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KEY=CODEX - MERCER EZRA

Codex

Chaos Space Marines

Games Workshop Limited 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 destrction 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.

Blood Gorgons

Games Workshop The Blood Gorgons, a Chaos Space Marine warband, fight the threat from Nurgle-infected foes on the planet of Hauts Bassiq. The Blood Gorgons Chaos Space Marines are called to one of their recruiting worlds as the populace is struck down by a plague of mutation. But the expeditionary force is decimated by a mysterious foe, and Sargaul is one of few survivors. The polluted world has become even more nightmarish than before, and Sargaul faces insurmountable odds if he is to save the savage planet. Facing a hostile environment, shadowy xenos enemies and treachery from within his own forces, Sargaul must dig deep into his hatred and determination to leave Haute Bassiq alive.

The New Sultan

Bloomsbury Publishing In a world of rising tensions between Russia and the United States, the Middle East and Europe, Sunnis and Shiites, Islamism and liberalism, Turkey is at the epicentre. And at the heart of Turkey is its right-wing populist president, Recep Tayyip Erdo?an. Since 2002, Erdo?an has consolidated his hold on domestic politics while using military and diplomatic means to solidify Turkey as a regional power. His crackdown has been brutal and consistent - scores of journalists arrested, academics officially banned from leaving the country, university deans fired and many of the highest-ranking military officers arrested. In some senses, the nefarious and failed 2016 coup has given Erdo?an the licence to make good on his repeated promise to bring order and stability under a 'strongman'. Here, leading Turkish expert Soner Cagaptay will look at Erdo?an's roots in Turkish history, what he believes in and how he has cemented his rule, as well as what this means for the world. The book will also unpick the 'threats' Erdogan has worked to combat - from the liberal Turks to the Gulen movement, from coup plotters to Kurdish nationalists - all of which have culminated in the crisis of modern Turkey.

The Talon of Horus

Games Workshop The rise of Abaddon, successor to Horus and Warmaster of the Black Legion. When Horus fell, his Sons fell with him. A broken Legion, beset by rivalries and hunted by their erstwhile allies, the former Luna Wolves have scattered across the tortured realm of the Eye of Terror. And of Abaddon, greatest of the Warmaster's followers, nothing has been heard for many years. But when Horus's body is taken from its resting place, a confederation of legionaries seek out the former First Captain, to convince him to embrace his destiny and continue what Horus began.

Dark Eldar

A Book of Immortal Evils

Ahriman: Exile

Games Workshop A Chaos Space Marine Sorcerer seeks the power of the gods All is dust... Spurned by his former brothers and his father Magnus the Red, Ahriman is a wanderer, a sorcerer of Tzeentch whose actions condemned an entire Legion to an eternity of damnation. Once a vaunted servant of the Thousand Sons, he is now an outcast, a renegade who resides in the Eye of Terror. Ever scheming, he plots his return to power and the destruction of his enemies, an architect of fate and master of the warp.

Tallarn

Games Workshop 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.

Fall of Damnos

Captain Cato Sicarius and **Chief Librarian Tigurius** are Damnos's last hope against relentless--and remorseless--alien enemies, and as they lead the Ultramarines against the foe, Tigurius receives a vision that could change the tide of war.

Chaos Space Marines

A Tale of Bitter Betrayal and Corruption Unbound

Codex Chaos Space Marines

Shattered Legions

Games Workshop 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.

Ahriman: Sorcerer

Games Workshop 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.

Cult of the Warmason

Games Workshop The Sisters of Battle clash with inhuman monsters in a desperate defence of a vital Imperial shrine world. In a galaxy teeming with alien aggressors, nothing unites the Imperium more than the worship of the immortal God-Emperor. Without the shining light of his divinity, travel through the stars would not be possible, and humanity would be swallowed by darkness. The shrine world of Vadok attracts billions of pilgrims who visit to reaffirm their faith and catch a glimpse of the sacred relic held in its great cathedral. But the reach of man's enemies is long, and when civil unrest breaks out and rumours of four-armed monsters abound, the Adeptus Sororitas tasked with defending the world must face the fight of their lives. For the Sisters of Battle are few, but their enemies are numberless.

