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## Access Free Warhammer Apocalypse

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## Apocalypse

Games Workshop Forces from several Space Marine Chapters mobilise to defend the cardinal world of Almace from an invasion by the twisted traitors of the Word Bearers. But unbeknownst to the forces of the Imperium, conquest is not the enemy's sole aim... Book 5 in the Space Marine Conquest Series Lieutenant Heyd Calder is a Primaris Marine whose mastery of warfare is matched only by his diplomatic prowess. Under the orders of Roboute Guilliman, he is deployed to Almace, a minor seat of the Ecclesiarchy, to protect the world at whatever cost. Yet even as diabolical forces leer from the system's edge, Calder discovers that the capital's Cardinal-Governor, a sharp, inscrutable figure of spiritual and material authority, is hiding something. When it becomes clear that conquest is not the enemy's sole aim, Calder resolves to uncover the secret of Almace. As the system is set ablaze, clashes of faith, strategy and politics ensue in the capital, and it becomes clear that the forces of the Ecclesiarchy and the Adeptus Astartes must fight together if they are to have any hope of victory.

## Warhammer 40,000

In the Grim Darkness of the Far Future There is Only War  
Imperial Armour Apocalypse

New Rules for Warhammer 40,000 and Warhammer  
40,000 Apocalypse

Imperial Armour Apocalypse

New Rules for Warhammer 40,000 and Warhammer  
40,000 Apocalypse

## 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?

## Fire Caste

Games Workshop First Black Library novel starring the mysterious alien race the tau In the jungles of the Dolorosa Coil, a coalition of alien tau and human deserters have waged war upon the Imperium for countless years. Fresh Imperial Guard forces from the Arkhan Confederates are sent in to break the stalemate and annihilate the xenos. But greater forces are at work, and the Confederates soon find themselves broken and scattered. As they fight a desperate guerrilla war, their only hope may lie in the hands of a disgraced commissar, hell-bent on revenge.

## Imperial Armour

Rules for Flyers in Warhammer 40,000 and Warhammer 40,000 Apocalypse. Aeronautica

## Scrappers

## Post-Apocalyptic Skirmish Wargames

[Bloomsbury Publishing](#) More than 150 years have passed since the apocalypse that nearly destroyed the Earth. Today, the planet is a torn remnant of its former glory, ravaged by nuclear fallout and mutagens. New lifeforms - Mutants and Synthetics - challenge True Humanity for dominance, while warring factions compete for survival and supremacy, and all must carve out their place in this brutal landscape, or else perish as billions before them. Scrappers is skirmish miniatures game set in the wastelands, where players assemble Scrapper Crews and send them out to scavenge scraps of Ancient technology and battle rival factions. Explorers, cultists and raiders clash with mutated creatures, robotic soldiers and embittered True Humans in this wargame of salvage and survival in the ruins of the future.

## The Sabbat Worlds Crusade

[Games Workshop Limited](#) A chronicle of all the events, battles, and personalities in the Gaunt's Ghosts series contains illustrations, maps, and photographs to bring the cataclysmic future war to life. Original.

## Only War

## Core Rulebook

## Cadian Blood

When the Imperial shrine world of Kathur is blighted by Chaos, the brave Guardsmen of Cadia are sent to reclaim it. The plague of Nurgle has set in deeply on the planet, forcing the Cadians into battle with an innumerable legion of the infected.

## The Art of Warhammer

[Games Workshop Limited](#) The amazing art from the studios of Games Workshop has long served as an inspiration to fans from the 'Warhammer' game, as well as fantasy artists around the world. This book features the very best 'Warhammer' fantasy art.

## Of Honour and Iron

[Games Workshop](#) The age of the Dark Imperium has begun, and the human race is poised on the brink of ruin. In their darkest hour, the Emperor's servants have achieved the impossible: the resurrection of the Primarch Roboute Guilliman. Now Lord Commander of the Imperium of Man, Guilliman marshals his forces in a desperate effort to drive back the predations of Chaos: the Indomitus Crusade. Dispatched ahead of the bulk of Guilliman's war fleets, Chaplain Helios of the Ultramarines is entrusted by the risen primarch with a mission of vital importance. Will he achieve a crucial victory for Guilliman in time, or will a millennia-old obsession spell his doom? And just what manner of weapons will be needed to wage the war to save mankind?

