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# Skaven Games Workshop

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**MALDONADO  
MIGUEL**

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*Flight of the Kharadron*  
Games Workshop

The third installment in the action packed fantasy series, Realm Quest, follow our heroes as they continue their quest. On a quest to find their missing master, Alish,

Kiri, Thanis, Kaspar and Elio are captured by the sky-faring Kharadron. They are taken to a shadowy city above the clouds, a place of marvels, of airships and flying wonders! Alish and the others are offered their freedom but only if they have nerve enough to steal a heavily guarded treasure first.

### Warhammer Adventures

A band of mortal heroes are sent by the duardin god Grungni to retrieve an artefact of dark power and keep it from the clutches of Chaos. In the beginning, there was fire. And from that fire came eight weapons of terrible power, honed to a killing edge by the chosen weaponsmiths of Khorne. Now, as the Mortal Realms echo

with the thunder of war, the great powers seek to acquire the eight wherever they might be found, no matter the cost. In a city of prophecy and secrets, Grungni, smith-god of the duardin, gathers together a group of mortal warriors from across the realms in order to locate the first of the eight weapons. But they are not alone in their quest; agents of the Ruinous Powers search for the weapon for themselves. Now the race is on, as man, duardin and daemon alike seek to claim the Spear of Shadows...  
*Overlords of the Iron Dragon Games*  
Workshop  
Giant action packed battles in the Mortal Realm! An ancient labyrinth of eerie subterranean ruins and

creeping shadow, the dead city of Mordavia has long concealed a secret of unimaginable power. Now, as vast armies gather and war drums thunder, the perilous treasures of this cursed city are about to be unleashed. Lord-Celestant Kalyani Thunderblade leads her Celestial Vindicators into battle, determined to ensure that the city's secrets remain forever under lock and key. Yet the odds are stacked steeply against her: plague-ridden legions of maggotkin, swarming tides of skaven, brutal greenskin hordes and mercenary Kharadron Overlords are all racing for the prize, shattering the sepulchral silence as they transform Mordavia's ruins into a blood-drenched

battleground. Worse still, something monstrous stirs ever-closer to wakefulness deep beneath the city's buried streets. At the head of a desperate alliance, Thunderblade must battle twisted warlords, rising storms of dark sorcery and her own inner demons to achieve victory in Mordavia, lest she pay the ultimate price...

*Gloomspite Gitz* Games Workshop

This gripping collection contains all three novels in The Black Plague trilogy by one of Black Library's most accomplished authors, C.L. Werner, including, Dead Winter, Blighted Empire, and Wolf of Sigmar. Contains the following novels by C L Werner: Dead Winter Blighted Empire Wolf of Sigmar One thousand years have passed

since Sigmar united the tribes of man and gave birth to an Empire. Now, the Emperor Boris Goldgather claims ascendancy and it is a bitter reign. Under his corrupt rule, the Empire is already at risk of annihilation when a deadly plague sweeps across the lands, decimating entire populations. In its wake, a second mortal threat seizes their advantage: the skaven. Whilst the Emperor escapes to safety, his people struggle to defend their cities with diminished forces. Only one man dares brave the wilds and lead an assault upon the mutant ratmen. Graf Gunthar and his army battle to liberate towns and villages of their verminous infestation.

But as glorious victories herald the promise of a new leader for the Empire – for Graf, the trials have only just begun. This gripping collection contains all three novels in The Black Plague trilogy by one of Black Library’s most accomplished authors, C.L. Werner, including, *Dead Winter*, *Blighted Empire*, and *Wolf of Sigmar*.

### **Chaos Battletome**

Titan Books (US, CA)  
Introductory text that touches on the basics of various printmaking techniques and briefly describes the history of each.

### *Warhammer Skaven*

Casemate Publishers  
This book gives a complete introduction to the hobby of wargaming with miniatures, especially suitable for the

newcomer but also containing sufficient depth and breadth of information to attract the more experienced gamer. Packed with color photographs, maps and diagrams, the book is a visual treat, but one built on the solid foundations of a highly literate and engaging text that does not dumb down the hobby. Every aspect is explained clearly and in a way that both informs and entertains, with plenty of personality, gentle humor and a lightness of touch. The contents include a brief history of the development of wargaming, choice of periods from ancients to sci-fi, the question of scale (not only of miniatures, but the size of game from the smallest skirmishes to epic battles), terrain,

buying and painting miniatures, creating scenarios for wargames, running a campaign, solo wargaming and so on. It also incorporates simple wargaming rules covering all periods of history as well as fantasy and science fiction gaming. These rules will have optional mechanisms allowing them to be used for very small games with just a few figures, or much bigger games with several regiments or brigades on each side.

