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PZ7IGL - BERRY ANGEL

Spine-chilling tales set in the Worlds of Warhammer. On the capital world of Potence, young enforcer cadet Rudgard Howe is caught up in a bitter intermecine feud to inherit his father's position of Chief Enforcer. As the tithe fleets approach, he is sent on his first mission to ensure that the planet's distant agri-facilities fulfil their quotas to the God-Emperor. Farmed with serfs and managed by ex-Militarum soldiers, the agri-facilities are places of shocking brutality and hopelessness. But when he is sent to the outlying farmstead of Thorsarbour, Rudgard discovers a community where the crops are left to rot as the inhabitants indulge in the bloody ecstasy of a sanguinary cult. As Rudgard imposes the strict Lex Imperialis upon the farmstead, he begins to uncover a place where sanity is rapidly slipping. But he is just one step along this nightmarish mission when a series of cruel deaths threatens to dismantle everything he has ever known about the Imperium, his faith in the Emperor, and the strength of his very soul.

From the author of the thrilling science-fiction epic Children of Time, which won the prestigious Arthur C. Clarke Award. Eyes of the Void is the second high-octane instalment in Adrian Tchaikovsky's Final Architecture space opera trilogy. 'One of the most interesting and accomplished writers in speculative fiction' – Christopher Paolini What waits in the shadows as we fight our greatest foe? After one great battle, the Architects disappeared. Yet humanity's fragile peace is brief. For, forty years later, the galaxy's greatest alien enemy has returned. This time, the artefacts that preserved entire worlds from destruction are ineffective. And no planet is safe. The Human Colony worlds are in turmoil as they face extinction. Some believe alliances with other species can save them. Others insist humanity must fight alone. But no one has the firepower or technology to ensure victory, as the Architects loom ever closer. Idris spent decades running from the last war's horrors. Yet as an Intermediary, altered to navigate deep space, he's one of humanity's only weapons. He's therefore forced back into action. With a handful of allies, Idris must find something – anything – to stop the Architects' pitiless advance. But to do so, he must return to the nightmare of unspace, where his mind was broken and remade. What he discovers there will change everything. Praise for Adrian Tchaikovsky: '[Adrian] writes incredibly enjoyable sci-fi, full of life and ideas' – Patrick Ness, author of The Knife of Never Letting Go 'Brilliant science fiction' – James McAvoy on Children of Time 'Full of sparkling, speculative invention' – Stephen Baxter, author of the Xeelee Sequence on The Doors of Eden

Book 10 of the succesful 'Horus Heresy Primarchs' Series. Focusses on Corax, the Primarch of the Raven Guard. During the Great Crusade, it falls to the primarch Corax of the Raven Guard to humble the immense void-cities of the Carinae. Determined to bring these worlds into compliance, he unleashes the might of his Legion and a massive war host of the Imperial Army. But the lords of Carinae are well defended and without remorse. At the height of the conflict, at the void-city of Zenith, a dread bio-weapon from an ancient time is unleashed. At once, the Imperial force is brought to its knees, as allies are turned against each other and the Raven Guard left to face almost insurmountable odds. As the campaign teeters on the brink of failure, Corax's desire for vengeance is severely tested against the need for a swift and certain resolution to the war.

Figurkrigsspil. Regler for benyttelse af Genestealer kult-hæren i Warhammer 40.000 (7.udgave). Kræver grundregelsættet for at spille

The day of ascension has come! The Genestealer Cults erupt from the shadows in a tide of mutated acolytes, turncoat soldiery and predatory xenos monsters. They employ ambush and subterfuge to outmanoeuvre their enemies, turning industrial mining equipment and repurposed civilian vehicles into potent weapons of rebellion against the hated Imperial oppressors. Propaganda, mind control and assassination are all weapons in thier arsenal. Irredeemably corrupted by Tyranid gene-taint, the cults fight with the coordination of swarming insects and the zealotry of true believers, convinced that they are freedom fighters whose heroic efforts will earn them divine rewards. In truth, they are agents of destabilization and anarchy - living weapons seede behind enemy lines to spread, multiply and undermine Humanity's fight against the encroaching Tyranid hive fleets. As the Genestealer Cults raise their wyrm-form icons above the blazing skylines of ever more Imperial planets, it becomes apparent that this ghastly plan is working all too well...

