

## The Horus Heresy Book Six Forge World Webstore

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.

Led by their primarchs, the Word Bearers and World Eaters Legions ravage the realm of Ultramar The Shadow Crusade has begun. While the Ultramarines reel from Kor Phaeron's surprise attack on Calth, Lorgar and the rest of the Word Bearers strike deep into Ultramar. Their unlikely allies, Angron and the World Eaters, continue to ravage each new system they come across – upon the garrison planet of Armatura, this relentless savagery may finally prove to be their undoing. Worlds will burn, Legions will clash and a primarch will fall.

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 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, John French and many more. Also, in the novella The Seventh Serpent, Graham McNeill revisits the ragtag crew of the starship Sisypheum as they are drawn into a war of subterfuge against the Alpha Legion. 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...

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.

Anthology of short stories revealing the untold tales of the Underworld War. The Heresy came to Calth without warning. In just a few hours of betrayal and bloodshed, the proud warriors of the XIIIth Legion – Guilliman's own Ultramarines – were laid low by the treachery of their erstwhile brothers of the XVIIth. Now, as the planet is scoured by solar flares from the wounded Veridian star, the survivors must take the fight to the remaining Word Bearers and their foul allies, or face damnation in the gloomy arcology shelters beneath the planet's surface. A collection of stories by authors including Dan Abnett, Aaron Demsbki-Bowden and Rob Sanders. The battle for Calth is far from over...

In the wake of the Dropsite Massacre at Isstvan V, the survivors of the Salamanders Legion searched long and hard for their fallen primarch, but to no avail. Little did they know that while Vulkan might have wished himself dead, he lives still. As the war continues without him, all eyes turn to Ultramar and Guilliman's new empire there, and Vulkan's sons are drawn into an insidious plot to end the Heresy by the most underhand means imaginable.

Book eight in the New York Times bestselling series Now that the news of Horus's Treachery is in the open, a time of testing has come. Some Legions have already declared allegiance to the Warmaster, while the loyalty of the others lies firmly with the Emperor. As Horus deploys his forces, loyalist Astartes learn that the Wordbearers are sending a fleet to Ultramar, home of the Ultramarines. Unless they can intercept and destroy it, the Ultramarines may suffer a blow from which they will never recover. Battle for the Abyss continues the epic tale of the Horus Heresy, a galactic civil war that threatened to bring about the extinction of humanity.

Book 6 in the best-selling mini-series, The Horus Heresy: Siege of Terra The Inner Walls are breached. Traitor vanguards tear towards the heart of the Palace, sensing victory. Desperate gambits are attempted: an unwilling saint is released into the ruins, as well as an enthusiastic sinner. A black sword rises, forged from spite, ready to create a legend. But amid the slaughter, Jaghatai Khan, Warhawk of Chogoris, prepares to launch the most audacious strike of the conflict. His goal is nothing less than the liberation of the Lion's Gate space port. Cut off from any help, he stakes everything on one desperate counter-offensive, launched against an old enemy who has been made far greater than he ever was before. As the White Scars ride out against the newly crowned lords of life and death, they know that defeat for them dooms not only the Legion, but Terra itself.

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...

Massive anthology of short stories themed around the guerrilla war waged by the remnants of the three Space Marine Legions massacred at Isstvan V. Driven almost to the brink of self-destruction at Isstvan V, the Iron Hands now seek vengeance for the murder of their primarch Ferrus Manus. Gathering survivors from the Raven Guard and the Salamanders aboard any vessels capable of warp travel, these Shattered Legions wage a new campaign of annihilation against the traitor forces across the galaxy – a campaign masterminded by legendary warleader

Shadrak Meduson. This Horus Heresy anthology contains ten short stories by authors including Dan Abnett, Chris Wraight and John French. Also included is the novella The Seventh Serpent, where author Graham McNeill revisits the ragtag crew of the starship Sisyphus as they are drawn into a war of subterfuge against the Alpha Legion.

A Red Peace, first in Spencer Ellsworth's Starfire trilogy, is an action-packed space opera in a universe where the oppressed half-Jorian crosses have risen up to supplant humanity and dominate the galaxy. Half-breed human star navigator Jaqi, working the edges of human-settled space on contract to whoever will hire her, stumbles into possession of an artifact that the leader of the Rebellion wants desperately enough to send his personal guard after. An interstellar empire and the fate of the remnant of humanity hang in the balance. Spencer Ellsworth has written a classic space opera, with space battles between giant bugs, sun-sized spiders, planets of cyborgs and a heroine with enough grit to bring down the galaxy's newest warlord.

The Space Marines of the Adeptus Astartes have inducted young Ragnar Blackmane, but he must learn to control his bestial instincts in order to become an effective soldier. Reprint.

