as the masters of siege warfare, able to inflict devastating firepower and unimaginable cruelty upon their foes. On the world of Castellax, twisted Warsmith Andraaz builds his own empire even as a system-crushing ork Waaagh! approaches** The Chaos Space Marines of the Iron Warriors Legion have long been renowned as the masters of siege warfare, able to inflict devastating firepower and unimaginable cruelty upon their foes. On the world of Castellax, twisted Warsmith Andraaz builds his own empire even as a system-crushing ork Waaagh! approaches, and drives his own slaves ever harder to meet their production quotas and supply materiel for the Legion's many warbands. Their walls are strong and their weapons ready, but how long can the planet hold out against the deadly greenskin invasion when whisperings of rebellion begin to pass between the Iron Warriors' downtrodden vassals?

THE DEATH OF ANTAGONIS

Games Workshop The latest title in the premium Warhammer 40,000 series The Black Dragons fall upon the world of Antagonis, summoned to combat the plague of undeath that has engulfed the planet. Allying themselves with Inquisitor Werner Lettinger and a force of Sisters of Battle, the Black Dragons endeavour to save the souls of the Imperial citizens who have succumbed to the contagion. But there is more than a mere infection at play - the dread forces of Chaos lie behind the outbreak, and the Black Dragons stand in the way of the Dark Gods' victory...

WAR OF SECRETS

Games Workshop In the shadow of the Great Rift, Primaris Marines fight alongside the Dark Angels against the t'au, but as whole worlds burn, a terrible psychic curse is unleashed. Lieutenant Xedro Farren is a Primaris Marine, stronger and more adept than even the Space Marines his brotherhood has been sent to fight alongside. As he and his Primaris brethren support the Dark Angels in fighting a trauma-scarred force of t'au seemingly hellbent on destroying their own allies, their true quarry soon becomes clear: the shadowy instigator of a psychic curse that could plunge a string of Imperial planets into madness. As worlds burn in the fires of battle, an unthinkable pact is struck, and Lieutenant Farren begins to peel back layer after layer of deceit to discover an appalling truth. Can he hope to emerge from this web of lies without losing his honour - or come to that, his life?

WARHAMMER 40,000

MARNEUS CALGAR

Marvel Entertainment Collects Warhammer 40,000: Marneus Calgar (2020) #1-5. The saga of WARHAMMER 40,000 comes to Marvel Comics! In the grim darkness of the far future, there is only war. Marneus Calgar, the legendary Chapter Master of the Ultramarines, leads his elite Space Marines against humanity's greatest threats in a galaxy engulfed in endless war. Writer Kieron Gillen (UNCANNY X-MEN, JOURNEY INTO MYSTERY, The Wicked + The Divine) spearheads a new publishing initiative with Marneus Calgar's never-before-told origin story — from his beginnings on Nova Thulium and his campaigns in the Black Crusades, to the unfolding mystery of the Black Altar, as a deadly threat from Calgar's past re-emerges to threaten the present of the Ultramar system! It's essential reading for 40K aficionados — and the perfect primer for those new to the universe of WARHAMMER 40,000! Be prepared!

THE SUCCESSORS

The Space Marine Legions of old are dead, torn asunder in the wake of the Horus Heresy. In their place have risen a thousand Chapters, each unique, each carrying the legacy of their founders across the countless battlefields of the Imperium. The Flesh Tearers spill blood in a war of brutal attrition. The Emperor's Spears keep a tireless watch where their brothers have fallen. The Consecrators search the dark places for relics, artefacts of power from the noble past. The Crimson Fists vow, with bloodied hands, to become Dorn's glorious vanguard once more. These are the Imperium's bulwark against terror, the Emperor's Angels of Death. Forged from the genetic material of the demigod Primarchs, it is by the might of these Adeptus Astartes that the growing darkness of the galaxy is held at bay - for the Space Marines know no fear

THE AGE OF DARKNESS

Games Workshop A new anthology of short stories delving into the secret history of the Horus Heresy. After the betrayal at Istvan, 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...

MEPHISTON: CITY OF LIGHT

Games Workshop The final book in the Mephiston trilogy.....but how does it end? Having fought during the devastation of Baal, Mephiston and a cohort of Blood Angels are drawn by cryptic visions to a wartorn world on the cusp of the Great Rift. Here, the sorcerers of the Thousand Sons seek to unite nine Silver Towers and bring about a ritual that will empower their master, the daemonprimarch Magnus. The ritual must be prevented, lest the entire subsector be cast into Chaos. Mephiston faces a challenge like no other, of his strength and his will, confronting a hidden truth that threatens to expose him to his darkest fears.

DESCENT OF ANGELS

Games Workshop Book six in the New York Times bestselling series The planet of Caliban exists much as it has for

thousands of years - the knightly orders protect the common people, fighting back the beasts that lurk in the depths of the seemingly endless forests. Young Zahariel and Nemiel aspire to join the greatest of the orders, led by the example of mighty Lion El'Jonson and his vision of a peaceful and unified world. But the coming of the Imperium brings new concerns and a new destiny for the Lion as part of the Great Crusade, and the sons of Caliban must decide if they will follow him to glory among the stars.

DANTE

Games Workshop The origin story of Dante and his rise from young aspirant to the mighty Chapter Master of the Blood Angels. Dante is Chapter Master of one of the noblest but most troubled Chapters of Space Marines in the Imperium: the Blood Angels. From the time of his birth in the rad-scarred wastes of Baal Secundus, he was destined for glory and strife. From his apotheosis to Scout, to the hive cities of Armageddon and the alien menace of the Cryptas system, Dante has waged war against all the enemies of the Imperium. He has witnessed the divine, and struggled against the darkness within all sons of Sanguinius. Longer lived than any other Chapter Master, this is his chronicle, his great and storied legend.

BLOOD ANGELS

SONS OF SANGUINIUS, PROTECTORS OF MANKIND

AZRAEL

Games Workshop Supreme Grand Master Azrael of the Dark Angels is forced into an uneasy alliance with the eldar to keep his Chapter's secret past safely buried. The Dark Angels Chapter sprang from the First Legion of Space Marines to fight and die at the Emperor's side. But over ten thousand years, even the most staunchly loyal warriors of the Imperium can fall from grace, and the Dark Angels guard their own murky secrets most carefully - only Supreme Grand Master Azrael knows them all. A legend among Space Marines, he has fought for centuries and ever at the forefront of battle. Now, with the enigmatically alien eldar as his uneasy and unlikely allies, he must tread the fine line once more between the pursuit of victory, and keeping the Chapter's past safely buried...

BRINGERS OF DEATH

Games Workshop Limited **A storming anthology of dark and gritty fiction from the Warhammer 40,000 universe featuring popular characters like Ciaphas Cain. Authors include Sandy Mitchell, CS Goto, and Simon Jowett. Original.**