The first title in the new "Warhammer Crime" imprint. Try to unravel the secrets lurking in the sprawling city of Varangantua. In the immense city of Varangantua, life is cheap but mistakes are expensive. When Probator Augusto Zidarov of the city's enforcers is charged with locating the missing scion of a wealthy family, he knows full well that the chances of finding him alive are slight. The people demanding answers, though, are powerful and ruthless, and he is soon immersed in a world of criminal cartels and corporate warfare where even an enforcer's survival is far from guaranteed. As he follows the evidence deeper into the city's dark underbelly, he discovers secrets that have been kept hidden by powerful hands. As the net closes in on both him and his quarry, he is forced to confront just what measures some people are willing to take in order to stay alive...

Chaos Warlord Huron Blackheart and his Red Corsairs launch a devastating conquest of the Hollow Worlds of Lastrati. The Imperium fights a constant battle to defend itself from its many enemies, but few are as deadly or as relentless as the Chaos Space Marines. Bearing a grudge that dates back 10,000 years to the Horus Heresy, these fallen angels are driven by hatred and an overwhelming desire for revenge. When Huron Blackheart leads his warband of Red Corsairs to attack the Hollow Worlds of Lastrati, the human defenders can do little to protect themselves against such powerful enemies. By the time the Space Wolves Chapter arrives, the Red Corsairs are already well entrenched. With neither side prepared to withdraw nor concede defeat, the battle spirals out of control – will the Hollow Worlds be destroyed by the forces of destruction that have been unleashed?

A doomed Space Marine Chapter confronts the alien tyranids in a devastating battle for survival. Following the loss of their home world Sotha to the tyranid Hive Fleet Kraken, the Scythes of the Emperor begin a new kind of war against the alien menace. Facing further humiliation and defeat after

regrouping at the Giant's Coffin on Miral Prime, recently appointed Chapter Master Thracian must find a way exploit his warriors' need for vengeance if their Space Marine Chapter is to have any hope of survival... This collection spans the greatest period of upheaval in the Scythes of the Emperor's history, and includes the novel Slaughter at Giant's Coffin along with five additional short stories.

In the 41st Millennium, Commissar Ciaphas Cain is looking for an easy life, but fate has a habit of throwing him into the deadliest situations and luck always manages to pull him through.

In the grim darkness of the far future, mankind teeters on the very brink of destruction. Brimming with action packed tales of bloodshed, heroism and courage, "What Price Victory" throws readers headlong onto the desperate battlefields of the 41st millennium. Original.

A reluctant trio are forced to investigate a mystery city, but in doing so find themselves fighting a demonic atrocity, in this staggering action novel set in the epic fantasy Descent games. When three separate adventurers are hired to investigate the recent sealing of Thelgrim, the great Dunwarr dwarf city, all three have misgivings. One is a wanted criminal and the other two have no wish to work together – but when the money is this good, it's hard to refuse. As the three head to Thelgrim by secret path, none of them know what awaits them. Terrinoth is in upheaval: new threats are rising, and this one comes from the dark.

Talon Squad return to action, hutning for a missing inquisitor on a world that has been claimed by the T'au Empire – but has their quarry been taken, or defected to the Greater Good? The Deathwatch are the elite of the elite – small teams of Space Marines handpicked for special missions that require the utmost courage and cunning. Now recovered from the injuries sustained on his previous mission, Codicier Karras must lead Talon Squad in the hunt for a missing inquisitor. Their only clue is the name of an Imperial planet that has been taken over by the t'au. Is the missing inquisitor alive, or dead? Worse still, has she gone rogue, jeopardising one of the Inquisition's most secret projects? Karras must lead his team against a whole planet of hostile t'au and survive the deadly internal politics of the Inquisition to succeed in his mission, codenamed Shadowbreaker. Action, intrigue and excitement are seamlessly woven together by the master of high-octane science fiction, Steve Parker.

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.

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.

The Sisters of Battle clash with inhuman monsters in a desperate defence of a vital Imperial shrine world. In a galaxy teeming with alien aggressors, nothing unites the Imperium more than the worship of the immortal God-Emperor. Without the shining light of his divinity, travel through the stars would not be possible, and humanity would be swallowed by darkness. The shrine world of Vadok attracts billions of pilgrims who visit to reaffirm their faith and catch a glimpse of the sacred relic held in its great cathedral. But the reach of man's enemies is long, and when civil unrest breaks out and rumours of four-armed monsters abound, the Adeptus Sororitas tasked with defending the world must face the fight of their lives. For the Sisters of Battle are few, but their enemies are numberless.

After the Soul Drinkers Space Marines are excommunicated, Imperial Agents are dispatched to destroy the once loyal chapter. Sarpedon, the leader of the Soul Drinkers, is hell-bent on discovering a way of curing his battle brothers of their mutations. Despite many false trails, Sarpedon has now stumbled upon the most tentative of leads, one which promises his troops a final redemption in the eyes of the God-Emperor--if they can survive long enough to reach him.

