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KEY=OF - CORDOVA KARTER

CAIPHUS CAIN

HERO OF THE IMPERIUM

Black Library

CIAPHAS CAIN

DEFENDER OF THE IMPERIUM

Omnibus collecting Death or Glory, Duty Calls and Cain's Last Stand, plus a new short story and introduction from author Sandy Mitchell.

DEATH OR GLORY

Games Workshop Limited Escaping from a disastrous space battle, Commissar Cain and Jurgen crash behind enemy lines. The only way out is to round up what few troops they can find, and fight their way back to the safety of the Imperial lines. Unfortunately, thousands of barbaric alien orks stand in their way. Original.

SAVIOUR OF THE IMPERIUM

Games Workshop Compilation of novels and short stories featuring the very popular and much loved character Ciaphas Cain in a third Omnibus edition. In the grim darkness of the 41st millennium, mankind's mighty Imperium is threatened on all sides by its enemies - brutal orks, ravening tyranid hordes and the corrupt armies of Chaos. Many are the heroes who stand at the forefront of this endless fight against evil, but few names conjure up as much awe and respect as the legendary commissar Ciaphas Cain. When all seems lost, Cain, his trusty but malodorous aide Jurgen, and the Valhallan 597th, can always be relied upon to ride to the rescue and save the day! With their thrills and spills, and tongue in cheek humour, the Ciaphas Cain novels offer a unique vision of the Warhammer 40,000 universe. Saviour of the Imperium contains the novels The Emperor's Finest, The Last Ditch and The Greater Good, the novella Old Soldiers Never Die, along with a number of additional short stories.

FOR THE EMPEROR

Games Workshop Black Library presents the Masterworks - a curated collection of novels celebrating the very best science fiction and fantasy set in the worlds of Warhammer. On an Imperial outpost world on the fringes of tau space, the renowned Commissar Ciaphas Cain and his fractious regiment of Valhallan Guard, newly created from the remnants of two devastated units, find themselves in the middle of a war. As the Astra Militarum struggle to contain worldwide civil insurrection, can the wily Commissar Cain identify the real villain before the planet is lost to the Imperium forever?

CIAPHAS CAIN

CHOOSE YOUR ENEMIES

DUTY CALLS

Games Workshop Limited Cain and his regiment of Valhallans assist local forces quell widespread civil disorder, but with a rioting populace, aliens on the rampage and the dreaded Inquisition poking their noses everywhere, how can the wily commissar ever find the quiet life that he craves?

CAIN'S LAST STAND

As the forces of Chaos overwhelm Perlia, can Commissar Cain prove himself to be a real hero of the Imperium one last time?

STARCRAFT II: HEAVEN'S DEVILS

Simon and Schuster One marine squad, led by young upstart Jim Raynor and giant Tychus Findlay, are prepared to battle a corrupt government as it works for interplanetary domination in this action-packed thriller set in the StarCraft universe. For the poor, hardworking citizens of the Confederacy's fringe worlds, the Guild Wars have exacted a huge toll. Swayed by the promise of financial rewards, a new batch of recruits joins the fight alongside a slew of mysteriously docile criminals—and a few dubious military leaders. Eighteen-year-old Jim Raynor, full of testosterone and eager to make things right at home, ships off to boot camp, but he soon discovers that the official mission is not what he's really fighting for. For the first time ever, StarCraft enthusiasts will learn the origins of the enduring friendship between Jim Raynor and the streetwise soldier Tychus Findlay. Watch as they battle on the front lines of a fierce interplanetary war and bear witness to the Confederacy's rank corruption—corruption so reprehensible that it rains immeasurable death and destruction upon the government's own people.

THE EMPEROR'S FINEST

Bestselling Ciaphas Cain book now in paperback. The search for the source of an alien threat leads Ciaphas Cain to a drifting space hulk. But when the Reclaimator Space marines suffer terrible losses, Cain and his trusty aide Jurgen must go it alone. With the tyranids waking and a group of stowaway orks on the loose, Cain must use all his ingenuity and cunning to escape the space hulk alive.

