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How to Paint Citadel Miniatures

Fantasirollespil.

Warhammer Armies Painting Guide

Fremstilling af modeller til fantasirollespil.

Citadel Miniatures Modelling Guide

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The Soul Drinkers Omnibus

Great value omnibus featuring the illfated Soul Drinkers! Genetically engineered superhumans, the Space Marines stand foremost among the warriors who protect the Imperium of Man. The Soul Drinkers have served the Emperor loyally for thousands of years, but their obsessive desire to retrieve an ancient relic throws them into conflict with those they are honor-bound to obey. Faced with an impossible choice, will this proud and noble Chapter back down, or rebel to forge a new destiny for themselves among the stars? The Soul Drinkers Omnibus collects together the novels Soul Drinker, The Bleeding Chalice, and Crimson Tears into one action-packed edition!

Painting Wargaming Figures

The artist known as “El Mercenario” “shares the secrets of his success in this useful guide to painting miniature figures”—includes photos (Stuart Asquith, author and editor of Practical Wargamer). In this accessible “how-to” guide, Javier Gomez, a highly talented figure painter of long experience and excellent reputation, takes the reader step-by-step through the whole process, from choice of materials (unlike other available guides it is not linked to any specific figure manufacturer) and preparation of the miniatures to basing and even advice on photographing the finished item. Techniques such as dry-brushing, ink-washing, shading and highlighting are all explained clearly with the help of step-by-step photographs and color charts. Specific case studies tackle a variety of useful subjects across all periods, such as mixing realistic flesh tones for different races; painting horses; guns and limbers; Medieval heraldry; Napoleonic uniforms; WW2 and modern camouflage patterns. Javier also clearly explains how these techniques and processes can be applied to all the major wargaming scales, from 40mm down to 6mm. Whatever historical period (or Sci-fi/Fantasy) and whatever scale the reader is interested in, this book is an invaluable source of practical advice and inspiration. “Very soon after we started up Perry Miniatures we managed to acquire Javier’s outstanding painting services for our figure collections. He is a true genius with a brush, with a great sense of color that turns figures into masterpieces. His military and uniform knowledge adds a great deal to his ability to produce little painted gems.”—Michael and Alan Perry, Perry Miniatures “I have used some of the suggestions here as well as the highlights for some of my own figures and they have produced improved results.”—Mataka.org

Warhammer 40,000

Fremstilling af modeller til fantasirollespil.

Dragonworld

“Dragonworld goes far beyond the flashy pyrotechnics of contemporary fantasy and fantasy illustration. Joe Zucker is a superlative and original illustrator, and he reveals a rare and astonishing gift for infusing a richness of character into his pictures, which do justice to Byron Preiss's and Michael Reaves's compelling story.” —Maurice Sendak “Until now, there have been only two real grandmasters of modern epic fantasy—J.R.R. Tolkien and Ann McCaffrey. With the team of Preiss and Reaves, there are three, and may they write and write and write.” —United Press International Somewhere beyond the northern mists lies a land where dreams live and dragons are real. This is the tale of the twilight of the dragons, of two nations plunged into war by a tragic misunderstanding, of a shy dreamer's incredible voyage of peace to a long-forgotten land where nightmares are born. A magnificent creation, a sweeping epic of high fantasy set in a richly imagined world, vividly brought to life with over eighty pages of stunning illustrations by Joseph Zucker.

Flesh Tearers

Formed in the aftermath of the Horus Heresy, the Flesh Tearers, veterans of the Blood Angels Legion now cast adrift, gather behind their leader, Chapter Master Amit, and set out to forge their own destiny. None of the scions of Sanguinius are as bloody or wrathful as the Flesh Tearers. The fury of this Chapter, scorned by the Blood Angels and many of their successors, is legendary. Within them, the Black Rage is made manifest, a curse on the Imperium and its enemies. In the uncertain years following the end of the Great Heresy, it fell to Amit to lead this benighted Chapter. Upon his shoulders lay a heavy burden, for to prevent their own self-annihilation, the Flesh Tearers must not only fight their many foes but their very nature itself.

Gorkamorka

A lavishly illustrated study of the heavy metal battle jacket in a historical and cultural context. Since the 1970s, customized denim “battle jackets” have been worn by heavy metal fans to signify their devotion to the music and subcultures of metal. Embellished with patches, badges, and studs, these jackets are works of art that communicate the values of metal to the world at large. This book features a series of detailed paintings that visually document examples of jackets alongside photographic portraits of the fans that wear them. Reaching across a range of fields from art theory to ethnography and subcultural studies and informed by a series of interviews with metal fans, this book considers the significance of battle jackets in metal scenes and traces a lineage of customized clothing starting in the Middle Ages.

Heavy Metal Armour: A Visual Study of Battle Jackets

This full-colour book is packed with some of the very best pieces of fantasy art produced throughout Games Workshop's long and illustrious history. Focusing on the grim world of Warhammer, this landmark collection is a must for all fans of Games Workshop and fantasy art.

