
The Horus Heresy

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SIMMONS BRYAN

*Scions of the Emperor:
An Anthology 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.

The Crimson King

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

to the clandestine

world of the Inquisition, and the grand stage of

the galaxy-defining

Horus Heresy, this

anthology brings

together for the first

time all of the

Warhammer 40,000

and Horus Heresy short

stories by esteemed

science fiction and New York Times bestselling author Dan Abnett.

Featured in these pages are both classic

tales such as 'Thorn

Wishes Talon' and 'A

Ghost Return' and

lesser known gems like

'Midnight Rotation' and

'Eternal' that add

depth and nuance to

some of the author's

most celebrated

characters including

Gaunt's Ghosts, 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.

Tales of Heresy Tuan

Kiadó

Ahogy az árulás lángjai

végigsöpörnek a

Birodalmon, Hórusz leigáz és elpusztít mindenkit, aki ellene szegül. A Marson a kohóvárosok a galaxist átszelő expedíciós flották számára termelik a hadianyagot, így a Mechanicum papságának szülőbolygója feletti uralom kulcsfontosságúvá válik a közelgő háborúban. A Hadúr ügynökei elhintik a lázadás magvait, s egymás ellen fordítják a korábban hűségese kohókat és a hatalmas titán légiókat. Miközben suttogva terjed a Vörös Bolygó felszíne alatt rejtőzködő ősi gonosz, a Sötét Mechanicum felemelkedik...

Shattered Legions
Games Workshop
Featured in the
Warhammer Monthly

comic, bounty hunter Hellbrandt Grimm is on his own in the fight against Orks, Ghouls, and the evil-doers who inhabit the fringes of the Empire. An expert swordsman and quick with the crossbow, Grimm won't stop until he's hunted down the village outlaws...every last one of them!

The Burden of Loyalty
Games Workshop

The third Horus Heresy title returns in A format paperback.

Resurrection Games Workshop

As the Great Crusade burns across the stars, the primarch of the White Scars, Jaghatai Khan, must decide where his true allegiance lies. Ever since the Imperium's rediscovery of the world of Chogoris, the White Scars' culture of warrior mysticism has

sat uneasily with the ideals of Unity. As the Great Crusade burns across the stars, their enigmatic primarch Jaghatai Khan fights to preserve his Legion's distinctiveness amid a galaxy where cold rationality holds sway. Despite his self-imposed isolation, others in the brotherhood of primarchs seek to draw him into the greatest ideological battle of them all: the place of psychic power within the Legions. As the Librarius project is born, and opposition to it grows, the Khan must decide where his greatest allegiance lies – to the Imperial Truth, or to his own heritage.

The Primarchs Games Workshop

Delve in to the dark past of the Dark Angels legion with this

fantastic novel. Knight of the Angelicasta. Saviour of the Lion. Grand Master of the Order. Lord of the Dark Angels. Protector of Caliban. Chaos Heretic. Destroyer of Caliban. Sorcerer of the Abyss. Arch-traitor. Dark Oracle. First of the Fallen. Can one man be all of these things? Kept alive and imprisoned for ten thousand years, Luther is the curse and the salvation of the Dark Angels made manifest. None are so close to the heart and history of the Chapter as the man that embodies all that was great about the First Legion and all that is shameful about the Dark Angels. In his story is writ the tale of the Horus Heresy in a single, long life. Glory, honour, pride, shame and betrayal weave a

tapestry of truth and lies that the Supreme Grand Masters of the Dark Angels have sought to understand and unravel across ten bloody millennia.

Luther claims repentance for his past deeds, but was it his sins that condemned the Chapter to its secretive fate, or should warnings from history have been more closely heeded?

False Gods 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.

Horus Heresy - Galaxy in Flames

Games Workshop

An amazing collection of *Horus Heresy* Primarch short stories. A must have for all fans of *Horus Heresy* Canticle by David Guymer Crash landed upon a world of

perpetual gloom, a young Ferrus Manus is forced to fight for his survival. Upon discovering a strange vessel, he investigates the ship but quickly finds himself battling monstrosities he is ill-prepared for. The Verdict of the Scythe by David Annandale Heavily criticised by his brothers over the brutal campaign at Galaspar, Mortarion attempts a new approach during the compliance of Absyrtus. However, discovering treachery at every turn, the Lord of Death must accept an unavoidable truth. A Game of Opposites by Guy Haley Jaghatai Khan makes a virtue of being unknowable, yet Warsmith Xyrokles has studied the Warhawk's teachings. Choosing to step into the trap laid

for him, the Khan of Khans teaches the traitors just how deadly their ignorance truly is. Better Angels by Ian St. Martin Art and war stand fist in glove where it concerns the warriors of the IX Legion. Wending a path through their turbulent history, during the days of the Great Crusade and the Horus Heresy, a Blood Angels neophyte then legionary tries to capture the essence of beauty and art to present to his primarch, Sanguinius. The Conqueror's Truth by Gav Thorpe Brought aboard the Nightfall, the remembrancer Ares desires to witness the glory of the Great Crusade. The primarch of the Night Lords, Konrad Curze, grants her request, sending her as a witness to a

compliance of his Legion first hand, but in so doing reveals a dark and inconvenient truth. *The Sinew of War* by Darius Hinks After having crushed a rebellion in Illyria, a young Roboute Guilliman returns to the capital of Macragge City to be reunited with his father, Konor, only to discover insurrection and unrest running rampant. *The Chamber at the End of Memory* by James Swallow As the Siege of Terra nears, Rogal Dorn uncovers a series of bizarre deaths within the inner walls of the Palace. To find the truth, and faced with no other choice, the primarch must defy the edict of Nikaea and return his Librarius to service, but what he discovers will shake him to his very core.

