

Praetorian Of Dorn

The Horus Heresy reaches the Solar System - will the defences of Rogal Dorn and his Imperial Fists hold against the onslaught? Recalled from the Great Crusade after Ullanor, Rogal Dorn and the VIIth Legion were appointed as the Emperor's praetorians – but only after the Warmaster's 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 the Imperial Fists prove inadequate. With all eyes fixed firmly upon this new threat beyond the gates of Terra, who will protect Dorn from the enemy within?

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Black Library presents the Masterworks – a curated collection of novels celebrating the very best science fiction and fantasy set in the worlds of Warhammer. It is the 31st millennium. Under the benevolent leadership of the Immortal Emperor, the Imperium of Man has stretched out across the galaxy. It is a golden age of discovery and conquest. But now, on the eve of victory, the Emperor leaves the front lines, entrusting the great crusade to his favourite son, Horus. Promoted to Warmaster, can the idealistic Horus carry out the Emperor's grand plan, or will this promotion sow the seeds of heresy amongst his brothers? Horus Rising is the first chapter in the epic tale of the Horus Heresy, a galactic civil war that threatened to bring about the extinction of humanity.

Praetorian of Dorn 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 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...

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 Dark Angels Legion go to war, but their primarch's brutal actions threaten to tear apart the fragile alliance of Imperium Secundus. With the Dark Angels spread across a hundred systems, primarch Lion El'Jonson stands as Lord Protector of Ultramar – though his true motives are known to few indeed, and old rivalries on his home world threaten to tear the Dark Angels Legion in half. But when word comes of the Night Lords' attack on Sotha, the Lion's brutal actions bring Imperium Secundus once again to the brink of civil war. Not even the most fearsome warriors of the Dreadwing, nor any arcane secret of the Order, can guarantee victory if he sets himself against his loyal brothers.

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.

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.

Book 2 in The Horus Heresy: The Siege of Terra. Essential reading for all Horus Heresy fans. On the thirteenth day of Secundus, the bombardment of Terra began... With the solar defences overcome through the devastating strength of the Traitor armada and the power of the warp, Horus launches his assault on the Throneworld in earnest. After withstanding a ferocious barrage of ordnance, an immense ground war commences outside the Palace with every inch gained paid for in the lives of billions. The front lines are beyond horrific and the very air is reduced to poison and blood. Bodies are thrown into the meatgrinder but the outer redoubts cannot possibly hold for long, even with the loyal primarchs to reinforce them. For Horus has his own generals to call upon... Between the plague weapons of Mortarion and the fury of Angron, the defenders face a losing battle.

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.

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.

In a follow-up to *Out of the Shadows*, the descendants of Lieutenant Ellen Ripley are constantly thwarted by the Weyland-Yutani Corporation in the company's unceasing efforts to weaponize the aliens. Original.

Launch title in *The Horus Heresy: Primarchs* series, a brand new sequence of novels from Black Library. Long before the coming of the Imperium, the realm of Ultramar was ruled by Roboute Guilliman, the last Battle King of Macragge. Even after learning of his true heritage as a primarch son of the Emperor of Mankind, he strove to expand his domain as efficiently and benevolently as possible, with the XIII Legion Ultramarines as his alone to command. Now, facing a rival empire on the ork-held world of Thoas, Guilliman must choose his weapons carefully – otherwise his dream of a brighter future could be lost forever.

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?

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.

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.

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.

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.

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 demonic 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.

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.

Advancing to the ranks of Scouts after surviving the Fists' brutal recruitment regime, rivals Zatori, du Queste and Taloc find their loyalty to the Emperor sorely tested when they are sent to the planet of Vernalis. Original.

The vicious Night Lords Legion attempt to destroy any hope for the future of humanity. With the noble Emperor Sanguinius ruling from Macragge, Imperium Secundus stands as a lone beacon of hope even as the Warmaster's forces continue to ravage the rest of the galaxy. Roboute Guilliman, still Master of Ultramar, has convinced his brother that Terra has fallen and that the mysterious Mount Pharos on Sotha now holds the key to mankind's future. But the Night Lords, those cruel and pitiless sons of Konrad Curze, have been watching from the shadows, and make ready to launch their long-planned attack on the Pharos itself...

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.

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.

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.

Exiled, hunted and reviled, the Thousand Sons Legion are adrift – as is their primarch, Magnus. But with his power and personality fracturing, drastic action is needed by the Legion if they are to avoid losing their gene-father forever. After the razing of Prospero, Magnus the Red spirited the Thousand Sons away to the aptly un-named Planet of the Sorcerers, deep within the Eye of Terra. Removed from the concerns of the galaxy at large and regarding the Warmaster's unfolding Heresy with cold detachment, he has dedicated his hollow existence to the preservation of all the knowledge once held in the great libraries of Tizca, should mankind ever seek such enlightenment again. But his sons can see the change in their primarch – he is a broken soul, whose mind and memories are slipping away into the tumult of the warp. Only by returning to the scenes of his greatest triumphs and tragedies can they hope to restore him, and allow the Crimson King to be crowned anew by the Ruinous Powers.

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 ravaging 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.

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 crumble 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?

Book 49 in the global best selling Horus Heresy series. Can the ferocious forces of Lemman Russ' Space Wolves legion end the traitors onslaught... The time has come for Lemman 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...

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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.

Jaghatai Khan and his White Scars Legion must choose - the Emperor or Horus? Fresh from their conquest of Chondax and the discovery of Horus's rebellion, Jaghatai Khan's warriors stand divided. Long considered one of the less trustworthy Legions, many of the White Scars claim to owe their loyalty exclusively to Terra, and others still to the Warmaster and his warrior lodges. But when a distress call from Leman Russ of the Space Wolves brings the wrath of the Alpha Legion to Chondax, the Khan's hand is forced and the decision must be made – in the great war for the Imperium, will he side with the Emperor or Horus?

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?

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.

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?

With Imperium Secundus a failed dream, the primarchs of the Triumvirate swear to reach Terra and defend the Imperium's heart. But danger awaits them, and their destinies are in their hands... Imperium Secundus lies revealed as a heretical folly. Terra has not fallen, though it remains inaccessible. Sanguinius, Guilliman and the Lion El'Johnson, the primarchs of the Triumvirate, must reach Terra at all costs. They seek to defend the Emperor, and to atone for their sins. But the Ruinstorm, a galaxy-wide maelstrom of chaos, hides the Throneworld from the primarchs. Now the fleets of three Legions depart Macragge, and the primarchs will stop at nothing to overcome the Ruinstorm. Yet an insidious enemy watches their every move, and plots against the weaknesses of the errant sons of the Emperor. Each has his own inner storm, linkand each marches towards his own ruin.

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.

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