

Age Of Sigmar Generals Handbook

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Stormcast Eternals

In the north of the world the forces of Chaos gather, awaiting their moment to strike. At their head is the Everchosen, the warrior who will lead the final, cataclysmic assault that will usher in the End Times and the reign of the Ruinous Powers. But he was not always thus - he was once a man, a devout servant of the warrior-god Sigmar. What could cause such a soul to fall to the worship of the Dark Gods? What dark events could have put a knight of the Empire on the

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path to becoming the harbinger of the world's end? And just who was the man who will become known to all as Archaon? Previous Titles: - Gotrix & Felix: Kinslayer (978184707299) - HB £17.99 - Bane of Melakith (9781849707664) - B Fmt PB £8.99

Forges of Nuln

Don't Be a Beardy Gamer "A very funny and useful read on its own, but it also makes a great gift for that sore loser in your life." --The New York Times "An indispensable, laugh-out-loud guide to the pitfalls and pleasures of gaming." ~Graham McNeill, Warhammer Fantasy and Warhammer 40,000 novels author; former Games Workshop designer "For anyone looking to be a part of one of the greatest communities in the world!" ~Brittanie Boe, editor of GameWire "A warm, insightful guide for exploring one of geek culture's oldest realms." ~Aaron Dembski-Bowden, author of New York Times bestselling book The Horus Heresy: The First Heretic Whether you're new to the world of tabletop games or a veteran gamer, The Civilized Guide to Tabletop Gaming is your go-to game-night etiquette guide. Expert gamer Teri Litorco, of the gaming site Geek and Sundry, helps you to get along as you play and make the most out of your time with your gamer group. Packed with insider advice and etiquette tips, this essential guide includes advice on everything from sharing crib sheets and meeples to avoiding drama and poor sportsmanship at the game table. With 100 gaming etiquette rules, The Civilized Guide to Tabletop Gaming provides you and your group with all you

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need for a fun and respectful game night--without rage-quitters, bad losers, terrible winners, and Incredible Sulks!

Warhammer Armies

The Emperor's Spears are a Chapter on the edge of destruction, last watchmen over the Elara's Veil nebula. Now, the decisions of one man, Amadeus Kaias Incarius of the Mentor Legion, will determine the Chapter's fate... The scattered worlds of the Elara's Veil nebula were once protected by the oath of unity sworn by three mighty Chapters of the Adeptus Astartes. The Star Scorpions were undone by flaws in their genetic coding. The Celestial Lions were ravaged by the Inquisition for sins they did not commit. Now, after hundreds of years, only the Emperor's Spears still keep their vigil. They are barbarian watchmen against the Outer Dark; bloodied but unbroken in their long duty. Amadeus Kaias Incarius, a brother of the Mentor Legion, is commanded to cross the Great Rift and assess the Spears' war-readiness, only to be drawn into the chaotic plight of a depleted crusade on the Imperium's benighted frontier. The decisions he makes, far from the God-Emperor's light, will decide the fate of the war-torn Chapter.

Knightsblade

Zelia and her friends become embroiled in a war between two brutish tribes of green-skinned orks! Only by using their wits can they hope to survive this savage encounter... Still searching for the Emperor's

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Seat, Zelia, Talen and Mekki arrive on the jungle planet of Weald. Accompanied by the ingenious Fleapit and the dashing Rogue Trader Amity, Zelia and her friends become embroiled in a war between two brutish tribes of green-skinned orks! Only by using their wits can they hope to survive this savage encounter...

Bolt Action: Korea

Readers can now enjoy Werner's three classic Witch Hunter novels, all collected in this omnibus edition: "Witch Hunter, Witch Finder," and "Witch Killer."