First Legion by Chris Wright Locked in the midst of the Rangdan Xenocides, the Dark Angels of the First Legion are contacted by a mysterious warship under the command of Alpharius. When the stranger begins to ask questions about the campaign, he is summoned to the presence of the Lion himself for judgement. *The Age of Darkness* Games Workshop The 29th book in the New York Times bestselling series Once the brightest star in the Imperium and always first among his primarch brothers, Horus has dragged the Space Marine Legions into the bloodiest conflict that the galaxy has ever seen. While their allies wage war on a thousand different fronts, the XVIth Legion

descend upon the Knight world of Molech - home to the ruling House Devine, and a principal stronghold of the Imperial Army. The forces loyal to the Emperor stand ready to defy the Warmaster, but just what could have drawn Horus to attack such a well defended planet, and what might he be willing to sacrifice to fulfil his own dark destiny?

Mortis Black Library Book six in the New York Times bestselling series The planet of Caliban exists much as it has for thousands of years - the knightly orders protect the common people, fighting back the beasts that lurk in the depths of the seemingly endless forests. Young Zahariel and Nemiel aspire to

join the greatest of the orders, led by the example of mighty Lion El'Jonson and his vision of a peaceful and unified world. But the coming of the Imperium brings new concerns and a new destiny for the Lion as part of the Great Crusade, and the sons of Caliban must decide if they will follow him to glory among the stars.

Slaves to Darkness
Games Workshop(uk)
A Necromunda Anthology In the sprawling, polluted hive cities of Necromunda, life is a constant fight for scraps. From the highest peaks to the lowest depths, rival gangs war and spill blood in a desperate battle to increase their standing with the decadent Great

Houses. Life is short and brutal, especially for those on the climb. In the sprawling, polluted hive cities of Necromunda, life is a constant fight for scraps. From the highest peaks to the lowest depths, rival gangs war and spill blood in a desperate battle to increase their standing with the decadent Great Houses. Life is short and brutal, especially for those on the climb. Underhive rogue Kora Zekk makes a delivery of weapons to House Orlock, expecting betrayal. A sinner tries to win his life with a story of star-crossed lovers. Goliath ganger Topek Greel seeks out an underhive legend, a killer with a terrifying record. And when a House Escher ambush goes wrong, Jarene of

the Wild Cats finds herself outlawed. She has to take control and save her sisters in arms from enforcers, bounty hunters, even other gangs. Can she restore her honour, and bring the true culprits to justice? This anthology contains the novella - Wanted: Dead by Mike Brooks - and nine short stories by some of the Black Library's finest authors.

Legion Games Workshop

Book 1 in the Bequin Sage. In the city of Queen Mab, nothing is quite as it seems. Pariah, spy, and Inquisitorial agent, Alizebeth Bequin is all of these things and yet none of them. An enigma, even to herself, she is caught between Inquisitors Gregor Eisenhorn and

Gideon Ravenor, former allies now enemies who are playing a shadow game against a mysterious and deadly foe. Coveted by the Archenemy, pursued by the Inquisition, Bequin becomes embroiled in a dark plot of which she knows not her role or purpose. Helped by a disparate group of allies, she must unravel the secrets of her life and past if she is to survive a coming battle in which the line between friends and foes is fatally blurred.

Corax Lord of Shadows
Games Workshop
A Siege of Terra
novella from New York
Times best selling
author Graham McNeill.
The Shattered Legion
crew of the Sisyphium,
broken and at the end
of their endurance, find

themselves divided; torn between following their resurrected captain on a suicidal mission or obeying orders to return to Terra and rejoin their Legion brothers. Following a series of garbled messages intercepted by the Kryptos, the divided warriors descend to the shattered surface of Luna. Here, their bonds of loyalty, duty, as well as their devotion to one another will be tested as ancient horrors of the earliest days of genemanipulation are unleashed, and a longburied secret is revealed. A secret that will have farreaching consequences for the future course of the galaxy, no matter who eventually claims Terra.

Death of Integrity

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?

Tallarn: Ironclad

Games Workshop
 When Dark Angels Chaplain Boreas captures and interrogates one of the Fallen, the past collides with the future with tragic consequences. The Dark Angels Space Marines are amongst the most devout of the God-Emperor's servants. Their loyalty is seemingly beyond question and their faith almost fanatical. Yet the Chapter harbours a dark and horrific secret that stretches back

over ten thousand years to the time of the Horus Heresy. When Dark Angels Chaplain Boreas captures and interrogates one of the Fallen, the past collides with the future with tragic consequences. Jaghatai Khan Games Workshop

The third novel in the bestselling Horus Heresy series, re-issued in a deluxe trade paperback format Having recovered from his grievous injuries, Warmaster Horus leads the triumphant Imperial forces against the rebel world of Isstvan III. Though the rebels are swiftly crushed, Horus's treachery is finally revealed when the planet is razed by virus bombs and Space Marines turn on their battle-brothers in the

most bitter struggle imaginable.

Mechanicum Games Workshop

Once the brightest star in the Imperium and always first among his primarch brothers, Horus has dragged the Space Marine Legions into the bloodiest conflict that the galaxy has ever seen. While their allies wage war on a thousand different fronts, the XVIth Legion descend upon the Knight world of Molech - home to the ruling House Devine, and a principal stronghold of the Imperial Army. The forces loyal to the Emperor stand ready to defy the Warmaster, but just what could have drawn Horus to attack such a well defended planet, and what might he be willing to sacrifice to fulfil his own dark

destiny? Previous titles: - Horus Rising (9781849707435) - A Fmt PB £8.99 - Scars (9781849707497) - A Fmt PB £8.99

Galaxy in Flames
Games Workshop

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.

Fifteen Hours Games Workshop

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

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