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*Nick Kyme
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SUTTON RHETT

Rebirth Black Library
Artellus Numeon urges the Salamanders on Macragge to return their primarch's body to Nocturne - there to be reborn in the flames of Mount Deathfire. Vulkan lies in state

beneath the Fortress of Hera, and yet many of his sons still refuse to believe that he is truly dead. After a seemingly miraculous rescue by the Ultramarines, Artellus Numeon, once captain of the Pyre Guard, urges the other Salamanders on Macragge to leave Imperium Secundus

and return their primarch's body to the home world of Nocturne - there to be reborn in the flames of Mount Deathfire. But Numeon grapples endlessly with his doubts and fears for the future of the Legion, while their foes seek to carve out new destinies of their own...

Three Swords Yale

University Press

A chilling mosaic novel by masters of their craft. On a misty cemetery world, three strangers are drawn together through mysterious circumstances. Each of them has a tale to tell of a narrow escape from death. Amid the toll of funerary bells and the creep and click of mortuary-servitors, the truth is confessed. But whose story can be trusted? Whose

recollection is warped, even unto themselves? For these are strange stories of the uncanny, the irrational and the spine-chillingly frightening, where horrors abound and the dark depths of the human psyche is unearthed. A chilling portmanteau. I could feel the hairs on the back of my neck prickling. The perfect combination of horror and Warhammer 40,000.' Paul Kane - bestselling and award-winning author of *Sherlock Holmes and the Servants of Hell and Before Sissy Dreams: From Boyfriend to Girlfriend* Games Workshop

An epic graphic novel about the experience of Chinese immigrants in North America over the past 150 years.

How to Do Things

with Fictions Paul Zante Space Marines from multiple Chapters unite alongside Titan Legions and the Astra Militarum to defend the world of Armageddon from ork warlord Ghazghkull Thraka. In the bleak 41st millennium, the planet Armageddon is on the cusp of annihilation. The strategically vital hive world has captured the attention of infamous ork warlord Ghazghkull Thraka, and when the Astra Militarum and whole Titan Legions prove unable to halt the invasion, it is feared that both the planet and the wider sector will be lost to the greenskins. But the Imperium refuses to succumb and unleashes the Space Marines - genetically engineered warriors

who thirst for naught but blood and victory. But can even this alliance of mankind's greatest warriors hope to turn the tide against Ghazghkull and his endless ork horde? This high-octane omnibus contains the classic novel *Helsreach* by New York Times bestselling author Aaron Dembski-Bowden, alongside four novellas and a host of short stories by some of Black Library best-known authors, including Guy Haley, Nick Kyme, Chris Wraight and Josh Reynolds.

[The Last Adventure of Constance Verity](#) Boom Town

In the wake of the Dropsite Massacre at Isstvan V, the survivors of the Salamanders Legion searched long and hard for their

fallen primarch, but to no avail. Little did they know that while Vulkan might have wished himself dead, he lives still. As the war continues without him, all eyes turn to Ultramar and Guilliman's new empire there, and Vulkan's sons are drawn into an insidious plot to end the Heresy by the most underhand means imaginable.

Fire Drake Games Workshop

Across a thousand blasted war-zones upon a thousand bloody worlds, the convict soldiers of the Thirteenth Legion fight a desperate battle for redemption in the eyes of the immortal Emperor. In this endless war against savage orks, merciless eldar and the insidious threat of Chaos, Kage

and the Last Chancers penal battalion must fight not only to win but to survive!

Armageddon Games Workshop

The Salamanders Space Marines have long been guided by the wisdom of their lost primarch, laid down in the mysterious Tome of Fire. As a new prophecy unfolds, the Salamanders find themselves tested to the point of destruction - and one of their number will either save them or damn them. This collection of short stories and novellas expands the Tome of Fire trilogy and reveals untold tales of the Salamanders and their foes.

Conduction of Heat in Solids Yale University Press
Black Templars
Chaplain Grimaldus

leads the defence of Hive Helsreach, a city in the path of a massive greenskin force on the war-racked world of Armageddon. Battle rages and the Black Templars win several vital battles, but as the ork numbers grow and the Imperial defenders dwindle, Grimaldus and his loyal Sword Brethren are forced into a desperate last stand that will test the Chaplain's resolve and leadership to their limits.

Fall of Damnos Games Workshop

The Salamanders attempt a daring rescue mission deep in Dark Eldar territory in order to reveal more secrets held within the Tome of Fire. When Chaplain Elysus of the Salamanders is taken captive by Dark Eldar,

he faces a fight for survival at the hands of these cruel aliens. The Firedrakes of 1st Company attempt a daring rescue mission, but much more is at stake than the Chaplain's life. He holds the key to secrets buried beneath Mount Deathfire, secrets that could reveal the damnation - or salvation - of their home world.

Sons of the Selenar

Warhammer Horror
Something whispers in the shadows... From E.E. Holmes, author of the award-winning Gateway Trilogy, comes the first in the highly anticipated companion series The Gateway Trackers. It's been several years since Jess and Hannah Ballard foiled a cataclysmic prophecy that could have

destroyed their fellow Durupinen, an ancient clan of women who allow spirits to cross between the worlds of the living and the dead. The girls swore, after the devastation and chaos they endured, they would never get caught up in the inner workings of the Durupinen again. They were wrong. After breaking the code of secrecy and facing the judgement of the High Council, Jess and Hannah have no choice but to become Trackers, working to take down those who would exploit the spirit world for profit or power. Their first assignment takes them into the deep South, where Jeremiah Campbell, a self-proclaimed spiritual guru, lures wealthy and desperate devotees

with promises of a deeper connection with the dead. As the girls go undercover, it soon becomes clear that Campbell is not merely the con artist they suspected him to be, and that they, and the spirit world they are sworn to protect, are once again in unimaginable danger. *Whispers of the Walker* is the first spine-tingling installment in "The Gateway Trackers" series by E.E. Holmes.

