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### C74 - PAOLA SAGE

In the last years of the Crusade, Macharius comes to Loki. This heavily industrialised world is the bastion of Lord Solar's arch-nemesis, the traitor Richter. Formerly one of Macharius's trusted advisors, Richter's betrayal is indicative of the low morale and dissent amongst the Imperial forces. Brought to the edge of the known galaxy, thrust into a plague-ridden hell of trench warfare, Macharius faces his sternest test. As the end of the Crusade dawns, this could be the end to the Imperium's war and the final fall of Macharius.

Many a foolhardy Rogue Trader has passed through the Maw, never to be seen again. Avoid their fate! Equip yourselves with the tools and abilities any worthy Rogue Trader needs to survive. Into the Storm offers a host of new character options, allowing for increased personalization with the new expanded Origin Path and Alternate Career Ranks. Plus, play as a character from beyond the Imperium with two all-new xenos Careers! Vehicle rules add a new dimension to gameplay and expand possibilities for adventure. Explore uncharted worlds in a Rhino Armoured Personnel Carrier or dominate your foes from the cockpit of a Fury starfighter. You can even gain access to an extensive new armoury of weapons, armour, and gear wrested from alien races or rediscovered from humanity's dark past, or augment yourself with new psychic powers for Astropaths and Navigators. Into the Storm contains everything needed to build and equip a Rogue Trader like no other... and the crew to match!

The Audio Dictionary is a comprehensive resource, including historical, obsolete, and obscure as well as contemporary terms relating to diverse aspects of audio such as film and TV sound, recording, Hi-Fi, and acoustics. The Third Edition includes four hundred new entries, such as AAC (advanced audio coding), lip sync, metadata, MP3, and satellite radio. Every term from previous editions has been reconsidered and often rewritten. Guest entries are by Dennis Bohn, cofounder and head of research and development at Rane Corporation, and film sound expert Larry Blake, whose credits include Erin Brockovich and Ocean's Eleven. The appendixes--tutorials that gather a lifetime's worth of experience in acoustics--include both new and greatly expanded articles.

Subterfuge and assassination bring this thrilling series to an end. Despite the odds, the Imperium has triumphed. The orks have been defeated and the Great Beast is no more. Across the length and breadth of the galaxy, humankind celebrates its salvation, and relishes the prospect of a return of peace. But the war against the orks has riven the political bedrock of the Imperium, exposing its rotten core. One man, one powerful man, decides he has the solution, and launches a campaign of destruction so terrible that thousands of years later his actions will still be viewed with horror. And all the while, the true enemy watches and waits in the starless depths of space; an eternal evil that desires only to devour the souls of every living human soul in the galaxy.

ULLSAARD HAS CONQUERED THE KNOWN WORLD. All have fallen before his armies. Now it's time to take the long journey home, back to the revered heart of the great Empire he had helped create for his distant masters. But when he returns to the capital, life there is so very different from what he had believed. Could it be that everything he has fought for, has conquered and killed for, has been a lie? File Under: Epic Fantasy [ Conquering Armies | A Vast Empire | Temple Of Shadows | Rebellion And War ]

Explore a story told across the millennia that delves deep into a pair of fascinating necron characters, their relationship and their plans for the galaxy. Before the being called the Emperor revealed Himself, before the rise of the aeldari, before the necrontyr traded their flesh for immortal metal, the world was born in violence. Even when they inhabited bodies of flesh, Trazyn the Infinite and Orikan the Diviner were polar opposites. Trazyn, a collector of historical oddities, presides over a gallery full of the most dangerous artefacts - and people - of the galactic past. Orikan, a chronomancer without peer, draws zodiacs that predict and manipulate the future. But when an artefact emerges that may hold the key to the necrons' next evolution, these two obsessives enter a multi-millennia game of cat and mouse that ends civilisations, reshapes timelines, and changes both forever. As riddles unwind and ancient secrets are revealed, the question remains: will their feud save the necron race or destroy it?