### **Thanquol and Boneripper**

Warhammer Adventures

Read six incredible tales about the Chaos tribes that feature in the hugely popular Warcry game.

Bloodthirsty battles await! In the twisted

remains of the Eightpoints, Archaon has raised the Varanspire as an indomitable bastion against the puppet forces of Order. From its halls, the call of the Everchosen resounds across the Mortal Realms, summoning the worthy to his side. This is a deadly odyssey, for the Exalted Grand Marshall has no use for the weak. Rival warbands of every stripe battle across the wastes of the Bloodwind Spoil, a land filled with unspeakable horrors, to earn Archaon's favour. Some, such as the Iron Golems, use brute force and unwavering discipline to achieve their ends. Others, like the Corvus Cabal, strike from the shadows, cutting throats and taking

trophies of their hunt. All seek to claim their rightful place at the Everchosen's side, but few will survive even their first nights in this tormented domain. This anthology brings together six brand-new stories, chronicling the perilous journeys of some of the Mortal Realms' most horrifying warbands: the Unmade, the Iron Golems, the Splintered Fang and more, from authors including David Annandale, Josh Reynolds and David Guymer.

**A Dynasty of Monsters** Games Workshop  
Chaos  
Battletome Skaven  
Warhammer Fantasy  
Roleplay 4e Core  
[The Spear of Shadows](#)  
Warhammer  
Adventures  
In the bleak mountains

of the Warhammer Old World, the dwarf race fights a bitter battle for survival against its ancient enemies. When Karak Varn is overrun by skaven ratmen, Dwarf Thane Uthor makes a rash vow to reconquer it, paying little thought to the enormity of such a task.

**Desert Raiders** Univ of California Press  
A background book on the skaven telling their secret history as well as how to spot and destroy them. For roleplayers you can learn how to create your own skaven clan, descriptions of the skaven fom, society and mentality. There is a short skaven adventure at the end  
**Realm Quest: Forest of the Ancients**  
Games Workshop Limited

Explore the world of all three Total War: WARHAMMER games in this stunning compendium, packed with concept art, final designs, storyboards, and artist commentary. Total War: WARHAMMER is the award-winning PC strategy game trilogy from Creative Assembly. Set in the world of Warhammer Fantasy Battles, it combines grand campaigns of epic empire-building with battles of breathtaking scale, brimming with the warriors, wizards, and monsters that fans know and love. Delve into the rich lore of Games Workshop's world of Warhammer Fantasy Battles, as viewed through the Total War lens. Total War: WARHAMMER - The Art of the Games

offers Creative Assembly's insights into the development of the series. Pore over concept sketches, texture studies, character art, and fully rendered paintings, accompanied by commentary from the artists themselves. Featuring artwork of iconic characters and scenes from parts I and II, as well as never-before-seen art from the trilogy's thundering grand finale, this coffee-table tome is an essential collector's item for any Warhammer or Total War fan.

### **The Wargaming**

**Compendium** Games Workshop Limited  
Science fiction-roman.

### **Destruction**

**Battletome** Games Workshop  
An anthology of Horus Heresy tales written by

some of Black Library's bestselling authors. The galaxy burns at Horus's command, and a billion more lives are lost with each passing moment – though it was not always so. Once, the title of Warmaster stood for honour, loyalty and a fierce pride in the strength of the Space Marine Legions. But perhaps by following the myriad lines of destiny and defiance that were already woven around the primarchs and their sons, we may yet come to understand the bitterness that can eat away at even the most steadfast of souls... This Horus Heresy anthology contains fifteen short stories by authors including Graham McNeill, Nick Kyme, Gav Thorpe, Chris Wraight and



many more. It also includes Aaron Dembski-Bowden's acclaimed novella Aurelian.

