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40k Breaking Codex Astra Militarum

ATTENTION SOLDIER! New plastic Death Korps of Krieg minis are coming, but what does it mean? This past weekend during their preview GW showed off the new Kill Team box set. Included in the set are ...

Warhammer 40K: What Plastic Death Korps Could

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Mean For Codex Astra Militarum

It's launching the game's second edition with a chunky box set, titled Octarius, featuring Kill Teams for two popular 40k units never before released in plastic miniatures: the Astra Militarum 's ...

Warhammer 40k: Kill Team 2nd edition coming, with plastic Death Korps of Krieg

Edition has been with us for nearly a year at this point and we have a pretty good idea of what it is. We've gotten a number of books for the game out now. In addition with restrictions starting to ...

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 Inquisition moves amongst mankind like an avenging shadow, striking down the enemies of humanity with uncompromising ruthlessness. When

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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.

Book nine in the New York Times bestselling series This is a reissue of 9781849708173 As the flames of treachery spread outwards through the Imperium, Horus mobilises those forces who are loyal to him, and plots to subvert or destroy those who stand against him. A battle is being fought for the heart and soul of all the Imperial forces - the Astartes, the Imperial Army, the Titan Legions and more. In this epic story, author Graham McNeill tells the story of the civil war on Mars, and the genesis of the Dark Mechanicum.

Sent to the capital world of Potence, Sergeant Minka Lesk and the Cadian 101st discover that though Cadia may have fallen, their duty continues. For ten thousand years, Cadia stood as a bastion against the daemonic tide spewing forth from the Eye of Terror. But now the Fortress World lies in ruins, its armies decimated in the wake of Abaddon the Despoiler and his Thirteenth Black Crusade. Those who survived, though haunted by the loss of their beloved homeworld, remain bloodied and unbarred, fighting ruthlessly in the Emperor's name. Amongst them is the indomitable Sergeant Minka Lesk. Sent to the capital world of Potence, Lesk and the Cadian 101st company soon discover that a rot runs through the

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very heart of the seemingly peaceful world. Lesk knows she must excise this taint of Chaos, for it is not only her life and those of her company at stake, but also the honour of Cadia itself.

A planet-sized super weapon, the World Engine must be stopped before it destroys all in its path. A full Space Marine Chapter is given the seemingly impossible task of destroying it. For months, the necron World Engine has blazed a trail across the Vidar sector, destroying planets and devastating every fleet sent to destroy it. Now, the Astral Knights Space Marine Chapter enact a daring plan to get to the heart of the mighty edifice and bring it to an end. Crashing their battle-barge into the World Engine, they land upon its surface, seeking its heart. Confronted by sinister necrons, the fate of the Astral Knights hangs in the balance, along with the lives of untold billions...

An action-packed adventure featuring Space Marines The Space Marines of the Dark Hunters, descendants of the White Scars and their savage primarch Jaghatai Khan, are called to battle on the world of Ras Hanem, a world they thought long since liberated from the grip of heresy and returned to Imperial rule. Many years ago, the Dark Hunters defeated the traitor warband known as the Punishers on that world, in a conflict that left deep wounds in the Chapter. But now the Punishers have returned, seeking vengeance upon their would-be destroyers. Captain Jonah Kerne of Mortai Company is sent to annihilate the traitors once for all, but the cost of victory may be too high for him to bear...

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Massive anthology of short stories themed around the guerrilla war waged by the remnants of the three Space Marine Legions massacred at Isstvan V. Driven almost to the brink of self-destruction at Isstvan V, the Iron Hands now seek vengeance for the murder of their primarch Ferrus Manus. Gathering survivors from the Raven Guard and the Salamanders aboard any vessels capable of warp travel, these Shattered Legions wage a new campaign of annihilation against the traitor forces across the galaxy – a campaign masterminded by legendary warleader Shadrak Meduson. This Horus Heresy anthology contains ten short stories by authors including Dan Abnett, Chris Wraight and John French. Also included is the novella *The Seventh Serpent*, where author Graham McNeill revisits the ragtag crew of the starship *Sisyphium* as they are drawn into a war of subterfuge against the Alpha Legion.

The Sabbat World have been lost to the Imperium for many long centuries. Now, a crusade fights to reclaim them. In its midst are Colonel-Commissar Ibram Gaunt and his "Ghosts", the brave men of the Tanith First-and-Only. The Sabbat World have been lost to the Imperium for many long centuries. Now, a crusade fights to reclaim them. In its midst are Colonel-Commissar Ibram Gaunt and his "Ghosts", the brave men of the Tanith First-and-Only. As they survive battle after battle, Gaunt and his men uncover an insidious plot to unseat the crusade's warmaster, a move that threatens to destabilise the war effort and undo all the good work and sacrifice of millions of soldiers. With no one to trust and nowhere to turn,

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Gaunt must find a way to expose the conspiracy and save his men from a needless death.

Book two in the Ahriman series Ahriman, greatest sorcerer of the Thousand Sons and architect of the Rubric that laid his Legion low, continues to walk the path towards salvation, or damnation. Searching for a cure for his Legion, he is forced to consider – was the great ritual somehow flawed from the very beginning? The answer may lie within the mysterious artefact known as the Athenaeum of Kallimakus, a grimoire of forgotten lore which is reputed to contain the exact words of the lost Book of Magnus... or, perhaps, even a transcription of the primarch's deepest and most secret thoughts.

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