Book twelve in the New York Times bestselling series The Great Crusade is at its height, and the Thousand Sons are its most dedicated warriors. Though utterly loyal, the Legion of Magnus the Red is viewed with suspicion for its arcane methods. Feared by the Imperium he has sworn to serve, Magnus is called to the planet of Nikaea to answer charges of sorcery. When the ill-fated primarch foresees the treachery of Warmaster Horus and warns the Emperor with forbidden powers, the Master of Mankind dispatches Lemman Russ, Primarch of the Space Wolves, to attack Prospero. But Magnus has seen far more than the betrayal of Horus and his revelations will seal the fate of his Legion forever.

A themed collection of Warhammer 40,000 short stories, which covers the fight between humans and aliens to take control of a vitally important area of space. A themed collection of Warhammer 40,000 short stories, which covers the fight between humans and aliens to take control of a vitally important area of space.

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.

Newly promoted Ultramarines Captain Uriel Ventris is assigned to investigate Pavonis, an Imperial planet plagued by civil disorder and renegade Eldar raiders. But nothing is as straightforward as it

appears, and wheels are turning within wheels. Uriel and his allies are forced into a deadly race against time to destroy their shadowy enemy - or the whole planet must be sacrificed for the good of humanity.

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 *Sisyphus* as they are drawn into a war of subterfuge against the Alpha Legion.

The Night Lords are one of the most feared Legions of Chaos Space Marines. Remorseless hunters & killers, they relentlessly battle the Imperium of Man to avenge the death of their Primarch Konrad Curze. Their dark crusade takes them to the world of Crythe Primus, where they will fight Imperial forces to claim the planet.

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 minstrel Orfeo once again confronts the forces of Chaos as a malignant plot deep within the Khyprian Empire threatens to unleash the decaying realm of the Plague God on the Border Princes surrounding the Khyprian Empire, in the sequel to *Zaragoz*. Original.

A supplement to the Warhammer 40,000 game. Describes in de-

tail the Imperial guard army, its background and its heroes. Includes an army list, background, a hobby section and special characters.

Long has been the road of Nathaniel Garro. After escaping the treachery of Isstvan III aboard the *Eisenstein*, he was gifted with new purpose as the Agentia Primus of the Knights Errant - and yet, Garro has become listless as the full extent of Malcador the Sigillite's plans for the future are revealed, questioning his place in the galaxy once more. Even as the armies of the Warmaster draw near, Garro strikes out into the wastes of holy Terra. The object of his search? None other than the Living Saint, Euphrati Keeler.

A new anthology of short stories delving into the secret history of the Horus Heresy. After the betrayal at Isstvan, 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...

The Iron Warriors came from nowhere, falling upon the world of Tallarn in a flash and devastating it with deadly virus weapons. A verdant world was transformed in a heartbeat into a radioactive wasteland... but that was only the beginning. It's a collection of all John French's tales from Tallarn... do you really need any more convincing? Okay then. Millions of tanks clashing in desperate battle on a dying world. As the Warmaster's campaign of galactic domination continues, his generals seek out fresh battlefields to conquer. After leaving the Crone World of Iydris behind, Perturabo strikes for Tallarn. A bitter, vengeful primarch, the lord of the Iron Warriors unleashes a deadly bombardment against the world, killing millions but entrenching the survivors. A brutal, all-consuming armoured conflict ensues, the greatest of the war, and one that grinds down all combatants over more than a year of relentless battles. But Perturabo's reasons for the attack are about more than unleashing punitive destruction against the Imperium - he has an entirely darker purpose in mind.

Fantasirollespil.

Captain Darnath Lysander, hero of the Imperial Fists, captain of their elite first company, leads his battle-brothers in an assault on a daemon world. Beset by unimaginable horrors and tortured by memories of his time imprisoned by the Iron Warriors, he must rally his Space Marines to defeat the master of the daemonic hordes.