LORD OF THE DARK MILLENNIUM: THE DAN ABNETT COLLECTION

Games Workshop A massive collection of fantastic short stories from New York Bestselling author Dan Abnett, collated together for the first time. A must read for all Abnett fans! From the bloody battlefields of the Sabbat Crusade, the clandestine world of the Inquisition and the grand stage of the

galaxy-defining *Horus Heresy*, this anthology brings together the entire collection of *Warhammer 40,000* and *Horus Heresy* short stories by esteemed science fiction and *New York Times* bestselling author Dan Abnett for the first time. Featured in these pages are classic tales such as 'Thorn Wishes Talon' and 'A Ghost Return' alongside lesser known gems such as 'Midnight Rotation' and 'Eternal'. Each story adds depth and nuance to the author's most celebrated characters, including Ibram Gaunt, Gregor Eisenhorn, Horus Aximand, Shadrak Meduson and many more. Containing well over thirty stories and charting a legacy over twenty years in the making, *Lord of the Dark Millennium* is the definitive Black Library short fiction collection of Dan Abnett.

CAVES OF ICE

Games Workshop Limited Commissar Ciaphas Cain, hero of the Imperium, and his regiment are deployed to the ice world of Frigidia to quell unrest amongst mine workers. But a malevolent evil stirs deep in the ice caves. Original.

EMPIRE AND INFORMATION

INTELLIGENCE GATHERING AND SOCIAL COMMUNICATION IN INDIA, 1780-1870

Cambridge University Press In a penetrating account of the evolution of British intelligence gathering in India, C. A. Bayly shows how networks of Indian spies were recruited by the British to secure military, political and social information about their subjects. He also examines the social and intellectual origins of these 'native informants', and considers how the colonial authorities interpreted and often misinterpreted the information they supplied. It was such misunderstandings which ultimately contributed to the failure of the British to anticipate the rebellions of 1857. The author argues, however, that even before this, complex systems of debate and communication were challenging the political and intellectual dominance of the European rulers.

INFERNO! PRESENTS: THE INQUISITION

Games Workshop A great collection of stories for lovers of intrigue, mystery and action. This special volume of Inferno! includes eleven short stories featuring agents of the iconic Imperial Inquisition. From puritan witch hunters to radicals of the Ordo Xenos, these ruthless individuals will stop at nothing to purge the galaxy of heresy in the Emperor's name! Mindshackle by Robert Rath The legendary Inquisitor Katarinya Greyfax recounts the tale of how she became part of a necron overlord's collection. Encountering a rogue inquisitor, a mysterious xenos artefact and a chaos-tainted world, she and her valiant retinue of Kappic Eagles come to learn many dark truths about the galaxy... Recongregator by David Annandale In his void-borne pursuit of the heretic saint Ephrael Stern, radical inquisitor Otto Dagover is lured into an ambush by one of his ruthless adversaries in the Ordo Hereticus. But the wily Dagover has more than a few tricks up his sleeve - xenos technology among them - to give him the advantage over his puritan foe. Lepidopterophobia by Dan Abnett Taking place in the epic Ravenor vs. Eisenhorn storyline, this tale sees inquisitorial protégé Medea Betancore scouring the darkest corners of Queen Mab for an esoteric text. She finds what she is looking for, and much more besides, in an obscure bookshop in a dark corner of the city. Here, she is brought face to face with her greatest fears made manifest.

WARCRY

Games Workshop 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.

FALLEN ANGELS

Games Workshop Book eleven in the New York Times bestselling series With news of Horus's treachery spreading across the galaxy, the Great Crusade grinds to a halt as the primarchs and their Legions decide where their loyalty lies - with the Emperor, or with the rebel Warmaster. The Dark Angels, too, face a time of testing, both among the stars and on their home world Caliban. Luther, once Lion El'Jonson's trusted second-in-command, now languishes as an exile in all but name while his master struggles to thwart the traitors' advance upon the forge world Diamat. But an ancient evil gathers its strength beneath the surface of Caliban, and the First Legion will soon be thrust into a deadly conflict where all that they know will be cast into doubt.

THE FOUNDING

A GAUNT'S GHOSTS OMNIBUS

Games Workshop New edition of the first Gaunt's Ghosts omnibus, containing the opening story arc in the series, comprising the novels First and Only, Ghostmaker and Necropolis. In the Chaos-infested Sabbat System, the massed ranks of the Astra Militarum - more commonly known as the Imperial Guard - stand shoulder to shoulder as they counter an invasion by heretical forces. Amongst the defenders of the Imperium are the troops of the Tanith First-and-Only, a displaced regiment forced to flee their home planet before it succumbed to the unrelenting assault of Chaos. Nicknamed 'the Ghosts', their specialist scouting role sees them thrown into the thickest of the fighting. Led by Colonel-Commissar Ibram Gaunt, they must evade the treacherous scheming of rival regiments and the lethal firepower of the enemy if they are to have any hope of achieving victory over the forces of Chaos.