Hammers of Sigmar

The Stormcast Eternals of the Hallowed Knights must uncover the mystery of the Hexwood before it brings the great city of Hammerhal to ruin. Dark forces stir within the bowers of the mysterious Hexwood. A great warhost of tzaangor beastkin, creatures devoted to the Chaos god Tzeentch, defile the once-verdant lands of Ghyran. All that opposes them are the Stormcast Eternals of the Hallowed Knights, noble warriors reforged in resplendent sigmarite and wielding the lightning of Azyr. But Tzeentch's followers are cunning, and as the Hallowed Knights wage bloody war in the forests, a secret and potentially ruinous attack on the great city of Hammerhal, which the Stormcasts are oath-sworn to protect, is about to begin. Both the warriors without and the hunters within the city must act fast, or the truth about the Hexwood will be the undoing of the

Twin-tailed City.

Callis and Toll: The Silver Shard

Drachenfels

Throughout the Realmgate Wars, Sigmar's centuries long crusade against Chaos in the Mortal Realms, there has never been a hero like Hamilcar Bear-Eater, famed Lord Castellant of the Astral Templars. But when an ancient skaven warlock with a thirst for godhood turns his attention towards Hamilcar's divine soul, the Bear-Eater knows he will have to call upon his martial prowess and uncanny wits just to survive. Because his next death could be his last.

Throughout the Realmgate Wars, Sigmar's centuries long crusade against Chaos in the Mortal Realms, there has never been a hero like Hamilcar Bear-Eater, famed Lord Castellant of the Astral Templars. Would Gardus have charged headlong into the stronghold of Uxor Untamed with a mere handful of warrior at his back? Would Vandus have had the foresight or magnetism to drink himself euphoric, start a war with the Skarabrak lodge, and then wake come morning to a sore head and fifty thousand moonclan berserkers avowed to Sigmar's cause? No. Only Hamilcar. But when an ancient skaven warlock with a thirst for godhood turns his attention towards Hamilcar's divine soul, the Bear-Eater knows he will have to call upon his martial prowess and uncanny wits just to survive. Because his next death could be his last.

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Grey Seer

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

Plague Garden

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.

Realm of the Ice Queen

There are many tales of the Frozen City, and not all of them tell of battles between rival wizards. Often, the

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greatest adventures are those that pit a wizard and his trusty warband against the myriad perils found amidst the ruins of Felstad. This new supplement for Frostgrave presents rules for playing solo and cooperative games in which the focus shifts from the feuds of wizards to exploring the city, unlocking its mysteries and surviving what is discovered. With guidelines for scaling game difficulty, dungeon crawls, monster generation, and more, as well as ten scenarios demonstrating these options, this volume offers players everything they need to venture alone – or with allies – into Frostgrave. Why should wizards fight amongst themselves? There is plenty of treasure for all and the Frozen City is enemy enough!

Rangers of Shadow Deep - Deluxe Retail Edition

Nagash revives an ancient grudge with the God-King Sigmar as a ferocious new war between the living and the dead shakes the Mortal Realms. The Mortal Realms tremble with unending war. In Shyish, the Realm of Death, an ancient evil stirs, sensing opportunity. Nagash, the Undying King and God of Death, sets his gaze upon the citadels of the living and the servants of Sigmar, the God-King of Azyr. Allies once, joined together against the machinations of the Ruinous Powers, the two gods now find themselves enemies. Nagash, burning with the need to avenge an ancient slight, calls forth his soulless legions to sweep across the realm he claims as his own and reassert death's dominion over all things, as the War of Heaven and Death begins anew.

Matthias Thulmann: Witch Hunter

Two towns being haunted by malice, can they stand against the might of the Lady of Sorrows? In the deathly realm of Shyish, the Twinned Towns of Westreach and Eastdale exist on the edge of annihilation. Once in each generation, the hosts of Lady Olynder rise from their tombs to slaughter the towns' inhabitants, and for centuries the nighthaunts have been turned back, but only after the fiercest of battles. Now, the wizards in the ancient Belvegrad lighthouse have deciphered a prophetic vision that offers a chance to break the curse placed upon the city. The hero Jahangir is fated to lead a desperate mission against the Mortarch of Grief and free his people from this menace once and for all. But is Jahangir equal to the ordeal before him? Can the courage of mortals stand against the undying malice of the Lady of Sorrows?

