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Praetorian of Dorn

Games Workshop Terra comes under attack from an enemy within as the Imperial Fists and Rogal Dorn prepare for the coming of Horus. Recalled from the Great Crusade after Ullanor, Rogal Dorn and the VII Legion were appointed as the Emperor's praetorians, but only after the Warmaster Horus' treachery was revealed did the full extent of that sacred duty become apparent. Now, the Solar System comes under attack for the first time since the war began, and many of the seemingly impregnable defences wrought by Dorn and his Imperial Fists Legion prove inadequate. With all eyes fixed firmly upon this new threat beyond the gates of Terra, who in turn will protect Dorn from the enemy within?

The Solar War

Games Workshop Explore the final stages of the New York Times Bestselling Series The Horus Heresy in this fantastic miniseries, a must have for all fans! After seven years of bitter war, the end has come at last for the conflict known infamously as the Horus Heresy. Terra now lies within the Warmaster's sights, the Throneworld and the seat of his father's rule. Horus' desire is nothing less than the death of the Emperor of Mankind and the utter subjugation of the Imperium. He has become the ascendant vessel of Chaos, and amassed a terrible army with which to enact his will and vengeance. But the way to the Throne will be hard as the primarch Rogal Dorn, the Praetorian and protector of Terra, marshals the defences. First and foremost, Horus must challenge the might of the Sol System itself and the many fleets and bulwarks arrayed there. To gain even a foothold on Terran soil, he must first contend the Solar War. Thus the first stage of the greatest conflict in the history of all mankind begins.

Mortis

Games Workshop Book 5 in the global bestselling series, "The Horus Heresy: Siege of Terra" The victories of Saturnine and the sacrifices of the Eternity Wall space port have faded into the hope of yesterday. Denied but not defeated, the traitors intensify their assault on the Imperial Palace. With the principal space ports in Horus' hands, the Warmaster now drains the heavens of his reserves. As the pressure of the assault increases, the power of Chaos waxes. The waking lives of the defenders are filled with despair, while their dreams pull them in search of a false paradise. As the fabric of the defences fails and the will of those who stand on them cracks, Horus commands the Titans of the Legio Mortis to breach the walls. Against them stands the might of Mercury Wall and the strength of the Legio Ignatum. Ancient rivals, the god-engines of both Legions meet in battle, while within the walls a few desperate individuals seek a way to turn back the tide of the warp's malign influence. Across Terra lost warriors and travellers make their way through wastelands and gardens of horror, towards home and an unknown future.

Wolf King

Games Workshop Abandoned by their kinsmen and hounded into the Alaxxes Nebula, Leman Russ and his Space Wolves face the Alpha Legion fleet for one last, glorious battle. The Space Wolves were set upon by the forces of the Alpha Legion before they had even recovered from the Razing of Prospero. Hounded to the edge of the Alaxxes Nebula, in desperation Leman Russ called out to his primarch brothers and their Legions for aid. None came. Now, with their fleet stranded and supplies dwindling, the warriors of the Rout face almost certain death amidst the rust-red clouds of the nebula. But what a glorious end it shall be, worthy of the sagas of old, for Alpharius's sons will soon learn that a cornered wolf is always the most deadly.

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.

Crusaders of Dorn

Games Workshop The Space Marines of the Black Templars are valiant warrior-knights who fall upon their foes in a storm of bolts and blades. They are the pious champions of the Emperor and the fanatical devotion of their battle-brothers has driven them to deliver righteous retribution against every traitor, alien and daemonic abomination to have been foolish enough to face them. This book gathers together seven stories about this most zealous of Space Marine Chapters, telling the tales of many mighty heroes of the Black Templars and their famous victories against a multitude of enemies.

Shattered Legions

Games Workshop This great value anthology includes the following stories from some of Black Library's most loved authors: Meduson by Dan Abnett The Noose by David Annandale The Keys of Hel by John French Unforged & Unspoken by Guy Haley Immortal Duty by Nick Kyme The Either & The Seventh Serpent by Graham McNeill Deeds Endure by Gav Thorpe Grey Talon & The Hand Elect by Chris Wraight Driven almost to the brink of self-destruction at Istvan 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, John French and many more. Also, in the novella The Seventh Serpent, Graham McNeill revisits the ragtag crew of the starship Sisyphus as they are drawn into a war of subterfuge against the Alpha Legion.

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.

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.

Corax

Games Workshop The Raven Guard primarch Corax and the remnants of his once mighty Legion wage a guerrilla war to liberate worlds oppressed by the traitor forces. After Isstvan, after Deliverance, the Raven Guard still endure. Their primarch Corvus Corax has rallied countless warriors to his banner, striking back at the forces of the Warmaster on every front – from the degenerate hereteks of the Mechanicum to the cruel legionaries of the Sons of Horus, none shall escape his wrath. But although Corax has managed to stall the physical corruption of his own Space Marines, what of their spirit? And what sinister end must await those who dwell forever in the darkness? The saga of the primarch Corax comes to its grim conclusion in this anthology, which collects together the novellas Soulforge, Ravenlord and Weregeld along with several short stories.