Word Bearers: The Omnibus

Games Workshop Three books and short stories in one big volume of battling space marines This omnibus edition contains three novels - *Dark Apostle*, *Dark Creed* and *Dark Disciple* plus two short stories about the chaos space marines from the Word Bearers Chapter

Yarrick: Imperial Creed

Games Workshop The thrilling exploits of one of Warhammer 40,000's most iconic characters Yarrick: the very name carries the weight of legend, of great deeds and of wars won for the Imperium. But Sebastian Yarrick, who fought on Armageddon, who Space Marine Chapter Masters show their fealty to on bended knee, was not always Lord Commissar. He was once just a man, a newly minted officer from the ranks of the schola progenium. His first mission under the tutelage of Lord Commissar Rasp was on Mistral. Here, an uprising of barons had upset the delicate balance of power. But, as Yarrick was soon forced to learn, Mistral and Imperial politics are often murky, the truth seldom clear cut. As war engulfs the world, a plot unravels that pits old friends against one another and fashions unusual alliances. Chaos cults, the fanatical Adepta Sororitas and clandestine inquisitors all stand between Yarrick and his mission. Here is where the legend began. In this crucible was Lord Commissar Sebastian Yarrick forged in blood.

The Horus Heresy : Angel Exterminatus

Games Workshop The latest title in Black Library's premium line. Perturabo - master of siegecraft, and executioner of Olympia. Long has he lived in the shadow of his more favoured primarch brothers, frustrated by the mundane and ignominious duties which regularly fall to his Legion. When Fulgrim offers him the chance to lead an expedition in search of an ancient and destructive xenos weapon, the Iron Warriors and the Emperor's Children unite and venture deep into the heart of the great warp-rift known only as 'the Eye'. Pursued by a ragged band of survivors from Isstvan V and the revenants of a dead eldar world, they must work quickly if they are to unleash the devastating power of the Angel Exterminatus!

Legion

Games Workshop Book seven in the New York Times bestselling series A Great War is coming, and it will engulf the Imperium of Man. The Space Marines of the Alpha Legion, the last and most secretive of all the Astartes brotherhoods, arrive on a heathen world to support the Imperial Army in a pacification campaign against strange and uncanny forces. But what drives the Alpha Legion? Can they be trusted, and what side will they choose when the Heresy begins? Loyalties are put to the test, the cunning schemes of an alien intelligence are revealed, and the fate of mankind hangs in the balance.

Shroud of Night

Games Workshop An band of elite Chaos Space Marines from the Alpha Legion undertake a deadly stealth mission to infiltrate a heavily defended Imperial world. Upon the oceanic hive world of Tsadrekha, the darkness of the Noctis Aeterna is held at bay by the golden light of a unique beacon. Yet as sharks are drawn to blood, so the ravening warbands of the Heretic Astartes circle the planet, warring to claim this rich prize for their Dark Gods. Now, one of those warlords has deployed a secret weapon to end the deadlock. Kassar and his elite band of Alpha Legionnaires, the Unsung, must infiltrate the planet, using all their cunning and warrior skill to overcome the planet's defenders and corrupt the beacon. They need to work fast, for none other than Khârn the Betrayer himself has come to lead the final assault. As a rising tide of apocalyptic warfare consumes Tsadrekha, Kassar and his brothers must race for the prize or be consumed by the fury of the storm.

Ahriman: The Omnibus

Games Workshop Omnibus containing all three novels in the Ahriman trilogy - Ahriman: Exile, Ahriman: Sorcerer and Ahriman: Unchanged - as well as eight additional short stories. The name Ahriman has lived in infamy ever since the galactic war of the Horus Heresy. The greatest sorcerer of the Thousand Sons, and protege to the primarch Magnus the Red, Ahriman's deepest flaw is hubris. His mistaken belief in casting the Rubric to cure his Legion of their curse has seen him exiled. Though spurned by his kin, Ahriman has not given up on his quest to restore his brothers from the fleshless husks they have become, and he will brave the worst horrors of the galaxy, and the Eye of Terror itself, to obtain the knowledge to achieve it. For to bring about salvation, Ahriman must risk his own further damnation and the wrath of his primarch.

Adeptus Mechanicus

Black Library

Black Legion

Games Workshop Abaddon returns from exile and raises the dreaded Black Legion. The Sons of Horus may be no more, but rising from their ashes come the Black Legion. Returning after his long self-imposed exile, Abaddon offers the disparate Chaos Space Marine warbands within the Eye of Terror a simple choice - join him or die. As his newborn war host emerges from the Eye of Terror to ravage the galaxy, none can stand in Abaddon's path, not even the Black Templars Chapter - sworn to stand guard at the storm's edge - nor the Emperor's Champion himself.