Skavenslayer

The third instalment of an epic adventure for 'Warhammer Fantasy Roleplay', this title sees the players now move to the city of Nuln, to contend not only with the high intrigue of the court but also an insane plot which could spell the death of thousands.

The Civilized Guide to Tabletop Gaming

Unlike chess or backgammon, tabletop wargames have no single, accepted set of rules. Most wargamers at some point have had a go at writing their own rules

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and virtually all have modified commercially available sets to better suit their idea of the ideal game or to adapt favourite rules to a different historical period or setting. But many who try soon find that writing a coherent set of rules is harder than they thought, while tweaking one part of an existing set can often have unforeseen consequences for the game as a whole. Now, at last, help is at hand. Veteran gamer and rules writer John Lambshead has teamed up with the legendary Rick Priestley, creator of Games Workshop's phenomenally successful Warhammer system, to create this essential guide for any would-be wargame designer or tinkerer. Rick and John give excellent advice on deciding what you want from a wargame and balancing 'realism' (be it in a historical or a fantasy/sci-fi context) with playability. They discuss the relative merits of various mechanisms (cards, dice, tables) then discuss how to select and combine these to handle the various essential game elements of turn sequences, combat resolution, morale etc to create a rewarding and playable game that suits your tastes and requirements

Hallowed Knights: Black Pyramid

A Warhammer Age of Sigmar novel tying in with the hugely successful Warhammer Underworlds game. Ghur is a realm of vast wilds and savage beasts. Few are more vicious than the herdchief, Ghroth the Rootcutter. Brutal and ruthless, he leads his warherd from one massacre to the next, slaughtering all who defy him. Yet this is not enough to sate Ghroth's bloodthirsty ambition - to become the mightiest of

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beastlords. When a fearsome vision promises Ghroth the power he craves, he leads a small band of warriors far across the wastes to seize the relic that will make all beastkin submit to his dominion. But Ghroth's ambition is not unopposed. Rivals within his own warherd seek to cheat him of the prize he covets, and in the enchanted forest of Thornwyld, an enemy of a different kind stirs. The branchwraith Kyra has also had a vision, an apocalyptic foretelling of the destruction Ghroth will unleash upon her home. Gathering a retinue of dryads, Kyra hastens to thwart Ghroth's hunt – either by killing him or destroying the dark relic he seeks. The trail will lead both beastkin and sylvaneth across perilous wastelands. But no danger is greater than that which waits in the mountain tomb of the godbeast. It is a place of terror and legend, a place spoken of in frightened whispers. It is a place called Beastgrave.

Spear of the Emperor

Mark of Faith

Detailing the land of Kislev in lavish detail, this book presents both the people and the places of the Ice Queen's realm. Inside you will find Kislev careers and creatures as well the secrets of Ice Magic revealed for the first time.

Relicblade

A Freeblade Imperial Knight must decide whether to

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abandon his quest to restore his honour in order to warn the planet that exiled him of an impending doom. Since the fall of House Chimaeros to heresy, Luk Kar Chimaeros has renounced his heritage and his name to become the Knight of Ashes. For five arduous years, in this role as a Freeblade Imperial Knight, he has pursued his treacherous step-mother across the stars alongside a band of fellow exiles. Just as their hunt appears to be nearing its conclusion, word comes of a terrible destruction descending upon Luk's home planet of Adrastapol. The Knight of Ashes must decide whether to continue his quest to exact justice and restore his honour, or to aid the Noble Houses of Adrastapol and risk being branded a heretic evermore.