Action packed novel featuring the galaxies foremost alien hunting taskforce, the Deathwatch. 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. Gathered from the many Chapters of Space Marines, the Deathwatch are elite, charged with defending the Imerium of Man from aliens. Six Space Marines, strangers from different words, make up Talon Squad. On 31-Caro, a new terror has emerged, a murderous shadow that stalks the dark, and only the Deathwatch can stop it. Underthe direction of a mysterious Inquisitor Lord known only as Sigma, they must cleanse this planet or die in the attempt.

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?

Intrigue and horror abound in a tale of dark cults and the corrupting power of false faith. The galaxy is vast, and worship of the God-Emperor by His faithful takes many forms. The Spiral Dawn is one of the countless sanctioned sects of the Imperial cult. When a gathering of Spiralytes makes their holy pilgrimage to the sect's home world, Redemption, instead of the haven of enlightenment they are expecting, they find a soot-choked hellhole where their order's founders and an unorthodox regiment of Astra Militarum maintain an uneasy coexistence. As tensions between the pilgrims and the superstitious Guardsmen mount, the new arrivals begin to unravel the dark secrets concealed at the heart of their faith... This paperback edition contains a bonus short story, 'Cast a Hungry Shadow', available in print for the first time.

Fantastic Warhammer Horror title set in the 41st Millennium. Exalting war and art in harmony, the warrior-artisans of the Angels Resplendent have forged a radiant haven amidst a blighted galaxy. But an ancient sin stains their honour - a wound in their world that will never heal. Ignorant souls would call it a forest, but those who watch over it know better. Nothing natural grows in the Reverie's snow-swept glades or wanders amongst the unnatural things that do, save for the intruders who trespass on its pain. Some seek revelation or redemption, others dream of winning a place amongst the Resplendent, but all come because they must. Three travellers are drawn into the conspiracy that wards the wound - a knight haunted by his lost humanity, an aging poet who refuses to go gently into the night and a scholar who yearns to redeem mankind. All must face their shadows in the Reverie, but only one shall gaze upon its heart, where a deeper darkness beats.

The elite warriors of the Blood Angels Space Marine Chapter board an ancient space hulk, seeking to purge its deadly alien infestation and avenge a past wrong. Six centuries ago, Space Marines of the Blood Angels Chapter boarded the space hulk Sin of Damnation to cleanse it of a genestealer infestation. They were never seen again. Now, the ancient space hulk has reemerged from the warp, and Captain Raphael leads a kill team of mighty Terminators aboard, determined to avenge that ancient shame and finally destroy the aliens. Vastly outnumbered and beset by the psychic might of the hive mind, the Blood Angels must complete their mission before they are overwhelmed by the xenos and their Chapter is humbled once more.

Forty thousand years into the future, the human Imperium struggles for survival against its relentless enemies. Ruthless Inquisitor Jaq Draco uncovers a plot that threatens the very future of mankind - can he unravel the trail of conspiracy before he himself is destroyed by its deadly clutches?

The fifth title in The Horus Heresy: Primarchs series, delving into the story of Lorgar, primarch of the Word Bearers Legion and the first of the Emperor's sons to fall to Chaos. Most devoted of all the primarchs, it was Lorgar who first fell to the lure of Chaos. Once known as Aurelian, this golden son of the Emperor of Mankind found himself an outcast because he worshipped his father as a god. Humbled before the ruins of Monarchia, chastened and brought low, Lorgar yearned for deeper meaning. He found it in the power of Ruin and thus began the descent into heresy. His fate had not always been so. On Colchis, his adopted birth world, Lorgar was not always the zealot, though his path would be nurtured by one: the priest Kor Phaeron.

Fantasirollespil.

Tales of eleven heroes of the Deathwatch, brought together to form the kill team that will face monstrous aliens in a deadly mission. The Deathwatch is the ultimate weapon against the myriad alien races that threaten the Imperium of Man. Drawn from many Chapters of the Adeptus Astartes, the elite members of a kill team come together to form a lethally efficient squad of warriors capable of cleansing entire worlds of xenos infestation and corruption... As Chaplain Ortan Cassius becomes entangled in the insidious Ghosar Enigma, he turns to the legends of the Deathwatch to find the most worthy of his brethren. The Space Marines that will go on to form Kill Team Cassius have faced diverse and deadly challenges at every turn - each has his own story, each harbours his own resentment of the foe, and each has his own method of ensuring its ultimate destruction.