THE URDESH: THE MAGISTER AND THE MARTYR

Games Workshop Join the Iron Snakes as they battle for survival on the desolate Forge World of Urdesh. Saint Sabbat has brought a miracle to the war-torn city of Ghereppan, but one battle is not the war. The voice of Magister Sek still haunts the Imperial forces, defying their victory, mocking their faith. Between the trickery of the Archenemy and the mercurial visions of the Saint, the Space Marines of Damocles Squad must uncover the truth: is this their one chance for a final victory on Urdesh, or a trap that could destroy them all?

DOUBLE EAGLE

Games Workshop The vastly outnumbered Phantine Fighter Corps, flying missions out of airstrips on key offshore islands, launch one final desperate battle to prevent the evil Chaos legions of the dread-lord Anakwanar Sek from overrunning the war-torn world of Enothis. Reprint.

THE HUNT FOR VOLDORIUS

Games Workshop Captain Kor'sarro Khan of the White Scars is petitioned by his Chapter Master to hunt down and destroy the daemon prince Voldorius. Captain Kor'sarro Khan of the White Scars is petitioned by his Chapter Master to hunt down and destroy the daemon prince Voldorius, a warleader of the renegade Alpha Legion, thus ending his reign of terror across the stars. Hunting the beast doggedly for over a decade, Kor'sarro finally brings Voldorius to battle on Quintus, a world that has totally given itself over to the Alpha Legion. Together with their Raven Guard allies, the White Scars must fight an entire planet if they are to slay the daemon prince.

THE SHOCKS OF ADVERSITY

Simon and Schuster An original novel set in the universe of Star Trek: The Original Series! En route to a diplomatic mission, the Enterprise receives a distress call from the USS McRaven. As the Enterprise approaches the area where the McRaven appears to be, the crew encounters an anomaly unlike anything they've ever experienced. Space itself seems inconsistent—warping, changing appearance. But during the brief periods of calm, they locate the McRaven—along with other ships of various origins, all tightly surrounding and being held in place by an enormous unidentified vessel....

YARRICK: THE OMNIBUS

Games Workshop Omnibus of novels and short stories revealing the brutal battles which transformed Commissar Yarrick from a mere man into a legend of the Imperium. Yarrick: once just a name, but now a legend, forged from the blood of the Imperium's enemies. Time after time, Commissar Sebastian Yarrick has fearlessly led Imperial forces to victory beneath black banners of vengeance, even when defeat seemed inevitable. From his early campaigns as a newly blooded officer from the schola progenium ranks, to the brutal battles of the Second and Third Wars for Armageddon, one thing has never changed: Yarrick will not fail. No world will fall to Chaos, heresy or xenos while under his protection. This gripping omnibus contains all of author David Annandale's stories about the famed commissar, and includes two novels - Imperial Creed and Pyres of Armageddon - along with the novella Chains of Golgotha and seven short stories, each revealing the bloody battles that helped forge a legend.

SINOPTICON

A CELEBRATION OF CHINESE SCIENCE FICTION

Rebellion Publishing Ltd This celebration of Chinese Science Fiction — thirteen stories, all translated for the first time into English — represents a unique exploration of the nation's speculative fiction from the late 20th Century onwards, curated and translated by critically acclaimed writer and essayist Xueting Christine Ni. From the renowned Jiang Bo's 'Starship: Library' to Regina Kanyu Wang's 'The Tide of Moon City, and Anna Wu's 'Meisje met de Parel', this is a collection for all fans of great fiction. Award winners, bestsellers, screenwriters, playwrights, philosophers, university lecturers and computer programmers, these thirteen writers represent the breadth of Chinese SF, from new to old: Gu Shi, Han Song, Hao Jingfang, Nian Yu, Wang Jinkang, Zhao Haihong, Tang Fei, Ma Boyong, Anna Wu, A Que, Bao Shu, Regina Kanyu Wang and Jiang Bo.

