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## **CRAWFORD RANDY**

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*Dark Creed Games Workshop*

This tome details over 60 aliens, beasts, and daemons of the Calixis Sector, and how to destroy them in the name of the Emperor. Each creature comes with plots and places for GMs to use in their campaigns, including overviews of some of the most infamous Calixian Deathworlds.

*Warhammer 40.000 - Xenos Black Library*

Purge the vile alien from the stars with bolt, shell, and flame! The Enemies of the Emperor are many... Aliens, Heretics, and Daemons scheme from the shadows to oppose the Imperium of Man, but the Space Marines of the Deathwatch are sworn to hunt down and destroy all enemies of the Emperor. Remain vigilant! Learn the nature of your foes, that you might better destroy them! Mark of the Xenos is an exciting new supplement for Deathwatch, the popular Warhammer 40,000 roleplaying game. Presenting a myriad of worthy challenges for any Space Marine (from the ravening Tyranid swarm to the sleek, technologically-advanced Tau, and many more), Mark of the Xenos serves as a bestiary of the monstrous enemies that lurk within the Jericho Reach and strike back against the forces of the Achilus Crusade. Game Masters will find a host of new foes designed to challenge Kill-teams, and players will gain knowledge of these adversaries, as well as guidance and counsel from notable members of the Deathwatch on how best to exterminate each threat. Mark of the Xenos even features new advanced rules for battling hordes of creatures in massive engagements.

*Knights of Macragge Games Workshop*

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.

*Ravenor Rogue Games Workshop*

Miközben egy az Inkvizíció által halottnak hitt veszedelmes eretneket, a rettenetes Quixost veszi űzőbe, Gregor Eisenhorn maga is gyanúba keveredik. Az egykori szövetségesei, mint radikális eretnekre, az Impérium ellenségére vadásznak rá. Ahogy egyre inkább elveszíti a lába alól a talajt, Eisenhorn egyre sötétebb eszközöz nyúl céljainak elérése érdekében. Vajon meddig mehet el? Meddig használhatja az ellenség fegyvereit, amíg maga is azzá nem válik, aminek az elpusztítására felelős?

*Creatures Anathema Tuan Kiadó*

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.

*Kill Team Black Library*

In the distant future, the enemies of mankind threaten Earth's existence, and only superhuman warriors serving the glory of the Emperor can defend humanity against the invading hordes.

*Hereticus Games Workshop*

The returned primarch Roboute Guilliman strives to save the Imperium from an era of death and darkness. Fell times have come to the galaxy. Cadia has fallen, destroyed by the onslaught of Chaos. A Great Rift in the warp has opened and from its depths have spewed daemons and the horrors of Old Night. But all hope is not lost... A hero, long absent, has returned and with him comes the wrath of the Ultramarines reborn. Roboute Guilliman, the last of the loyal primarchs, has arisen from millennia in stasis to lead the Imperium out of darkness on a crusade the likes of which has not been seen since the fabled days of the Emperor. But never before have the forces of Ruin amassed in such numbers, and nowhere is safe from despoliation. From the dreaded Scourge Stars come the hordes of the Plaguefather, Lord Nurgle, and their pustulent eye is fixed on the Ultramarines home world of Macragge. As the Indomitas Crusade draws to an end, Guilliman and his army of Primaris Space Marines race to Ultramar and a confrontation with the Death Guard.

*Xenos Black Library*

For over two decades the dark, gothic SF universe of Warhammer 40,000 has fired the imagination of millions of gamers worldwide. The ever-popular Space Marines have become cultural icons within the gaming community, and the tireless work of Games Workshop's art department is celebrated in this book.

*Ciaphas Cain: Defender of the Imperium Games Workshop(uk)*

This background book is an Inquisition investigation into the diverse alien menace that threatens the Imperium - the vast empire of humanity in the far future - with lots of stunning new artwork. Dark secrets are revealed, not only about the fascinating creatures under scrutiny but also the working of the shadowy Ordo Xenos itself!

*Dark Imperium Games Workshop*

Defend the Imperium against its greatest foes! The Emperor Protects contains three separate adventures for the Deathwatch roleplaying game set among the war-torn front lines of an Imperial crusade. Can your imposing Space Marines convince the warrior colony of the Feral World Aurum to join the Imperium? Or will they meet their demise upon the surface of a corrupted Forge World? Featuring three new adventures - The Price of Hubris, A Stony Sleep, and The Vigilant Sword - that present dangerous challenges for your Kill-teams, The Emperor Protects is a great way to begin your

campaigns in the Deathwatch. Complete these missions as only Space Marines can... in the Emperor's Name!