### **Ossiarch**

**Bonereapers** Games Workshop

A down-on-his luck duardin captain has a change in fortune when he finds an untapped source of aether-gold, but is the danger that awaits him worth the prize? Far above the highest mountain peaks, a new power has arisen. The duardin have developed new technology and weapons of war, and now they sail the skies in their amazing airships, seeking wealth and plunder. Brokrin Ullissonn, captain of the airship Ang Drak, has a reputation for bad luck. Unless his fortune

turns, and soon, he will lose his ship and his livelihood. When he and his crew discover the location of a source of aether-gold of unparalleled quality, the temptation is too strong to resist, for no matter what dangers present themselves, the duardin desire wealth beyond all. But when Brokrinn realises what the true cost of the aether-gold will be, is it too late for him to save himself, his crew, and his ship?

Devotees of Ruinous Powers. Agents of chaos Games Workshop

In the dark and war-torn world of Warhammer, humankind is beset by danger from all sides. From the sewers and drains crawl the Ratmen, filthy beasts of fur and claw, killer,

spreaders of disease:  
the Skaven! Long have  
they desired to destroy  
the people of the Old  
World, but even as  
their power waxes,  
most men remain blind  
to it.

An Introduction to the  
History and Techniques

Games Workshop  
Chronicling the  
adventures of Gotrek  
and Felix, this  
collection includes the  
novels 'Trollslayer',  
'Skavenslayer' and  
'Daemonslayer'.

*Death Battletome*

Games Workshop  
The Stormcast Eternals  
of the Hallowed  
Knights must uncover  
the mystery of the  
Hexwood before it  
brings the great city of  
Hammerhal to ruin.  
Dark forces stir within  
the bowers of the  
mysterious Hexwood. A  
great warhost of  
tzaangor beastkin,

creatures devoted to  
the Chaos god  
Tzeentch, defile the  
once-verdant lands of  
Ghyran. All that  
opposes them are the  
Stormcast Eternals of  
the Hallowed Knights,  
noble warriors reforged  
in resplendent  
sigmarite and wielding  
the lightning of Azyr.  
But Tzeentch's  
followers are cunning,  
and as the Hallowed  
Knights wage bloody  
war in the forests, a  
secret and potentially  
ruinous attack on the  
great city of  
Hammerhal, which the  
Stormcasts are oath-  
sworn to protect, is  
about to begin. Both  
the warriors without  
and the hunters within  
the city must act fast,  
or the truth about the  
Hexwood will be the  
undoing of the Twin-  
tailed City.  
*gli eserciti di Black*

## Library

Epic heroes, mighty armies and terrifying monsters clash against the backdrop of magical landscapes. As Elio lies stricken under a powerful curse, the only way his friends Thanis, Alish, Kiri and Kaspar can cure him is to venture into the Forest of the Ancients. Rumour tells of a race of healers who dwell there, the mysterious tree-folk known as the Sylvaneth, but are they allies or enemies...?

## **Death Battletome**

### Warhammer

### Adventures

Brave champions and the forces of the Imperium battle alien beasts and mechanical tyrants across the gulf of space. On the hive world of Targian, Zelia Lor helps her mother search for ancient tech, digging up

treasures of the past on the wind-blown plains. They are happy. They are safe. All that changes when the Necrons attack.

Without warning, a host of robotic ships appear in the skies above Targian and rip the planet apart. Separated from her mother, Zelia must escape the doomed world, her only hope a scrambled transmission promising safety at a mysterious place known only as the Emperor's Seat. Launched in an escape pod, she crashes on an icy wasteland far, far from home. But Zelia is not alone. She is joined by a rag-tag group of survivors - the street-tough juve Talen, gadget-obsessed Martian boy Mekki and super-intelligent alien-ape, Fleapit.

Core Book : Skirmish  
Combat in the Mortal  
Realms Black Library  
Warhammer Fantasy  
Roleplay takes your  
customers back to the  
Old World. Get the  
gang together, create  
your (anti)heroes, and  
set off to make your  
way through the vile  
corruption, scheming

plotters and terrifying  
creatures intent on  
destruction. The  
Warhammer Fantasy  
Roleplay Rulebook  
contains everything  
you need for grim and  
perilous roleplaying  
adventures in the Old  
World. 320 page full  
color hardcover