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KEY=EDITION - MILES GRETCHEN

CHAOS SPACE MARINES

A TALE OF BITTER BETRAYAL AND CORRUPTION UNBOUND

ASTRA MILITARUM

THE IMPERIAL GUARD

CODEX ARMAGEDDON

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.

INSIGNIUM ASTARTES

THE UNIFORMS AND REGALIA OF THE SPACE MARINES

Black Library *This incredibly detailed and full color sourcebook from the world of Warhammer 40,000, is the most comprehensive account to date of the colors and insignia of the Codex chapters of Space Marines. This includes unit markings, chapter organization, vehicle markings and special troop types. Taking the Ultramarines chapter as its prime example, Insignium Astartes closely examines the elite super-warriors known as Space Marines and explains the significance, history and complexities of their incredible heraldic costumes - making this book a must for anyone with an interest in humanity's greatest champions*

LEGENDS OF THE SPACE MARINES

Space Marines and their evil counterparts, the Traitor Marines, epitomise the war-torn Warhammer 40,000 universe. This short story collection focuses entirely on these superhuman warriors, telling high-action tales of heroism and savagery. Combining the talents of Black Library favorite authors such as Mike Lee and Nick Kyme with hot new talent, this collection is not to be missed

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.*

FALL OF DAMNOS

Captain Cato Sicarius and Chief Librarian Tigurius are Damnos's last hope against relentless--and remorseless--alien enemies, and as they lead the Ultramarines against the foe, Tigurius receives a vision that could change the tide of war.

HUMANISMUS, TRANSHUMANISMUS UND POSTHUMANISMUS IM FIKTIVEN UNIVERSUM VON WARHAMMER 40,000

BoD - Books on Demand *Diese Kurzschrift befasst sich mit dem fiktiven Universum von Warhammer 40,000. Es soll untersucht werden, auf welche Weise Warhammer 40,000 das populäre Thema des sogenannten Human Enhancement rezipiert, welche allegorischen Prognosen im Rahmen jenes Universums getroffen und welche Problemstellung aufgeworfen werden.*

BROTHERS OF THE SNAKE

Black Library *The Iron Snakes Chapter has sworn a pledge to protect the Reef Stars from ruin, whatever the cost. Sergeant Priad and the Damocles Squad battle to preserve humanity against the myriad foes that threaten to destroy it.*

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.*

DEATHWATCH

CORE RULEBOOK

Fantasy Flight Pub Incorporated *Deathwatch is a roleplaying game set in the Warhammer 40,000 universe, where you take on the role of a member of the Adeptus Astartes - the devout, bio-engineered super-soldiers also known as Space Marines. Only the most exceptional candidates from the fighting forces of the Adeptus Astartes are invited to join the Deathwatch, and take on a new oath to*

safeguard the Imperium from the darkest of threats. United in this newly forged brotherhood, all Deathwatch Marines must learn to put aside their differences and work together to succeed in the most extraordinary operations - whether facing the threat of total annihilation when confronted by implacable alien foes, or fighting against the foul daemon menace that crawls forth hungrily from beyond the Warp. Deathwatch offers a brand-new roleplaying experience by focusing on elite, special-missions style action at the furthest fringes of Imperial space, involving some of the greatest heroes and deadliest opponents the Warhammer 40,000 universe has to offer!

BLOOD ANGELS

SONS OF SANGUINIUS, PROTECTORS OF MANKIND

WARHAMMER 40,000

IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR

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.

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.

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.

CODEX

CHAOS SPACE MARINES

Games Workshop Limited *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.*

CHAOS DAEMONS

A LEGION OF NIGHTMARES UNBOUND

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.

THE SWORDS OF CALTH

Games Workshop *Uriel Ventris is back! The game is set in the grim darkness of the far future, where mighty armies clash on*

countless war-torn worlds and Humanity stands alone, beset on all sides by the threats of the heretic, the mutant and the alien. There is no mercy. There is no respite. Prepare yourself for battle.

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*

GODBLIGHT

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...

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.*

INFECTION

Panini *Un mystérieux virus a ravagé la Terre. Les victimes ont un seul dessein : propager l'infection. Alors que le monde plonge dans l'apocalypse, l'épidémie continue d'évoluer chez certains d'entre eux, les transformant peu à peu en monstres. Aux États-Unis, un petit groupe de rescapés lutte pour rester en vie. Sarge, Wendy, Ethan, Todd, Paul et Anne vont accepter une mission qui déterminera la survie de tous. Une mission qui les conduira sur les terres où rodent les infectés...*