WINE OF THE DREAMERS

A NOVEL

Random House Wine of the Dreamers, a classic science fiction novel from John D. MacDonald, the beloved author of Cape Fear and the Travis McGee series, is now available as an eBook. They are the Watchers: pale laboratory creatures living in a remote, sealed-off world. Their game, their religion, their release is to dream, and their dreams carry across the galaxy to lodge in the minds of the inhabitants of another world: the planet Earth. But as the human race approaches a dream of their own—traveling beyond their own planet to other worlds—the Watchers step in. For escape from Earth is an impossible dream, one that the Watchers will go to any length to destroy. Features a new Introduction by Dean Koontz Praise for John D. MacDonald "The great entertainer of our age, and a mesmerizing storyteller."—Stephen King "My favorite novelist of all time."—Dean Koontz "To diggers a thousand years from now, the works of John D. MacDonald would be a treasure on the order of the tomb of Tutankhamen."—Kurt Vonnegut "A master storyteller, a masterful suspense writer . . . John D. MacDonald is a shining example for all of us in the field. Talk about the best."—Mary Higgins Clark

STAR TREK: THE ORIGINAL SERIES: THE FOLDED WORLD

Simon and Schuster When the U.S.S. Enterprise receives a distress call from the U.S.S. Raven, they encounter an anomaly that defies all reason where normal rules of time and space do not apply. Original. 60,000 first printing.

SABBAT WORLDS

Across the Sabbat Worlds, a bitter conflict is fought, a conflict that can only end in victory or annihilation. This anthology opens the gateway to the Sabbat Worlds like never before.

THE BIAS OF COMMUNICATION

University of Toronto Press First published in 1951, this masterful collection of essays explores the relationship between a society's communication media and that community's ability to maintain control over its development.

THE URIEL VENTRIS CHRONICLES

Games Workshop The return of one of Black Library's most popular omnibuses, back in print for the first time in ages. The Ultramarines are a byword for loyalty and courage, their martial prowess is legendary and is second only to the God-Emperor. Graham McNeill's epic trilogy of Ultramarines novels is a masterpiece of non-stop action! Containing the novels Nightbringer, Warriors of Ultramar and Dead Sky, Black Sun, the series follows the adventures of Space Marine Captain Uriel Ventriss and the Ultramarines as they battle against the enemies of mankind. From their home world of Macragge, into the dreaded Eye of Terror and beyond, Graham McNeill's prose rattles like gunfire and brings the Space Marines to life like never before. This book contains the novels Nightbringer, Warriors of Ultramar and Dead Sky, Black Sun, all written by Graham McNeill.

CITY OF SECRETS

Games Workshop In the city of Excelsis, Corporal Armand Callis of the city watch stumbles upon a dark secret and finds himself hunted, with only a witch hunter for companionship. Excelsis is the city of secrets, a grand and imposing bastion of civilisation in the savage Realm of Beasts. Within its winding streets and shadowy back alleys, merchants deal in raw prophecy mined from an ancient fragment of the World That Was, and even the poorest man may earn a glimpse of the future. Yet not all such prophecies can be trusted. When Corporal Armand Callis of the city guard stumbles upon a dark secret, he finds himself on the run from his former comrades, framed for a crime he did not commit. Only the witch hunter Hanniver Toll knows the truth of his innocence. Together the pair must race against time to save Excelsis from a cataclysm that would drown the city in madness and fear.

HONOUR IMPERIALIS

Games Workshop Omnibus of three novels featuring the Imperial Guard - Dead Men Walking, Cadian Blood, and Redemption Corps. The Imperial Guard: known with good reason as 'the Hammer of the Emperor', and possibly the single largest military force that the galaxy has ever seen. The tales of heroism and desperate futility surrounding the men and women of the Guard are many - this omnibus contains the exploits of the famous Cadian and ruthless Death Korp of Krieg regiments, as well as the fearsome storm troopers of the Redemption Corps.

SCOURGE THE HERETIC

Games Workshop Limited Science fiction-roman.

STAR TREK: VANGUARD #1: HARBINGER

HARBINGER

Pocket Books/Star Trek

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.

WARLORD: FURY OF THE GOD-MACHINE

Games Workshop The mighty Warlord Titans of the Adeptus Titanicus go to war against the forces of Chaos. The Battle Titans of the Adeptus Titanicus are towering war engines, striding to war as holy effigies of the Omnissiah, and the mighty Warlord Titans are the most renowned among all the forces of the Imperium of Man. Their weapons bring righteous death to the alien and the heretic alike, and the merest glimpse of them on the march has stalled entire planetary rebellions. But as the galaxy burns before the rampaging hordes of Chaos, it will take more than any one single Titan Legion to hold the line...