Sons of the Hydra

Games Workshop An Alpha Legion warband goes on an epic quest for salvation that will pit them against both the Word Bearers and the Inquisition in a thrilling science fiction adventure. In the hostile universe of the 41st millennium, where allegiances are ever fickle, few of the Emperor's sons are more difficult to understand or predict than the Alpha Legion. Branded traitor since the Heresy, their motives and actions have always been shrouded in mystery. Alpha Legionnaire Occam the Untrue leads his warband out of its hunting grounds in the Maelstrom on an epic quest for salvation, not just for himself, but for his whole Legion. With the forces of the Inquisition snapping at their heels, Occam and his followers must use all their guile and considerable martial prowess as they make their way to the cold heart of the galaxy, to a confrontation that no one, least of all Occam himself, could have foreseen.

Codex Imperial Guard

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.

A Thousand Sons

Games Workshop 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.

Alpharius: Head of the Hydra

Games Workshop Book 14 in the much loved series, "The Horus Heresy: Primarchs" Legends abound of the glorious - or infamous - deeds of the Emperor's sons. Yet almost nothing is known of Alpharius, the most mysterious of them all, for the Lord of the Alpha Legion is unparalleled in the art of obfuscation. Such are his gifts of secrecy and deceit that even his rediscovery has remained an enigma - until now. But when the tale comes from the serpent's mouth, where does the deception end and the truth begin?

The Lords of Silence

Games Workshop The galaxy has changed. Armies of Chaos march across the Dark Imperium, among them the Death Guard, servants of the Plague God. But shadows of the past haunt these traitors... The Death Guard have returned to prominence with the return of Mortarion and their fabulous model range, and Chris Wraight's previous work with them (in his Space Wolves novels, notably) makes him the perfect person to delve into their particular darkness. The Cadian Gate is broken, and the Imperium is riven in two. The might of the Traitor Legions, kept shackled for millennia behind walls of iron and sorcery, has been unleashed on a darkening galaxy. Among those seeking vengeance on the Corpse Emperor's faltering realm are the Death Guard, once proud crusaders of the Legiones Astartes, now debased creatures of terror and contagion. Mighty warbands carve bloody paths through the void, answering their lord primarch's call to war. And yet for all their dread might in arms, there is no escape from the vicious legacies of the past, ones that will pursue them from the ruined daemon-worlds of the Eye of Terror and out into the smouldering wastes of the Imperium Nihilus.

Warhammer 40,000

Damnation Crusade

Boom Town In the nightmare future of the 41st millennium, Mankind teeters upon the brink of extinction. The galaxy-spanning Imperium of Man is beset on all sides by ravaging aliens and threatened from within by malevolent creatures and heretic rebels. Only the strength of the Immortal Emperor of Terra stands between Humanity and its annihilation. Foremost amongst servants of the Imperium stand the Space Marines, mentally and physically engineered to be the supreme fighting force, the ultimate protectors of Mankind. The Black Templars are fearless champions and unforgiving crusaders against the enemies of the Emperor; Forged from the Imperial Fists Space Marines in the aftermath of the Horus Heresy, the Black Templars have undertaken the longest crusade the Imperium has ever known to prove their loyalty. The series centers upon a new recruit to the Black Templars and a member from their elite Sword Brethren squad and, the most venerable of their warriors, the Dreadnaught. From the "Battle of Carrion Gulf" to the "Torment Crusade," we follow these genetically-enhanced super-warriors in their dedicated hunt for the enemies of the Imperium. **Warhammer 40,000: Damnation Crusade** serves as an accessible opening chapter introducing new and old readers alike to this bloody, dark, ravaged universe of science fiction and fantasy! Gods of War and Ancestors, bless us now, for we go to war...

Books in Print Supplement

The Age of Darkness

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

Ahriman: Unchanged

Games Workshop The final installment in the Ahriman trilogy It has taken many long years and countless sacrifices, but finally Ahriman, former Chief Librarian of the Thousand Sons, now exile and sorcerer, is ready to attempt the most audacious and daring feat of his long life. His quest for knowledge and power has all been for one purpose, and he would now see that purpose fulfilled. His goal? Nothing less than undoing his greatest failure and reversing the Rubric that damned his Legion...