## Agents of the Apocalypse

## A Riveting Look at the Key Players of the End Times

[Tyndale House](#) Who Will Usher in Earth's Final Days? Are we living in the end times? Is it possible that the players depicted in the book of Revelation could be out in force today? And if they are, would you know how to recognize them? In Agents of the Apocalypse, noted prophecy expert Dr. David Jeremiah does what no prophecy expert has done before. He explores the book of Revelation through the lens of its major players—the exiled, the martyrs, the elders, the victor, the king, the judge, the 144,000, the witnesses, the false prophet, and the beast. One by one, Dr. Jeremiah delves into their individual personalities and motives, and the role that each plays in biblical prophecy. Then he provides readers with the critical clues and information needed to recognize their presence and power in the world

today. The stage is set, and the curtain is about to rise on Earth's final act. Will you be ready?

## The End of the World

### Zombie Apocalypse RPG

Fantasy Flight Games Come face to face with the living dead in **Zombie Apocalypse**, the first book in **The End of the World** roleplaying line! This roleplaying game offers you the chance to imagine unique adventures, playing as yourself during the tumult of the apocalypse, relying upon your own skills, wits, and talents to survive. Five scenarios each offer a different setting and sub-genre for the rise of the undead. Moreover, each scenario contains sections for both the apocalypse and post-apocalypse, challenging you to navigate the initial panic and forge a new life after the world's ending.

## Walkaway

### A Novel

Tor Books **Kirkus' Best Fiction of 2017** From New York Times bestselling author Cory Doctorow, an epic tale of revolution, love, post-scarcity, and the end of death. "Walkaway is now the best contemporary example I know of, its utopia glimpsed after fascinatingly-extrapolated revolutionary struggle." —William Gibson Hubert Vernon Rudolph Clayton Irving Wilson Alva Anton Jeff Harley Timothy Curtis Cleveland Cecil Ollie Edmund Eli Wiley Marvin Ellis Espinoza—known to his friends as Hubert, Etc—was too old to be at that Communist party. But after watching the breakdown of modern society, he really has no where left to be—except amongst the dregs of disaffected youth who party all night and heap scorn on the sheep they see on the morning commute. After falling in with Natalie, an ultra-rich heiress trying to escape the clutches of her repressive father, the two decide to give up fully on formal society—and walk away. After all, now that anyone can design and print the basic necessities of life—food, clothing, shelter—from a computer, there seems to be little reason to toil within the system. It's still a dangerous world out there, the empty lands wrecked by climate change, dead cities hollowed out by industrial flight, shadows hiding predators animal and human alike. Still, when the initial pioneer walkaways flourish, more people join them. Then the walkaways discover the one thing the ultra-rich have never been able to buy: how to beat death. Now it's war - a war that will turn the world upside down. Fascinating, moving, and darkly humorous, **Walkaway** is a multi-generation SF thriller about the wrenching changes of the next hundred years...and the very human people who will live their consequences. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

## Avenging Son

Games Workshop **Book 1** of the brand new 9 part mega-series from Warhammer 40,000. A great darkness has befallen the galaxy, and the armies of Chaos are rampant. To survive, humanity must retaliate and take back what they have lost. By the will of the reborn primarch, Roboute Guilliman, is the Indomitus Crusade launched - a military undertaking that eclipses all others in known history. From the Throneworld of Terra does the Avenging Son hurl his fleets, their mission the very salvation of mankind. As vessels in their thousands burn through the cold void, the attention of Fleetmistress VanLeskus turns to the Machorta Sound - a region under attack by a dreaded Slaughter Host of the Dark Gods. The success of the Indomitus Crusade will be determined by this conflict, and the desperate mission of Battlegroup Saint Aster, led by Space Marine Lieutenant Messinius. Even then it is but a prelude to the forthcoming bloodshed.

## The Wicked and the Damned

Warhammer Horror 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*

## 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.

# A Canticle for Leibowitz

## A Novel

### Hammer of the Emperor

Games Workshop A fantastic collection of stories centred around the forces of the Astra Militarum. A must read for fans of military sci-fi Across the war-torn galaxy, the Imperial Guard are a bastion against the enemies of mankind. From the punishing heat of Tallarn's deserts to the bonechilling tundras of Valhalla, these are the soldiers who give their lives in the Emperor's name. Whether shoulder to shoulder or crushing their enemies in vast machines of war, they are unwavering in their devotion to duty. On a thousand stars, they repel the forces of Chaos and the foul xenos in an eternal conflict. This omnibus collects three novels and three short stories telling tales of savage warfare and heroism on the frontline. Contents Mercy Run by Steve Parker Gunheads by Steve Parker Ice Guard by Steve Lyons A Blind Eye by Steve Lyons Desert Raiders by Lucien Soulban Waiting Death by Steve Lyons

## Werewolf

### The Apocalypse

White Wolf Pub "The signs are upon us. The earth burns, the waters bleed, the humans unleash hunger and disease and bloodshed ... There is nothing left but war and none left to fight but us."--Page 4 of cover.