Lady of Sorrows

With Imperium Secundus a failed dream, the primarchs of the Triumvirate swear to reach Terra and defend the Imperium's heart. But danger awaits them, and their destinies are in their hands... Imperium Secundus lies revealed as a heretical folly. Terra has not fallen, though it remains inaccessible. Sanguinius, Guilliman and the Lion El'Johnson, the primarchs of the Triumvirate, must reach Terra at all costs. They seek to defend the Emperor, and to atone for their sins. But the Ruinstorm, a galaxy-wide maelstrom of chaos, hides the Throneworld from the primarchs. Now the fleets of three Legions depart Macragge, and the primarchs will stop at nothing to overcome the Ruinstorm. Yet an insidious enemy watches their every move, and plots against the weaknesses of the

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errant sons of the Emperor. Each has his own inner storm, and each marches towards his own ruin.

Soul Wars

Tome of Salvation provides a detailed look at religion in the Empire, exploring faith's role and function within the nation's convoluted and complex society. Inside this massive sourcebook you will find new magic spells, new rituals and artifacts, new careers, and extensive details on gods, festivals, holy days, and the lives of Old World priests.

Children of the Horned Rat

Psycho outlaw Mad Donna is back! No one knows murder like Mad Donna. Where she goes, death follows – she is a force of nature, leaving devastated settlements and shell casings in her wake. But even Necromunda has its limits for senseless, unsanctioned violence. Scrutinator Primus Servalen, armed with the personal seal of Lord Helmawr – to which no request can be denied and no door barred – is dispatched to bring the misbegotten scion of House Ulanti to justice, but first she has to track her down... and how do you find one murderer in amongst the bloodshed of the Underhive?

Frostgrave: Perilous Dark

Dwarf Tollslayer Gotrek and his human companion Felix Jaeger are drawn into a evil plot by the Skaven--rat-men who plan to use their sorcery to

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destroy an ancient empire. Original.

Beastgrave

The Stormcast Eternals of the Hallowed Knights must brave Nurgles's Realm of Decay if they are to find their lost leader, Lord-Castellant Lorrus Grymn. As the war for the Realm of Life continues, Lord-Castellant Lorrus Grymn leads the battered remnants of the Steel Souls warrior chamber against the sargasso-citadels of the Verdant Bay. The Hallowed Knights claim victory, but at a terrible cost - Grymn is lost to the Realm of Chaos. Now Gardus, newly reforged and fresh from the destruction of the Scabrous Sprawl, must lead his warriors into the foetid heart of Nurgle's realm in search of the Lord-Castellant, where they must once more brave the horrors of the Realm of Decay

Codex

At long last - the Adepta Sororitas are back! With the birth of the Cicatrix Maledictum the Imperium of Mankind suffers as never before. Conflict and corruption is rife on every front and precious little hope remains, save for those who hold to their faith when faced with destruction Denied a martyr's death during the battle for Ophelia VII, Sister Evangeline of the Order of Our Martyred Lady is blessed with a new and grave duty; to embark on a pilgrimage beyond the Great Rift to recover a precious and powerful artefact - the Shield of Saint Katherine. Accompanied by the enigmatic Inquisitor Ravara, who seeks her

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own closure in the veiled regions beyond the Rift, Evangeline must find a way to bear the weight of this unaskedfor destiny if she and her Sisters are to succeed in restoring a fragment of light to this new dark Imperium.

Soulless Fury

Core rulebook for Relicblade adventure battle game. Tabletop fantasy skirmish miniature game.

The three commanders

Marijan von Staufer explores the grim and grisly subject of the undead in detail. Packed with background information on zombies, skeletons, ghouls and worse, this is the perfect companion for all fans of Warhammer.

Tome of Salvation

Volume 5 of Inferno. Packed full of tales by authors old and new, an essential short fiction collection for fans of great Sci-Fi and Fantasy. Inferno! Volume 5 showcases some of the best new fiction from across Games Workshop's many universes: from the shifting, magic-infused lands of the Mortal Realms, to the brutal arena of the Eightpoints, to the dark far future of the 41stmillennium.