Codex

Special Edition

The Bastion Wars

Games Workshop When a force of daemon-worshipping renegades invade the Medina sub-sector, whole worlds are imperilled and a few heroes - and villains - find themselves thrust into the midst of cataclysmic events. When a force of daemon-worshipping renegades invade the Medina sub-sector, whole worlds are imperilled and a few heroes - and villains - find themselves thrust into the midst of cataclysmic events. Inquisitor Roth must locate and secure a cache of dangerous artefacts before the traitors can use their power to drown the region in blood. The brave Imperial Guardsmen of the 31st Riverine are beset by rebellion on what should be a routine mission, and the Blood Gorgons Chaos Space Marines are brought to the edge of destruction when a mysterious plague grips one of their recruiting worlds. Discover the secrets of Medina and experience the horror of the Bastion Wars in this mammoth omnibus.

Pandorax

Games Workshop The latest novel in the Space Marine Battles series In the Pandorax System, on the death world of Pythos, an ancient secret that has laid buried for millennia has been unearthed.... Ignorant of this terror, troopers of the Catachan 183rd, stranded on Pythos and under the command of Colonel 'Death' Strike, find themselves under attack by the forces of Chaos. Daemons in their thousands flock the sky, and none other than Warmaster Abaddon leads the attack. With the Death Guard and Black Legion arrayed against them, the Catachans appear to be doomed, until salvation arrives in the form of the entire Dark Angels Chapter, led by Master Azrael and a host of heroes. But what is the so-called 'Damnation Cache'? What secrets does it harbour and why has it also attracted the attention of the daemon-hunting Grey Knights?

Dark Apostle

Games Workshop Driven by dark visions, Dark Apostle Jarulek and his forces from the Word Bearers Chaos Space Marines ravage the Imperial planet of Tanakreg, brutally enslaving its inhabitants and racing against time to build a monstrous tower before the Imperial army arrives to reclaim the planet. Original.

Tallarn: Ironclad

Games Workshop The Battle of Tallarn grinds on to its climactic end, but what secret purpose drives the Iron Warriors to commit such mindless atrocities? The answer lies buried deep beneath the planet's surface... As one of the many staging grounds for the forces serving in the Great Crusade, the verdant world of Tallarn has long served as a transfer point for the personnel and war machines of the Imperial Army. Now, destroyed by a deadly virus-bomb attack launched by the fleet of the vengeful primarch Perturabo, the entire world is reduced to a toxic wasteland where the survivors must fight to defend what little remains of their home. As the battle for Tallarn rages between the traitor Iron Warriors Legion and the Imperial Army, a carpet of armour covers the surface of the toxic planet: Dreadnoughts versus tanks versus Titans. But what secret purpose drives the Iron Warriors onwards to war?

The Primarchs

Created in the Emperor's own image, the primarchs had long thought themselves to be princes of the universe and masters of their own destiny--they led the Space Marine Legions in glorious conquest of the galaxy, and no enemy of the Imperium could stand against them. However, even amongst this legendary brotherhood, the seeds of dissent has been sown long before the treacherous Warmaster Horus declared his grand heresy. Gathered within this anthology are four novellas focusing on some of the mightiest warriors and leaders that mankind has ever known--Fulgrim, Ferrus Manus, Lion El'Jonson and the twin primarchs Alpharion and Omegon--and the roles that they may have yet to play in war which threatens to change the face of the Imperium forever.

Damocles

Games Workshop Four novellas that focus on the events of the second Damocles Gulf Crusade Two centuries ago, the Imperium of Man and the upstart Tau Empire fought to a standstill in the Damocles Gulf. Now, as the 41st millennium draws to a close, the tau have returned. As the world of Agrellan falls under attack, the White Scars and Raven Guard rush to its defence, but with the skilled Commander Shadowsun leading the alien forces, the Space Marines and their allies are hard pressed. Kor'sarro Khan, Huntmaster of the White Scars, swears that he will win the day in the most direct way possible - by taking Shadowsun's head.

Lord of the Night

Games Workshop Limited Trapped on one of the huge megacities of the Imperial, a rogue member of the Night Lord Chaos Space Marines must evade his pursuers and navigate unseen while paving the way for invasion. Original.

Grey Knights: Sons of Titan

Games Workshop The Space Marine daemon-hunters pursue the followers of the Plague God across the battlefields of the Imperium. The Grey Knights are a myth, a secret Chapter of Space Marines that responds to the greatest of threats: daemoniac incursions into the Emperor's realm. They are spoken of in legends, silver-armoured heroes whose weapons blaze with holy fire and whose merest touch can destroy the servants of the Ruinous Powers. And the legends are true. In this collection of stories, a squad of Grey Knights commanded by the noble Justicar Styre battle the infernal followers of the Plague God across the Imperium.

Emperor's Mercy

Games Workshop No-holds-barred science fiction novel set on the battlefields of the far future, by debut author Henry Zou.