Exciting new Warhammer 40,000 novel from Adrian Tchaikovsky/ On the forge world of Morod, the machines never stop and the work never ends. The population toil in the mines and factoria to protect humanity from the monsters in the void, while the Adeptus Mechanicus enjoy lives of palatial comfort. Genetor Gammal Triskellian seeks to end this stagnant corruption. When he learns of a twisted congregation operating within the shadows, one which believes that the tech-priests are keeping the people from their true salvation - a long-propheesied union with angels - he sees in them an opportunity to bring down Morad's masters and reclaim the world in the name of progress. But sometimes, the only hope for real change lies in the coming

of monsters.

Great new novel featuring the battle sisters of the Adepta Sororitas. On a distant world, an obscure order of the Adepta Sororitas study their founder's visions. They live in solitude... which is about to be broken as danger approaches. The Adepta Sororitas of the Last Candle have stood vigil over their sanctuary world for centuries, striving to decipher their founder's tormented visions. Outsiders are unwelcome, yet still they come. Decimated by an encounter with a lethal xenos entity, the survivors of an elite Astra Militarum company have journeyed to the Candleworld in search of healing, escorted by a woman who is no stranger there - Sister Hospitaller Asenath Hyades, who turned her back on the order decades ago. As the seekers near the sect's bastion, malign forces begin to stir among the planet's storm-wracked spires, but the most insidious shadows lie in their own souls.

The world of Herodian IV is doomed when the nightmarish tyranid hive fleets descend from the depths of space, intent on devouring every living thing there. In the vital hours before the planet is lost, Inquisitor Kalipsia and a team of Deathwatch Spaces Marines are sent on a mission to investigate a mysterious research outpost. The terrible secret they uncover could affect the fate of all humanity, but can they escape to safety before they are torn apart by the ravenous alien hordes?

With tyranid hive fleets approaching, the Carcharodons make a stand on the world of Piety V. If they can stop the xenos here, they will be able to end the menace before it begins. The Carcharodons' remit is an unenviable one - this Chapter of Space Marines plies the dark areas of space, endlessly hunting down the enemies of mankind. Living on the edge, with no fixed base of operations, they are creatures shaped by their environment, renowned for their ruthlessness and their brutality. With a fresh wave of tyranid hive fleets approaching the galactic plane, the Carcharodons decide to use the world of Piety V as a bulwark. If they can stop the xenos here, they will be able to end the menace before it begins. But as they mobilise the planet's defenders and fight the tyranids, the Carcharodons come to learn what the value of mankind truly is.

When the long-lost craftworld Ziasuthra reappears, Iyanna Ariental and Yvraine of the Ynnari lead an expedition to it in hope of retrieving the last cronosword. Still reeling from the advent of the Great Rift and the ravages of the tyranids, the aeldari inhabitants of Iyanden are shocked when they receive a message from a long-lost craftworld. Missing for millennia, the craftworld of Ziasuthra has suddenly reappeared from its sanctuary in the warp, and its denizens wish to make contact. Led by the Spiritseer Iyanna and Yvraine, the Emissary of Ynnead, a small force of craftworld aeldari head to Ziasuthra to open negotiations with their brethren. Behind their surface desire to help, however, Iyanna and Yvraine have a stronger motive: they are seeking the final cronosword, which could lie hidden behind ancient web portal on this craftworld. But how co-operative will the mysterious Ziasuthrans prove to be, or do they too have their own agenda?

The Redemption Corps is a regiment of ultra-tough storm-troopers. Led by the legendary Captain Mortensen, the Redemption Corps and its Navy support divisions drift across the Kaligari Cradle from one warzone to another on brutal missions. When the revered major comes to the attention of the deadly sorority of the Battle Sisters, he not only has to contend with an ork invasion, but these fearsome warrior-fanatics too. Now, the regiment must fight for its survival whilst being trapped between the xenos and the dark fury of the Imperium.

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.

Following the tragic events that led the Blood Angels to the brink of civil war, the Chapter's strength has been badly depleted. The Blood Angels must act, and act quickly, before their enemies learn of their weakness and attack.

Anthology of stories featuring the alien tau, the technologically advanced enemies of the Imperium. The alien tau believe it is their manifest destiny to rule the stars. Their emergent empire has expanded rapidly along the Eastern Fringe of the galaxy, and their creed is one of unity and the Greater Good. As adversaries they are formidable, for their fire caste are born to be warriors and their technology is highly advanced. A military war machine like no other, the tau are determined to secure their place amongst the stars and will battle fiercely any who stand in their way...

Novamarine and Blood Drinker. Space Marines battle genestealers on an infested space hulk. 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 ...