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 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...

The First Wall

Games Workshop Book 3 in the Global best selling Horus Heresy Siege of Terra series The war for the fate of mankind blazes on. Though the outer defences have fallen, the walls of the Palace itself remain inviolate as Rogal Dorn, the Praetorian of Terra himself, uses every known stratagem and ploy to keep Horus's vast armies at bay. In Perturabo, the Traitor siegebreaker, Dorn faces an adversary worthy of his skill. A terrible, grinding attrition ensues. The crucial battle for the Lion's Gate spaceport is at the heart of this conflict. With it in their possession, the Traitors can land their most devastating weapons on Terran soil. Dorn knows it must not fall. But

with enemies attacking from within as well as without and the stirrings of the neverborn drawn to the slaughter, can the Imperial defenders possibly prevail?

Wolfsbane

Games Workshop The time has come. Leman Russ, primarch of the Space Wolves, withdraws his Legion from Terra and makes all haste for Horus's position, to try and end the traitor once and for all. The time has come for Leman Russ, primarch of the Space Wolves, to fulfil his vow and attempt to stop Warmaster Horus before he breaks through to the Segmentum Solar. In the face of opposition from three of his brother primarchs, Russ withdraws the Space Wolves legion from Terra and makes all haste for Horus's position. Reports from Malcador the Sigillite's agents suggest that Horus is utterly changed, and infused with a diabolical power so great that no man can stand against him. A warrior of Fenris would never willingly abandon his oaths, but with Horus beyond the touch of mortal blades, the Lord of Winter and War may have doomed himself for the sake of honour...

Saturnine

Games Workshop Book 4 in the Global best selling The Horus Heresy: Siege of Terra series. The Traitor Host of Horus Lupercal tightens its iron grip on the Palace of Terra, and one by one the walls and bastions begin to crumple and collapse. Rogal Dorn, Praetorian of Terra, redoubles his efforts to keep the relentless enemy at bay, but his forces are vastly outnumbered and hopelessly outgunned. Dorn simply cannot defend everything. Any chance of survival now requires sacrifice, but what battles dare he lose so that others can be won? Is there one tactical stroke, one crucial combat, that could turn the tide forever and win the war outright?

The Master of Mankind

Games Workshop As war splits the galaxy, the Emperor toils in the vaults beneath the Imperial Palace. But his great work is in peril, and the forces of Chaos are closing in... While Horus' rebellion burns across the galaxy, a very different kind of war rages beneath the Imperial Palace. The 'Ten Thousand' Custodian Guard, along with the Sisters of Silence and the Mechanicum forces of Fabricator General Kane, fight to control the nexus points of the ancient eldar webway that lie closest to Terra, infested by daemoniac entities after Magnus the Red's intrusion. But with traitor legionaries and corrupted Battle Titans now counted among the forces of Chaos, the noose around the Throneworld is tightening, and none but the Emperor Himself can hope to prevail.

Garro: Legion of One

Mechanicum

Games Workshop Book nine in the New York Times bestselling series As the flames of treachery spread outwards through the Imperium, Horus mobilises those forces who are loyal to him, and plots to subvert or destroy those who stand against him. A battle is being fought for the heart and soul of all the Imperial forces – the Astartes, the Imperial Army, the Titan Legions and more. In this epic story, author Graham McNeill tells the story of the civil war on Mars, and the genesis of the Dark Mechanicum.

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.

Eye of Terra

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.

Fulgrim

Games Workshop Book five in the New York Times bestselling series Under the command of the newly appointed Warmaster Horus, the Great Crusade continues. Fulgrim, Primarch of the Emperor's Children, leads his warriors into battle against a vile alien foe, unaware of the darker forces that have already set their sights upon the Imperium of Man. Loyalties are tested, and every murderous whim indulged as the Emperor's Children take their first steps down the road to true corruption – a road that will ultimately lead them to the killing fields of Isstvan V...

Shadows of Treachery

Games Workshop A short story collection on the Horus Heresy From the battlefields of Phall and Istvan, to the haunted shadows of Terra itself - the Horus Heresy rages on across the galaxy in this collection of short stories and novellas.

The Flight of the Eisenstein

Games Workshop Book four in the New York Times bestselling series. This is a reissue of 9781849708128 Having witnessed the events on Istvaan III, Deathguard Captain Garro seizes a ship and heads to Terra to warn the Emperor of Horus' treachery. But the fleeing Eisenstein is damaged by enemy fire, and becomes stranded in the warp. Can Garro and his men survive the depredations of Chaos and get his warning to Terra in time? This is a reissue of 9781849708128.

Slaves to Darkness

Games Workshop Book 51 in the global best selling Horus Heresy series. The end is nearly here.....what lies ahead? After a long and gruelling conflict, the traitors at last close upon Terra. But time is dwindling for an attack. Both Guilliman and the Lion are returning with all haste, and their armies could turn the tide. The hosts of the Warmaster must unite, for only then can they attack the Throneworld itself. While Mortarion is sent on ahead as the fleet's vanguard, it falls to Lorgar and Perturabo to marshal Fulgrim and Angron, both now elevated to daemonhood and perhaps beyond even the will of the Warmaster to command. But Horus lies wounded and as the greatest battle the galaxy has ever know looms, it is up to Maloghurst to hold his fractious Legion together and to wrench Horus himself from the edge of oblivion.