The Art of Warhammer

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 Leman

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 Thousand Sons

More secrets of the Dark Angels are revealed as the Legacy of Caliban trilogy continues. The Legacy of Caliban echoes down through the ages, and the secretive mission of the Dark Angels Space Marines continues. Interrogator-Chaplain Asmodai sees treachery and deceit everywhere he turns – while this serves him well in his hunt for the Fallen, it also strains the Chapter's relations with their Imperial allies. With their true quarry now seemingly within their grasp, Brothers Annael and Telemenus find themselves at the forefront of a new operation that could shake the Imperium itself to its very core.

Master of Sanctity

The Age of Sigmar has dawned, and across the Mortal Realms, the forces of Order and Chaos battle for supremacy. It is not only the Stormhosts of Sigmar who fight for control of the Mortal Realms. Many other peoples, those pledged to Order and others to Chaos, wage war on behalf of gods and kings. From the grim duardin Fyreslayers of the mountain lodges to the enigmatic and otherworldly sylvaneth of Alarielle's court, and even the wretched skaven of diseased Clans Pestilens – all must play their part in the struggles to come, forging their own legends in the Age of Sigmar... This diverse omnibus contains stories by some of Black Library's most popular authors, including David Annandale, Guy Haley, David Guymer, Robbie MacNiven, Josh Reynolds, Rob Sanders and Gav Thorpe.

Codex Armageddon

Ranx, the Italian science fiction graphic novel series by Stefano Tamburini and Tanino Liberatore, follows a bizarre antihero, Ranx, a mechanical cyborg made from discarded photocopier parts. Ranx, the Italian science fiction graphic novel series by Stefano Tamburini and Tanino Liberatore, follows a bizarre antihero, Ranx, a mechanical cyborg made from discarded photocopier parts. After an unfortunate short circuit, he becomes the victim of fabricated feelings of love for his girlfriend Lubna, a brat, who is permanently high and has an abominable temperament. In a world that is a parody of contemporary society, featuring decadence, consumption, and selfishness, Ranx lives on as the epitome of true love. He is the last "knight in shining armor". Ranx is a colossus in a world of savages, but don't look for hidden meaning in these epic stories: they are merely a pretext for a lethal dose of cyberpunk, gratuitous violence, and eroticism. The amazing hyper-realistic art of Liberatore may shock and disturb you. This book features the entire RanXerox collection that was serialized in Heavy Metal Magazine from 1983-1999, "Ranx in New York", "Happy Birthday Lubna", "Be Bop Lubna", "I, Me, Mine Incorporated", "Amen" and "I, Robot". This collection also includes never before seen early strips, "Ranx The Thug" and "Modern Dance". A Gallery contains covers, pin-up art and sketches.

Legends of the Age of Sigmar

Book 54 in the New York Times Bestselling series The Horus Heresy. Discover the last battles leading to the Siege of Terra... The skies darken over Terra as the final battle for the Throne looms ever closer... As the Traitor primarchs muster to the Warmaster's banner, it is Mortarion who is sent ahead as the vanguard of the Traitor forces. But as he and his warriors make way, they become lost in the warp and stricken by a terrible plague. Once thought of as unbreakable, the legendary Death Guard are brought to their knees. To save his Legion, Mortarion must strike a most terrible bargain that will damn his sons for eternity. Meanwhile, in the cloisters of Holy Terra, a plot is afoot to create sedition and carnage in advance of the Horus's armies. Taking matters into his own hands, Malcador the Sigillite seeks to put a stop to any insurrection but discovers a plot that he will need all of his cunning and battle-craft to overcome.

RANX: The Complete Collection

Gripping sci-fi action in this premium Warhammer 40,000 novel Long ago defiled by the Imperium of Man, the eldar maiden world of Dûriel was once a glittering jewel in the crown of the Valedor System. As the tyranids of Hive Fleet Leviathan sweep through the sector consuming everything in their path, wayward Prince Yriel of Iyanden discovers that the farseers have inadvertently brought a greater threat to bear – a fragment of Hive Fleet Kraken, hurled into the warp in order to save the craftworld, has returned. The tyranid fleets cannot be allowed to combine, or their genetic legacies will merge into something even more terrible. Alongside allied forces from Craftworld Biel-Tan and even the dark eldar of Commorragh, Yriel has no choice but to fight on to the bitter end...

The Horus Heresy: The Buried Dagger

Fantasy roman.

Gloomspite Gitz

The vicious Night Lords Legion attempt to destroy any hope for the future of humanity. With the noble Emperor Sanguinius ruling from Macragge, Imperium Secundus stands as a lone beacon of hope even as the Warmaster's forces continue to ravage the rest of the galaxy. Roboute Guilliman, still Master of Ultramar, has convinced his brother that Terra has fallen and that the mysterious Mount Pharos on Sotha now holds the key to mankind's future. But the Night Lords, those cruel and pitiless sons of Konrad Curze, have been watching from the shadows, and make ready to launch their long-planned attack on the Pharos itself...