Angels of Darkness Simon and Schuster ADVENTURE. Having defeated the forces of the tau on the planet of Pavonis, Captain Uriel Ventris returns to Macragge. But war is unending in the life of a Space Marine, and Ventris finds himself thrust back into battle against the nemesis of

the Ultramarines- the Iron Warriors, led by renegade Warsmith Honsou. Will Ventris be able to overcome his greatest test to emerge victorious, or will the Ultramarines suffer a disastrous defeat from which they might not recover?

Annihilation Squad

Games Workshop

First novel about the Salamanders Chapter of Space Marines, superhuman warriors of the far future.

The Iron Wolves Games Workshop

The much anticipated second story in the Watchers of the Throne Series. As Guilliman, Regent of Terra, heads off to lead the Indomitus Crusade, he leaves behind a world still in turmoil, beset by cult activity. Stripped of its huge armies for the galactic offensive,

recovery is precarious. The Custodians do what they can while keeping the Palace secure, and the Sisters of Silence rebuild their citadel on Luna. When the warship Phalanx returns, it seems that stability will at last be assured. However, as reconquest forces push out further into the slums, they come across signs that another mysterious foe is active. The truth dawns – not every enemy is corrupted by Chaos, for there are many on Terra who do not share Guilliman’s vision of a new order and the prospect of a Terran civil war looms...

Telegraph Pa Simon and Schuster

Receiving a text from Sasha, my girlfriend, at work was always risky. Especially when she

wanted to know if her girlfriend was horny. A short and sweet (and filthy) story.

The Killing Ground

Games Workshop

The hilarious instant New York Times bestseller, *The Hunger Pains* is a loving parody of the dystopian YA novel and film, *The Hunger Games*.

Winning means wealth, fame, and a life of therapy losing means death, but also fame!

This is *The Hunger Pains*. When Kantkiss Neverclean replaces her sister as a contestant on the *Hunger Games*—the second-highest-rated reality TV show in Peaceland, behind *Extreme Home Makeover*—she has no idea what to expect. Having lived her entire life in the telemarketing district's

worst neighborhood, the Crack, Kantkiss feels unprepared to fight to the death while simultaneously winking and looking adorable for the cameras. But when her survival rests on choosing between the dreamy hunk from home, Carol Handsomestein, or the doughy klutz, Pita Malarkey, Kantkiss discovers that the toughest conflicts may not be found on the battlefield but in her own heart . . . which is unfortunately on a battlefield.

Escape to Gold

Mountain Black Library Action and espionage comes to the Horus Heresy via one of the best selling authors from the Black Library. When an astropath has a vision about the end of the heresy, it falls to a group of renegade

traitors to get him off
Terra

Plague of the Shattered

Games Workshop

Once every five years,
the Northern Clans of
the Durupinen gather
at Fairhaven Hall.

There at the ancient
castle, surrounded by
the very spirits they
are bound to protect
and serve, the clans
settle disputes and
shape the laws that
govern the Gateways
to the spirit world. For
the first time, Jess and
Hannah Ballard have to
represent their clan. It
is an awesome
responsibility—a great
honor... and they are
sure it's going to be
the most boring week
of their lives. Oh, how
very wrong they are.
For something
dangerous is stalking
the halls of Fairhaven.
It lies in wait, striking
down victim after

victim, undetectable
and inescapable. No
one knows what it is, or
what it wants, but one
thing is clear: no one is
safe until it is captured.
As their fellow
Durupinen fall victim
one by one, it will be
up to Jess and Hannah,
the newest members
of the Trackers, to
solve the mystery
before the entirety of
the castle is possessed.
Plague of the Shattered
is the page-turning
second installment in
E.E. Holmes' spine-
tingling paranormal
series *The Gateway
Trackers*.

*Watchers of the
Throne: The Regent's
Shadow* Duncan Baird
Publishers

In the third and final
novel of the Last
Chancers series,
Lieutenant Kage is
tasked with recruiting a
new team of Last

Chancers for a final desperate mission as he hunts a lone traitor across the galaxy.

Original.

Courage and Honour

Games Workshop

The first in a new trilogy from veteran Salamanders author Nick Kyme, available in trade paperback for the first time. Five years have passed since war came to Nocturne. While Third Company recovers its strength, the Salamanders of Fifth Company must now wage war. On Heletine, the Black Legion has come in the name of Chaos and only Brother-Captain Drakgaard's warriors stand in the way of their dark glory. Victory for the Imperium hinges on the alliance between the Salamanders and the

Sisters of the Ebon Chalice, warrior zealots and devout servants of the Ecclesiarchy. But there is more to this Promethean War than conquest, and only as the conflict grinds on are the true motives of the enemy revealed...

A View from the Bridge

Games Workshop

Warsmith Honsou, embittered nemesis of the Ultramarines and champion of Chaos. This omnibus edition collects all of Graham McNeill's Iron Warriors series together in one volume. The Iron Warriors are Chaos Space Marines with unrivalled expertise in the art of siege warfare. With great batteries of artillery and all the favours of the Ruinous Powers at their command, there is no fortress in the galaxy that can stand

against them for long. This omnibus follows the schemes of the embittered Warsmith Honsou in his struggles against the hated Space Marines of the Imperium. Drawing upon characters and events from author Graham McNeill's

popular Ultramarines series and for the first time in a single publication, Storm of Iron and the novella Iron Warrior are gathered along with short stories The Enemy of My Enemy, The Heraclitus Effect and The Skull Harvest.