The Outcast Dead

Warmaster Horus and his Legions have destroyed Rogal Dorn's counter-attack at Issvan, and the Emperor's loyal primarchs are suddenly outnumbered. These dire times herald darker things to come when Astropath Kai Zulane bears witness to a terrible secret that threatens to tip the balance of the war.

The Silent War

Anthology of tales about the secret missions that underpin the entire Horus Heresy series. While loyalist and traitor forces clash on a thousand battlefields across the galaxy, a very different kind of war is being fought in the shadows. Rogal Dorn and his Legion prepare to defend the Solar System against the armies of Warmaster Horus, even as Malcador the Sigillite charges his many agents and spies with missions of the utmost secrecy. The future of the Imperium is being shaped by unseen hands... This Horus Heresy anthology contains fourteen stories by some of Black Library's top authors, including James Swallow, Chris Wraight, Anthony

Reynolds and many more."

Vengeful Spirit

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 XVth 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?

The Martyrdom of Man

War Without End

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.

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.

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 Istvan

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.

The Horus Heresy: The Buried Dagger

Games Workshop 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.

The Path of Heaven

Games Workshop The full powers of Chaos are revealed as the Horus Heresy blazes towards Terra. For too long had the Vth Legion ranged out beyond the sight of the wider Imperium, remaining ignorant of the Warmaster's rebellion and the war that inevitably followed. Only once their primarch, Jaghatai Khan, had satisfied himself that the path before them was just and true did the White Scars choose a side, taking the fight to the traitors on every front. But, four years later, the Legion's unfettered spirit has been broken by relentless attritional warfare against the Death Guard and the Emperor's Children. The Khan's Stormseers must find a clear route to Terra if they are to take part in the final, apocalyptic battle.

Angels of Darkness

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.

Garro

Games Workshop Battle-Captain. Knight Errant. Agentia Primus. Hero. Nathaniel Garro's journey through the Horus Heresy has been long and hard - this is his story. From out of the shadows of the Silent War, a new hero emerges. Clad all in grey, an errant warrior of the Legiones Astartes kneels before the Regent of Terra and accepts a solemn new duty - Battle-Captain Garro, once commander of the Eisenstein, is now Agentia Primus of Malcador the Sigillite. From the desolation of Isstvan to the halls of the Imperial Palace itself, Garro stands as a paragon of loyalty and protector of the innocent, ever ready to strike back at the traitorous allies of the Warmaster. But he is walking a dangerous path of his own, one that may lead him to question his place in the Imperium... and what if he, too, should falter?

Deliverance Lost

Games Workshop Book eighteen in the New York Times bestselling series As the Horus Heresy divides the Imperium, Corax and his few remaining Raven Guard escape the massacre at Isstvan V. Tending to their wounds, the bloodied Space Marines endeavour to replenish their numbers and take the fight to the traitor Warmaster. Distraught at the crippling blow dealt to his Legion, Corax returns to Terra to seek the aid of his father - the Emperor of Mankind. Granted access to ancient secrets, Corax begins to rebuild the Raven Guard. But not all his remaining warriors are who they appear to be... the mysterious Alpha Legion have infiltrated the survivors and plan to destroy the Raven Guard before they can rebuild and threaten Horus's plans.

Garro: Vow of Faith

Long has been the road of Nathaniel Garro. After escaping the treachery of Isstvan III aboard the Eisenstein, he was gifted with new purpose as the Agentia Primus of the Knights Errant - and yet, Garro has become listless as the full extent of Malcador the Sigillite's plans for the future are revealed, questioning his place in the galaxy once more. Even as the armies of the Warmaster draw near, Garro strikes out into the wastes of holy Terra. The object of his search? None other than the Living Saint, Euphrati Keeler.

Sons of the Selenar

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.

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?

Blood of the Emperor: A Primarchs Anthology

Games Workshop Get new insights into several of the primarchs in tales set across the Great Crusade and the Horus Heresy. A weak Cthonian boy forges a bloody destiny among the stars. Tribal warriors hunt a beast in the Fenrisian snows. Prosperine sorcerers seek hidden secrets. The Emperor's Praetorian shows his ruthless side. Alpharius submits to questioning over a brutal campaign, and Mortarion returns to Terra for the first time since his ascension to daemonhood. Each of these six tales provides you with a new look at one of the primarchs, the demigod sons of the Emperor. Once brothers-in-arms, these legendary heroes fell into war and strife, loyalist and traitor. But each remains a mighty lord of warriors and leader of men, and each has tales to tell... CONTENTS Lupus Daemonis by Graham McNeill Skjalds by Nick Kyme The Sixth Cult of the Denied by David Guymer The Will of the Legion by Andy Clark Council of Truth by Mike Brooks Terminus by Chris Wraight