Hamilcar: Champion of the Gods

The brutal war for Cadia is decided, as Lord Castellan

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Ursarkar Creed and the armies of the Imperium fight to halt the Thirteenth Black Crusade and prevent a calamity on a galactic scale. Under almost constant besiegement by the daemonic hosts pouring from the Eye of Terror, Cadia stands as a bulwark against tyranny and death. Its fortresses and armies have held back the hordes of Chaos for centuries, but that grim defiance is about to reach its end. As Abaddon's Thirteenth Black Crusade batters Cadia's defences and the armies of the Imperium flock to reinforce this crucial world, a terrible ritual long in the making comes to fruition, and the delicate balance of this brutal war shifts... From the darkness, a hero rises to lead the beleaguered defenders, Lord Castellan Ursarkar Creed, but even with the armoured might of the Astra Militarum and the strength of the Adeptus Astartes at his side, it may not be enough to avert disaster and prevent the fall of Cadia. While Creed lives, there is hope. While there is breath in the body of a single defender, Cadia Stands... but for how much longer?

The Realmgate Wars

It's an exploration of the people and dark places of the Mortal Realms, far from the front lines of war. Witch Hunter Hanniver Toll and his companion, former Freeguild soldier Armand Callis, brave the deadly seas and jungles of the Taloncoast as they try to prevent their nemesis, Ortam Vermyre, from seizing an artefact that can reshape reality. A malevolent threat looms over the once great city of Excelsis. For as long as the treacherous Ortam Vermyre lives, civilisation is

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no longer safe within the Realm of Beasts. Witch Hunter Hanniver Toll must brave the deadly seas and jungles of the Taloncoast to stop Vermyre before he can reach the legendary lost city of Xoantica. For within this forgotten ruin lies an artefact of darkest sorcery that possesses the power to reshape reality itself. The Silver Shard. Can Toll and his companion, a former Freeguild soldier known as Armand Callis, capture their nemesis in time? Or will Vermyre evade the Order of Azyr's justice and tear the Mortal Realms asunder?

Tabletop Wargames: A Designers' and Writers' Handbook

A twisted and disturbing tale of the grots of the Mortal Realms. Strap in – this is going to be a wild ride... In the dark corners of the Mortal Realms, the mysterious Gloomspite Gitz go to war, following the trail of their abominable deity. Nowhere is beyond the sight of the Bad Moon, not even those places under Sigmar's protection, like the city of Draconium, sweltering beneath the scalding rain of Aqshy. In this boiling pot of tension, the regent prays to Sigmar for guidance while Captain Helena Morthan puts out fires: blades drawn in the streets, heretical doomsayers preaching the end of days, and insects eating watchmen alive. When the grieving warrior Hendrick and his warband arrive at the gates with a prophetic warning, Captain Morthan sees a way to save her people. But with Skragrott the Loonking plotting underneath Draconium, and the Bad Moon looming in the sky above, will there be a city left to save?

Gloomspite

Huge omnibus tracking the course of the Realmgate Wars, the epic conflict that defined Games Workshop's newest fantasy setting: the Age of Sigmar. For five centuries, Chaos has tormented the Mortal Realms. Ancient portals known as realmgates stand defiled by the armies of the Dark Gods, preventing the forces of order from moving freely between the realms. The lands are broken, their populations enslaved, hunted for sport or infected with unholy plague. All hope of salvation was thought lost – until now. For Sigmar has been watching and making ready, and those destined to suffer his retribution will finally know the might of the God-King's wrath as he unleashes his greatest weapon: the Stormcast Eternals. Reborn heroes clad in god-forged armour, Sigmar's golden warriors descend to liberate the realms from the yoke of Chaos. The Realmgate Wars have begun This mighty omnibus contains stories by some of Black Library's finest fantasy authors, including Chris Wraight, Guy Haley, Nick Kyme, Josh Reynolds, C L Werner and Darius Hinks, winner of the David Gemmell Morningstar Award.