#### *Death of Integrity* Games Workshop

Definitive omnibus edition of James Swallow's popular Sisters of Battle series. The Adepta Sororitas, or Sisters of Battle, are the military arm of the Ecclesiarchy, and their remit is to prosecute the enemies of mankind with extreme prejudice. Uniquely among the fighting forces of the Imperium, all the warriors of this organisation are female. Clad in ceremite power armour and armed with an awesome array of wargear, they fight with fanatical fervor for the glory of the Emperor, scourging both xenos and heretic alike with bolter and flamer. This omnibus collects together James Swallow's two classic Sisters of Battle novels, *Faith & Fire* and *Hammer & Anvil*, along with the prose version of the audio drama *Red & Black* and a new short story 'Heart & Soul', available in print for the first time.

#### **Damocles** Open Road Media

One of the most famous events in Warhammer 40,000 history is explored in depth. See the fall and rise of the Crimson Fists as they battle orks on their home world. When the ork hordes of Warlord Snagrod lay waste to the planet of Badlanding and wipe out the Crimson Fists sent to stop them, Chapter Master Kantor prepare a hasty line of defence on the Fists home planet of Rynn's World. Tragedy strikes when an errant missile destroys the Space Marine's Chapter monastery, killing most of their warriors. With a handful of Crimson Fists left, Kantor must fight the campaign of his life, to defeat Snagrod's orks and prevent his Chapter's annihilation.

#### *Fabius Bile: Manflayer* Fantasy Flight Games

The Inquisition moves amongst mankind like an avenging shadow, striking down the enemies of humanity with uncompromising ruthlessness. When he finally corners an old foe, Inquisitor Gregor Eisenhorn is drawn into a sinister conspiracy. As events unfold and he gathers allies - and enemies - Eisenhorn faces a vast interstellar cabal and the dark power of demons, all racing to recover an arcane text of abominable power: an ancient tome known as the Necroteuch.

#### *Attack of the Necron* Games Workshop

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.

#### *Deathwatch: Xenos Hunters* Games Workshop

Returning after his long self-imposed exile, Abaddon offers the disparate Chaos Space Marine warbands within the Eye of Terror a simple choice - join him or die. Ezekyle Abaddon and his warlords strive to bind the newborn Black Legion together under threat of destruction. Now Khayon, Abaddon's most-trusted assassin, is tasked with ending the threat of Thagus Daravek, the self-proclaimed Lord of Hosts and a rival to the dark fate that Abaddon claims as his own. Fighting the vile whispers of the Dark Gods within his mind, Abaddon turns a fevered gaze back to the Imperium, where his true destiny awaits. Yet the Emperor's Champion and his Black Templars stand guard at the gates of Hell, and Sigismund has waited centuries to face Abaddon in battle...

#### **Black Legion** Games Workshop

Ravenor and his retinue become fugitives from the Inquisition in order to hunt down the arch-heretic Zygmunt Molotch. Inquisitor Ravenor continues his persecution of the arch-heretic Zygmunt Molotch - a hunt that has, for him, now become an obsession. In direct contravention of Inquisition orders, Ravenor and his team go rogue, in relentless pursuit of their quarry. Thrown through time and space, pitted against enemies of limitless power and cunning, just how much will Ravenor and his team have to sacrifice in order to thwart Molotch's schemes and bring the heretic to justice?

#### *Angel's Inferno* Games Workshop

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!

#### *The Art of Warhammer 40,000* Gower Publishing Company, Limited

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.

#### **Shattered Legions** Games Workshop(uk)

The first book in the Warped Galaxies series. An exciting new series of sci-fi books for middle-grade readers from Black Library. Brave champions and the forces of the Imperium battle alien beasts and mechanical tyrants across the gulf of space. On the hive world of Targian, Zelia Lor helps her mother search for ancient tech, digging up treasures of the past on the wind-blown plains. They are happy. They are safe. All that changes when the Necrons attack. Without warning, a host of robotic ships appear in the skies above Targian and rip the planet apart. Separated from her mother, Zelia must escape the doomed world, her only hope a scrambled transmission promising safety at a mysterious place known only as the Emperor's Seat. Launched in an escape pod, she crashes on an icy wasteland far, far from home. But Zelia is not alone. She is joined by a rag-tag group of survivors - the street-tough juve Talen, gadget-obsessed Martian boy Mekki and super-intelligent alien-ape, Fleapit.

#### **Victories of the Space Marines** Tuan Kiadó

Gaunt and his men are drawn into a web of intrigue and murder surrounding an enemy prisoner. Twelfth novel in the eternally popular SF series *Gaunt's Ghosts*, which follows the story of Commissar Ibram Gaunt and his regiment the Tanith First-and-Only on the bloody battlefields of the far future.

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