Valedor

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.

The Heart of Chaos

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 Dark Eldar

Who would think that a young man who grew up on a farm and rode a horse to school would be assigned to work as an auto mechanic in the army during WWII! Toward the end of the war, Harold Beard and his fellow soldiers entered a concentration camp in Ohrdruf, Germany, where he saw first-hand the terrible suffering of Jews from the hands of the Nazis. In spite of what he witnessed, his strong faith and belief that everyone should live without hatred has guided his outlook throughout life.

Pharos

Upon steeds of adamantium and steel, the Ravenwing of the Dark Angels bring death to the foes of the Imperium in the first book in a new trilogy from acclaimed author Gav Thorpe. The Ravenwing stand apart from the rest of the Dark Angels Chapter – these dynamic Space Marines take to the battlefield upon steeds of adamantium and steel, and swoop from the skies in lightning-fast speeders to bring death to the foes of the Imperium. Led by the heroic Master Sammael, they prosecute war where their battle-brothers cannot, and are ever at the forefront of the Dark Angels' campaigns.

Sin of Damnation

Fantasy roman.

Plague Garden

Great new novel from Aaron Dembski-Bowden chronicling the story of the Emperor's Spears, a Space Marine 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.

A Spot to Fill

From the scaling of Pointe-du-Hoc and the assault on Pegasus Bridge, to the landings on the Utah, Omaha, Gold, Juno, and Sword beaches, this new Campaign Book for Bolt Action allows players to take command of the Allied Forces or those of the defending Axis. Featuring new linked scenarios, rules, troop types, and Theatre Selectors, this volume provides plenty of options for both novice and veteran players looking to recreate these famous battles and begin the liberation of Europe.

Ravenwing

Through revised text, new photos, specialised illustrations, updated charts and additional information sidebars, *The Ultimate Sniper* once again thoroughly details the three great skill areas of sniping; marksmanship, fieldcraft and tactics.

The Blades of Chaos

An extensive reference guide to the exciting hobby, for beginners as well as longtime players. Wargaming is a fascinating, engrossing, and exciting pastime that encompasses a wide range of different talents. The average wargamer uses the skills of artist, designer, sculptor, illustrator, historian, librarian, researcher, mathematician, and creative writer, as well as the more obvious ones of general, admiral, or air marshal for large games, or perhaps lieutenant, commodore, or squadron leader for skirmishes. Aside from calling upon many skills, wargaming also covers many aspects of combat, spanning the history of Earth. With science fiction gaming, we plunge into imagined worlds many thousands of years into the future, and a fantasy gamer, of course, deals with eons of imagined history, as anyone who has read *The Lord of the Rings* will know. A wargamer may find themselves recreating an encounter between a handful of adversaries one day,

or a massed battle involving perhaps hundreds of miniature troops the next. Moreover, it is possible to play wargames that recreate warfare on land, on sea, in the air, or even in outer space. This book demonstrates the wonderfully varied hobby of wargaming with miniatures, looking at the broad scope of what it has to offer as well as detailed explanations of how to get involved, including comprehensive rules for gladiator combat, Wild West skirmishes, and the horse and musket era, as well as lots of advice for anyone new to wargaming. Whether you're a complete newcomer to the hobby, or a veteran of many years, you'll find plenty in *The Wargaming Compendium* to entertain and inspire you.

Spear of the Emperor

On the Flamescar Plateau, a time of peace and prosperity is threatened by a distant sorcerous power. Can Athol Khul bring the tribes together to keep the peace, or will war claim them all – and destroy their future? The coming of the God-King Sigmar has brought relative peace and prosperity to the Great Parch. Yet across the sun-drenched plains of the Flamescar Plateau the passions of the tribes are intemperate and generations of loyalty to the Hammer-God cannot wholly erase their warlike past and bloodthirsty traditions. Among them live the Khul, outsiders allied to the mighty Aridians through shared blades. Athol Khul is the spear-carrier, the bridge between these peoples, and to him falls a near-impossible task when a distant sorcerous power threatens the alliance. With the lives of his family and people hanging in the balance, Athol must secure whatever companions and powers he can to aid in the coming war. In doing so, he starts upon a path that will lead to glory and ruin in equal measure.

Bolt Action: Campaign: D-Day: Overlord

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?

The Ultimate Sniper

James Lorimer's historical novel includes a color map of the Border country.

The Wargaming Compendium

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.

The Red Feast

In this first book in a new trilogy, Kurt Leitzig, a knight in the Count of Ostermark's bodyguard, hides his

shameful past as the son of a family condemned and burned by witch-hunters. However, when another with hunt brews, Kurt discovers that when the powers of Chaos become involved he cannot trust those closest to him--perhaps not even himself.

Gloomspite

A supplement to the Warhammer 40,000 game. Describes in detail the Imperial guard army, its background and its heroes. Includes an army list, background, a hobby section and special characters.

The Red Sergeant

Soul Wars

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