Hammerhal

The God-King's champion battles his foes for the first time. Amongst all of the Stormhosts, none are more vaunted than the Hammers of Sigmar. In the shadow of the Nomad City, the mettle of the Stormbound is tested the battle to sanctify the Crucible of Blood, a

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gateway to Chaos and madness. Within the ranks of the Stormcast Eternals, there is one who is greater than all others. He is the Celestant-Prime. For centuries he slumbered, until the great hammer of Sigmar, Ghal Maraz, was returned. But a warrior born must still be tempered, and so unto the swamps of Krahl does Sigmar cast his scion to destroy a powerful creature called the Prismatic King.

The Age of Darkness

High medieval gothic horror, featuring vampire Genevieve, from an undisputed master of macabre fiction. Detlef Sierck, the self-proclaimed greatest playwright in the world, has declared that his next production will be a recreation of the end of the Great Enchanter, Constant Drachenfels - to be staged at the very site of his death, the fortress of Drachenfels itself. But the castle's dark walls still hide a terrible and deadly secret which may make the first night of Detlef's masterpiece the last of his life.

Ruinstorm

A background book on the skaven telling their secret history as well as how to spot and destroy them. For roleplayers you can learn how to create your own skaven clan, descriptions of the skaven fom, society and mentality. There is a short skaven adventure at the end

War of the Orks

Inferno! Volume 5

The only person brave enough to attempt a recovery of a stolen artifact that possesses a dangerous power, Grey Seer Thanquol sets out to stop a band of determined smugglers only to have his efforts further complicated by the machinations of a mysterious wizard. By the author of Witch Hunter. Original.

Cadia Stands

Beginning in 1950, the Korean War was a defining moment for the UN and the entirety of the early Cold War, widening the already monumental gulf between the east and west, capitalist and communist. This supplement for Bolt Action expands the rules-set from its World War II roots to this new, and truly modern, conflict. Bolt Action: Korea contains all the rules, Theatre Lists, scenarios, and new and exciting units, never seen in Bolt Action before, to wargame this turbulent period of world history.

Archaon

As they spearhead an advance into the Realm of Death, the Hallowed Knights are beset by enemies – including the treacherous Manfred von Carstein, who may hold the key to saving a long lost soul. As cities rise across the Mortal Realms, Lord-Celestant Gardus Steel Soul leads his Hallowed Knights into darkest Shyish, hoping to gain a foothold for the forces of Azyr. But as the foundations of a new citadel are laid, the Hallowed Knights find themselves beset by

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enemies both living and dead – including the Mortarch of Night, Mannfred Von Carstein. Now, Gardus must lead his warriors into the very heart of darkness in order to save the soul of a warrior long thought lost...

Liber Necris

Rangers of Shadow Deep is a solo and co-operative tabletop miniatures game, in which players create their ranger, gather companions, and play through a series of missions in their fight to hold back the darkness. If their rangers survive, they will grow in power and ability, and be sent on more difficult, dangerous and intricate assignments. Presented in an elegant Faux Leather Forest Green Cover with an embossed stamped logo Solo and co-operative tabletop miniatures game from the creator of Frostgrave and Ghost Archipelago Joseph A. McCullough Create your ranger, gather companions, and play through a series of missions in a fight to hold back the darkness. Survive and you will grow in power and ability, and be sent on more difficult, dangerous and intricate assignments. Includes updated core rules combined with character-building elements first presented in Temple of Madness. Featuring a dozen new pieces of art from Barrett Stanley, New 'Challenge Levels' for all the scenarios can be used when playing with 3 or 4 rangers to ramp up the difficulty, or if you want to replay the scenario with a higher-level Ranger. Includes the first supplement for the game, Burning Light. The Rangers' must venture to a ruined convent, searching for an ancient artefact. As they choose what order to explore the ruins, they

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must gather clues to the artefact's location. But they must be quick, for the longer they remain, the more the forces of the Shadow Deep become aware of their presence. This book contains the rules only, requires a couple of twenty-sided dice, a deck of standard playing cards, inch ruler and miniatures to play! Rangers of Shadow Deep was previously only available through DriveThruRPG and has been a huge hit with roleplayers and miniature gamers alike with its narrative-driven gameplay. Made in the UK.

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