## Pandorax

Games Workshop The latest novel in the Space Marine Battles series In the Pandorax System, on the death world of Pythos, an ancient secret that has laid buried for millennia has been unearthed.... Ignorant of this terror, troopers of the Catachan 183rd, stranded on Pythos and under the command of Colonel 'Death' Strike, find themselves under attack by the forces of Chaos. Daemons in their thousands flock the sky, and none other than Warmaster Abaddon leads the attack. With the Death Guard and Black Legion arrayed against them, the Catachans appear to be doomed, until salvation arrives in the form of the entire Dark Angels Chapter, led by Master Azrael and a host of heroes. But what is the so-called 'Damnation Cache'? What secrets does it harbour and why has it also attracted the attention of the daemon-hunting Grey Knights?

### Space Marine Conquests: Fist of the Imperium

Games Workshop Book 6 in the much loved Space Marine Conquests series. For fans of huge and epic battles waged in the far future! 'By their noble sacrifice is our world made mighty' Deep within the Segmentum Solar, an Imperial Fists Honour Guard lies slaughtered upon the very world they swore to protect. The mysterious cult responsible grows in power by the day. Their malevolent tenets poisoning the hearts of Ghyre's citizens, from its lowliest miner to its arrogant ruling class. To purge this threat, the Imperial Fists send Primaris Librarian Aster Lydorran and his tenacious brothers. These masters of siegecraft face an insurgent foe beyond any they have fought before. As dark omens proliferate, Lydorran finds himself embroiled in a battle of wits and wills with an enemy whose psychic might may surpass even his own. But this is a patient enemy, and with every passing hour, Ghyre's doom grows closer. The stoic Sons of Dorn must leave their walls and embrace new allies, or risk unleashing the apocalypse itself upon the very doorstep of Terra.

## Let the Galaxy Burn

Games Workshop Limited By popular demand, we've gathered up the best sf short stories ever written for the Black Library into one massive volume, and added some brand new tales! Warhammer 40,000 fans will be keen to get their hands on classic stories that have been unavailable for a while, and all readers will enjoy the range and variety on offer in this high-value volume.

## Blades of Damocles

Games Workshop Setting out to exterminate the upstart Tau Empire before it becomes a threat, the Ultramarines under Captain Atheus discover that the xenos may be more of a menace than they originally believed... The Imperium of Man takes its bloody revenge upon the expansionist tau in a war of dizzying spectacle. For the first time, the daredevil warriors of the Ultramarines Assault Company go to war en masse, fighting in the skies, in the streets, and even in the prototype testing facilities of the tau Earth caste. However, Sergeants Sicarius and Numitor must overcome their hunger for glory as the brightest stars of the Tau Empire, Commanders Farsight and Shadowsun, hunt them to the brink of disaster. Tempers run short as battle-brothers fall, ammunition runs out and the course of the war takes ever-darker twists and turns. With two warrior cultures struggling for a vital edge and the body count spiralling towards a

terrible conclusion, can notions of honour and duty survive at all?

## Sepulchrum

Warhammer Horror **A nightmarish Warhammer Horror novel set in the Warhammer 40,000 universe. Morgravia Sanctus is being hunted. She doesn't know by whom or why, only that her life is in danger. She goes into hiding in the low-hive of Blackgeist, in the hope of losing her pursuers and piecing together the fragments of her broken memory. Something happened to her, a profound trauma that left behind the 'red dreams' and a physical agony that can strike at any moment. She searches for someone called the 'Broker', a trafficker in memories and psychic mind manipulation, but before she can make contact catastrophe befalls the city. A plague sweeps the districts, turning its citizens into blood hungry monsters. Order collapses, death and slaughter are rampant. Caught up in the carnage, Morgravia must flee again. As the ravaging spreads, and more and more succumb, is there any hope of ever stopping this contagion?**

## Crimson Fists: The Omnibus

Games Workshop **Fantastic action packed omnibus featuring the fearless Crimson Fists! Defiant, courageous and unyielding in the face of impossible odds - these are the Crimson Fists, Dorn's glorious vanguard. Tested in battle like few others, these Space Marines are ever on the frontlines of an endless war against the barbaric orks. When the hordes of the warlord Snagrod come to lay waste to the Crimson Fists' fortress-monastery on Rynn's World, Chapter Master Kantor must lead the battered survivors in a desperate defence of their home if they are to have any hope of finding triumph in sacrifice. This omnibus edition collects together the novels Rynn's World and Legacy of Dorn, the novella Traitor's Gorge and four short stories.**

