

War Without End The Horus Heresy

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...

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. 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

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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.

Words alone can no longer convey the horrors of the war that now grips the Imperium. In what should have been an age of enlightenment and glorious triumph, instead warriors on both sides reel from the twin agonies of betrayal and bloodshed. The hatred of a sworn foe, the ire of a primarch, or the unholy wrath of a daemon-lord - none but the mighty Space Marines can hope to weather such torments unscathed...

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

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Pythos, a darkness gathers that threatens to consume them all...

Book 53 in the bestselling series, The Horus Heresy. Horus's armada gathers, and he has defeated all enemies sent against him, even the Emperor's own executioner. One barrier remains before he can strike for Terra and lay waste to the Emperor's dream. The Beta Garmon system occupies the most direct and only viable route to the Solar System and Terra. To break it, Horus assembles a war host of incredible proportions and Titans in untold numbers. To lose here is to lose the war and Horus has no intention of turning back. But the Imperium understands the importance of Beta Garmon too. A massive army is arrayed, comprised of near numberless Army cohorts and a mustering of Titans to challenge even the martial might of the Warmaster. Titans fight against Titans as the God Machines of Loyalists and Traitors alike go to war. This conflict will be like no other before it, a worldending battle that will determine the next phase of the war.

An introductory bundle deal containing two great Horus Heresy anthologies - War without End and Eye of Terror An introductory bundle deal containing two great Horus Heresy anthologies - War without End and Eye of Terror. These anthologies by some of the best Black Library authors, allows the reader to get a broad overview of the Horus Heresy rebellion.

A brand-new anthology of Horus Heresy short fiction featuring stories by Dan Abnett, Chris Wraight, Aaron Dembski-Bowden, John French and more. As the darkness of

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mankind's internecine war slowly consumes the galaxy, those who still serve the Throne are forced to fight for both their own survival and the continued existence of everything they hold dear. With the threat of the Warmaster Horus' fleet looming ever closer to Terra, it will fall to such heroes to halt the tide, but the enemies arrayed against them are powerful and the burden of loyalty is great... This Horus Heresy anthology contains two novella-length tales - *The Wolf King* by Chris Wraight and *Cybernetica* by Rob Sanders - as well as six short stories by popular Black Library authors including Dan Abnett, Aaron Dembski-Bowden, Gav Thorpe and John French. A thousand years after the Heresy, the Space Wolves find themselves outgunned as the Thousand Sons invade Fenris. Contains the prequel novella *The Hunt for Magnus* and the novel *Battle of the Fang*. *The Hunt for Magnus* It is the end of the thirty-second millennium. For two thousand years, since the fall of Prospero, the Space Wolves have hunted their greatest foe, the quarry who escaped them on that benighted world: Magnus the Red, sorcerer-primarch of the Thousand Sons. Now, Great Wolf Harek Ironhelm has the traitor primarch's scent... Determined to finish what Lemar Russ began, Ironhelm sets out to capture and kill his prey, and the *Hunt for Magnus* begins. *Battle of the Fang* It is M32, a thousand years after the Horus Heresy. The Scouring is over and the Imperium at the height of its post-Crusade power. When Magnus the Red is tracked down to Gangava Prime, the Space Wolves hasten to engage the daemon primarch. Even as Great Wolf Harek Ironhelm closes on his ancient enemy, the *Fang* on the Space Wolves home world is besieged by a massive force of Thousand Sons. A desperate battle ensues as the skeleton forces of Wolf Lord Vaer Greylock

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attempt to hold back the attacking hosts before the last of his meagre defences gives in. Though a single Scout ship survives to summon Great Wolf Harek Ironhelm back to Fenris, none of the defenders truly realise the full scale the horror that awaits them, nor what the Battle for the Fang will cost them all.

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...

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...

In the immediate aftermath of the Word Bearers' attack on Calth, survivors from both sides were driven into the subterranean shelters. Now the Ultramarines face a new war in the underworld. In the immediate aftermath of the Word Bearers' attack on Calth, survivors from

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both sides were driven into the subterranean arcology shelters by the tortured Veridian star. While their primarch Roboute Guilliman had planned for many seemingly unthinkable eventualities, the Ultramarines now face a new war in the underworld - could Steloc Aethon, renowned captain of 'the Honoured' 19th Company, be the one to lead them to ultimate victory over the traitors? Perhaps, if he can master his own bitter desire for vengeance...