NO TIME LIKE THE PAST

Simon and Schuster An original novel set in the universe of *Star Trek: The Original Series* that reveals long-held secrets about Captain Kirk's past for the first time! STARDATE 6122.5. A diplomatic mission to the planet Yuseb erupts in violence when ruthless Orion raiders attempt to disrupt the crucial negotiations by force. Caught in the midst of a tense and dangerous situation, Captain James T. Kirk of the U.S.S. *Enterprise* finds an unexpected ally in the form of an enigmatic stranger who calls herself "Annika Seven." STARDATE 53786.1. *Seven of Nine* is taking part in an archaeological expedition on an obscure planetoid in the Delta Quadrant when a disastrous turn of events puts *Voyager's* away team in jeopardy—and transports Seven across time and space to Yuseb, where she comes face-to-face with one of Starfleet's greatest legends. STARDATE 6122.5. Kirk knows better than most the danger that even a single castaway from the future can pose to the time line, so he and Seven embark on a hazardous quest to return her to her own era. But there are others who crave the knowledge Seven possesses, and they will stop at nothing to obtain it—even if this means seizing control of the *Enterprise*!

LORD KALVAN OF OTHERWHEN

PARATIME POLICE NOVEL

e-artnow Lord Kalvan of Otherwhen recounts the adventures of Corporal Calvin Morrison of the Pennsylvania State Police who is accidentally transported to a more backward parallel universe. Morrison ends up in a significantly different version of Pennsylvania. Initially confused by the old-growth forest and lack of settlements, Morrison meets some friendly peasants who speak an unknown language. In the middle of a meal, they are attacked by a large raiding party armed with flintlock pistols, which he helps fight off with his police-issue gun. Reinforcements arrive, but in the confusion, he is shot by the beautiful young woman leading them. Morrison finds himself the guest of Prince Ptosphes of Hostigos, whose blonde, blue-eyed daughter Rylla was the one who shot him by mistake, and Prince's people begin to call him Lord Kalvan.

STEEL TREAD

Games Workshop The *Astra Militarum* are a blunt instrument of violence, wrought on a galactic scale. This new series from *Black Library* will explore some of their regiments. On the war-torn world of Croatoas, the armies of the *Astra Militarum* do battle with the twisted servants of the Ruinous Powers. Against the backdrop of this increasingly desperate conflict, tanker Hadeya Etsul finds herself consolidated into a Cadian regiment, and placed in command of the Lemman Russ Demolisher Steel Tread. Haunted by nightmares, surrounded by a dysfunctional crew and striving to find her place amidst a proud and insular regiment with a culture so different from her own, Etsul must guide her crew to victory. But, as her regiment rolls out beneath the poisonous light of the Great Rift to join a death-or-glory offensive, the crew of Steel Tread are about to face the fight of their lives. If they cannot learn to work as one, how can they hope to survive?

VAULTS OF OBSIDIAN

Games Workshop A *Blackstone Fortress* Anthology For uncountable ages the Blackstone Fortress has kept its watchful silence. It patiently waits, willing those brave enough to gamble everything exploring its halls. Only the most determined of adventurers will return with riches – the unworthy are never seen again. But to many, the rewards far outweigh the risks. Among the denizens of Precipice, ratlings, robots, and rogue traders all pursue their own agendas, pitting themselves against the myriad forces of darkness that have claimed the fortress as their own. Deadliest of all is Obsidius Mallex, who aims to twist another Talisman of Vault to Chaos' unholy cause. Unless this traitor is stopped, the galaxy will burn beneath the wrath of the Ruinous Gods. This anthology contains short stories from Darius Hinks, Guy Haley, Nick Kyme, Thomas Parrot and many more.

THE LAST WALL

Games Workshop Despite the Imperium's best attempts to forestall the ork plague that is wrecking havoc in human space, an ork attack moon now hangs over Terra. Despite the Imperium's best attempts to forestall the ork plague that is wrecking havoc in human space, an ork attack moon now hangs over Terra. As its malevolent presence gazes down at the Imperial Palace, terrified citizens run riot in the streets. In a last-ditch attempt to destroy the attack moon, a proletarian crusade is launched. Thousands of ships large and small head to the moon carrying billions of citizens, all eager to take the fight to the enemy. It seems the attack has a chance of success as the invasion force lands safely, but the orks have yet to spring their trap...

STRAIGHT SILVER

Commissar Gaunt and his men undertake a seemingly suicidal mission in the blood-soaked trenches of the 41st Millennium. On the battlefields of Aexe Cardinal, the struggling forces of the Imperial Guard are locked in a deadly stalemate with the dark armies of Chaos. Commissar Ibram Gaunt and his regiment, the Tanith First and Only, are thrown headlong into this living hell of trench warfare, where death from lethal artillery is always just a moment away. The only chance for Gaunt and his lightly armed scouts to survive is to volunteer for a mission so dangerous that no one else dares accept it.