## Nexus & Other Stories

Games Workshop **New to Warhammer 40,000 fiction? This is a great way to get to grips with the worlds!**

## The Happiest Apocalypse on Earth

## A Roleplaying Game

Christopher.World

## The Conqueror Worms

Leisure Books **Detective Sergeant Stella Mooney is back on the case, this time on the trail of a vicious serial killer.**

## Eye of Terror

Games Workshop(uk) **As the Imperium's war-fleets launch a mission into the heart of Chaos, rogue trader Maynard Rugolo search for wealth and power on the fringe worlds of the distant realm, until he comes face to face with the devastating powers of Chaos, in a novel based on the Warhammer 40,000 universe. Original.**

## War Zone

## Pandorax: 959.M41

## Scurry Book 1

## The Doomed Colony

**Scurry is the story of a colony of mice in an abandoned house who are struggling to survive a long, strange winter. The humans are all gone and the sun is rarely seen. As food becomes scarce and many mice fall ill, the scavengers are forced to search farther from their home, braving monster infested lands in search of anything that will help the colony survive another day. Being hunted by feral cats and predatory birds is part of life for these mice, but beyond the fences stalks something far more fearsome...**

## Stars Asunder

## Another Stupid Apocalypse

Bill Ricardi A semi-retired mage is torn away from his new family when the world itself starts to self destruct. Will Sorch allow his son to follow in his dangerous footsteps to attempt a final, desperate gambit to save Panos? After destroying the possessed Voodoo Engine that threatened to enslave his tribe and start the next Great War, Sorch took some much needed time away from the peril of adventure. In the two years that followed, he finished his arcane education and learned to be a real father to his recently discovered son, Benno. But the world wasn't done with Sorch and his family just yet. Drought, flooding, and deadly creatures driven up from the depths of the earth itself threatened to destroy cities and towns all over the world. It would take the two smartest orcs on Panos, and all of their brave friends, to discover the forces that threatened to tear the planet apart. In a race against time, Sorch is forced to lead his family into unparalleled danger. During his travels he encounters even more horrible injury, even more magical treasures, yetis, the power of fatherhood, frightening schoolchildren, an ancient threat to all of Panos, and then of course he saves the world. Or does he?

## Baneblade

Games Workshop Fast-paced, hard-hitting military fiction featuring the Baneblade battle tank Mars Triumphant. By the blessing of the Omnissiah was the Mars Triumphant born - from the forges of the Adeptus Mechanicus, the mighty Baneblade super-heavy battle tank comes to bring death and destruction to the foes of the Imperium. During a bitter war against the orks in the Kalidar system, Lieutenant Lo Bannick joins the crew of the venerable tank, and as part of the 7th Paragonian Tank Company he witnesses combat from within one of the Astra Militarum's mightiest war machines. But even as Bannick's own dark past threatens to undo him, the Mars Triumphant may have met its match in the form of a terrifying new foe.

## The Soul Drinkers Omnibus

Games Workshop Like all Space Marine Chapters, the Soul Drinkers are bound to serve the Imperium by ancient vows. But when an ancient relic of the Chapter is misappropriated, the Soul Drinkers face a terrible dilemma - betray the Imperium, or lose their honour? Their final choice, and its consequences, form the theme of this classic trilogy of SF stories set in the nightmare world of the 41st millennium.

## Damocles

Games Workshop Four novellas that focus on the events of the second Damocles Gulf Crusade Two centuries ago, the Imperium of Man and the upstart Tau Empire fought to a standstill in the Damocles Gulf. Now, as the 41st millennium draws to a close, the tau have returned. As the world of Agrellan falls under attack, the White Scars and Raven Guard rush to its defence, but with the skilled Commander Shadowsun leading the alien forces, the Space Marines and their allies are hard pressed. Kor'sarro Khan, Huntmaster of the White Scars, swears that he will win the day in the most direct way possible - by taking Shadowsun's head.

## Equalize

Ether Collapse Gaia has awakened, and the world will never be the same again. Rockland Barkclay has had a rough year. On top of everything else, his father has just passed, and Rocky has to go it alone on their annual trip. But his plans for drinking alone in Algonquin Park are rudely interrupted by a sea of cosmic energy that governs the universe. Ether, the driving force of creation, has returned. Now a confused Rocky must navigate odd hovering messages to survive. With the awakening of the very planet they reside on, humans are in a desperate fight to survive in an evolving world. If only Gaia hadn't woken up so very... very... unhinged.