Lord-Celestant Arkas Warbeast of the Celestial Vindicators returns to restore order to the lands that he ruled in his mortal life, lands now befouled by the verminous hordes of the skaven Clans Pestilens. The once noble tribes of Ursungorod in Ghur have almost entirely fallen to Chaos, and an infestation of Clans Pestilens skaven has amassed in the caverns beneath the snowy tundra. There, Poxmaster Felk is on the brink of opening a vital realmgate – but Sigmar intends to seize this portal for himself. Arkas Warbeast, Lord-Celestant of the Celestial Vindicators, was once a mortal ruler of these lands. Now, with the aid of the Knights Excelsior, he has returned to free his kingdom from the clutches of Chaos and claim the realmgate in his God-King's name. But first he must vanquish the ghosts of his past and overcome his own conflicted nature, in order to unleash the beast within.

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.

The sixth title in The Horus Heresy: Primarchs series, focusing on Fulgrim, primarch of the Emperor's Children Legion. Lord of Chemos and bearer of the Palatine Aquila, Fulgrim, primarch of the Emperor's Children, is determined to take his rightful place in the Great Crusade, whatever the cost. A swordsman without equal, the Phoenician has long studied the art of war and grows impatient to put his skills, and those of his loyal followers, to a true test. Now, accompanied by only seven of his finest warriors, he seeks to bring a rebellious world into compliance, by any means necessary. But Fulgrim soon learns that no victory come without cost, and the greater the triumph, the greater the price one must pay...

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

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.

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.

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 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.

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.

An inexperienced soldier receives his first taste of the horrors of combat against the monstrous orks on the nightmarish, futuristic battlefields of the Warhammer 40,000 world. Original.

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

Novamarine and Blood Drinker Space Marines battle genestealers on an infested space hulk After pursuing an insidious genestealer cult across the sector for years, Chapter Master Caedis of the Blood Drinkers stands ready to destroy the original source of the infection - the vast and mysterious space hulk designated Death of Integrity. However, immediately coming into conflict with both their brothers in the Novamarines Chapter and the priesthood of the Adeptus Mechanicus, the Blood Drinkers must reign in their more aggressive instincts and accept the possibility that the hulk itself may be of value to the Imperium...

Vulkan lies in state beneath the Fortress of Hera, and yet many of his sons still refuse to believe that he is truly dead. After a seemingly miraculous rescue by the Ultramarines, Artellus Numeon, once captain of the Pyre Guard, urges the other Salamanders on Macragge to leave Imperium Secundus and return their primarch's body to the home world of Nocturne - there to be reborn in the flames of Mount Deathfire. But Numeon grapples endlessly with his doubts and fears for the future of the Legion, while their foes seek to carve out new destinies of their own...

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.

Following events described in 'Sons of Fenris', the Space Wolves find themselves under attack from all sides by the Thousand Sons Chaos Space Marines. In a last-ditch attempt to stop their ancient enemy, Ragnar and his battle-brothers launch a lightning strike on the Thousand Sons' base.

The 30th book in the New York Times bestselling series In the aftermath of the Dropsite Massacre at Istvan V, a battered and bloodied force of Iron Hands, Raven Guard and Salamanders regroups on a seemingly insignificant death world. Fending off attacks from all manner of monstrous creatures, the fractious allies find hope in the form of human refugees fleeing from the growing war, and cast adrift upon the tides of the warp. But even as the Space Marines carve out a sanctuary for them in the jungles of Pythos, a darkness gathers that threatens to consume them all...

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 Librarian 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.

Acts is the sequel to Luke's gospel and tells the story of Jesus's followers during the 30 years after his death. It describes how the 12 apostles, formerly Jesus's disciples, spread the message of Christianity throughout the Mediterranean against a background of persecution. With an introduction by P.D. James

A stunning artefact book for fans of the Horus Heresy From the ashes of the Great Crusade, treachery was born. Always first among the superhuman primarchs, the newly dubbed Warmaster Horus turned his back upon the Emperor and embraced the dark powers of Chaos. With fully half the military might of the fledgling Imperium at his command, he set his sights upon the throne of Holy Terra and waged a war which would divide the galaxy forever... Visions of war, visions of darkness, of treachery and death – all of this and more is contained within this heretical volume. Iconic depictions of the Space Marine Legions and the heroes that commanded them are presented alongside artwork from renowned artists Neil Robert, as well as brand new historical notes on the Warhammer 40,000 universe by Alan Merrett. Witness the end of an era and the beginning of something far darker, as the Heresy continues to unfold.

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.

Shattered Legions Games Workshop

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.

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.

A new anthology of short stories delving into the secret history of the Horus Heresy. After the betrayal at Istvan, Horus begins his campaign against the Emperor, a galaxy-wide war that can lead only to Terra. But the road to the final confrontation between father and son is a long one – seven years filled with secrecy and silence, plans and foundations being formed across distant stars. An unknown history is about to be unveiled as light is shed on the darkest years of the Horus Heresy, and revelations will surface that will shake the Imperium to its very foundation...

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