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 an experienced journalist's eye, La Guardia offers a close look at the Israelis as they come to terms with the "post-Zionist" demolition of national myths and the Palestinians as they try to build their own state. 16 illustrations.

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

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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.

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?

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

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fourteen stories by some of Black Library's top authors, including James Swallow, Chris Wraight, Anthony Reynolds and many more."

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.

From the battlefields of Phall and Isstvan to the haunted shadows of Terra itself, the Horus Heresy rages on across the galaxy in this collection of short stories and novellas.

War Without End Deathfire Black Library

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.

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.

The Emperor's vision of mankind ascendant lies in tatters. But with Horus's rebellion spreading to every corner of the Imperium and war engulfing new worlds and systems almost daily, there are some who now ask: were the signs there to be seen all along? In these dark times, only one thing is certain - the galaxy will never know peace again, not in this lifetime or a thousand others ...

This Horus Heresy anthology contains twenty-one short stories by David Annandale, Aaron Dembski-Bowden, Gav Thorpe, Chris Wraight, Guy Haley, James Swallow, Nick Kyme, Rob Sanders, John French, Andy Smillie and Graham McNeill.

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.

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

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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.

The story of Asurmen, the Hand of Asuryan, the first and greatest of the eldar Phoenix Lords. The Phoenix Lords are demigods of battle, warriors whose legends span the stars. They are embodiments of the warrior nature of the eldar, and each walks his own path. The first, and greatest, is Asurmen, the Hand of Asuryan. Since he led his people from destruction at the time of the Fall, he has guided his children, the Dire Avengers, in defending the remnants of the eldar as they plan their rise back to galactic dominance. A superlative warrior and peerless leader, Asurmen is one of the greatest hopes of the eldar race.

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 Lemman 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 for Calth continues in the haunted shadows of the planet's underworld. Long considering themselves persecuted by the rest of the Imperium, the apostles of the XVIIth

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Legion have courted sedition, betrayal and even open heresy for decades. But for Kurtha Sedd of the Third Hand Chapter, the Word Bearers' assault on Calth has proven... troubling. Drawn into the haunted shadows of the planet's underworld, the Chaplain and his devout brethren must now put aside all other concerns and continue to wage war against the Ultramarines, no matter the ultimate cost.

The Emperor's vision of mankind ascendant lies in tatters. But with Horus' rebellion spreading to every corner of the Imperium and war engulfing new worlds and systems almost daily, there are some who now ask: were the signs there to be seen all along? In these dark times, only one thing is certain-- the galaxy will never know peace again, not in this lifetime or a thousand others.

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.

The New York Times bestselling series continues Only from out of great conflict can true heroes arise. With the galaxy aflame and war on an unimaginable scale tearing the Imperium apart, champions of light and darkness venture onto countless fields of battle in service to their masters. They ask not for remembrance or reward – simply to meet their destiny head-on, and only by embracing that destiny will they come to learn what the unseen future may yet hold for them... This Horus Heresy anthology contains eighteen short stories by authors such as

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Graham McNeill, Aaron Dembski-Bowden, Nick Kyme and many more. Also, Chris Wraight's acclaimed novella 'Brotherhood of the Storm' delves into the nature of the elusive White Scars Legion, and their questionable sense of duty to the Emperor.

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...

Eric Riordan doesn't look for trouble, but trouble has a way of finding him. Two years have passed since the Outbreak. After joining forces with his friend Gabriel he has managed to stay alive by fleeing to the peaks of the Appalachian mountains. With supplies running low, and enemies gathering, the two survivors are forced to begin their journey west to Colorado. Along the way they will find unexpected allies, reunite with old friends, and make deadly new enemies. As difficult as life has been, the most dangerous times lie ahead. Nothing is ever easy at the end of the world. [Show More](#) [Show Less](#)

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

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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.

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.

Book fifteen in the New York Times bestselling series *The Emperor is enraged*. Primarch Magnus the Red, of the Thousand Sons Legion, has made a catastrophic mistake and endangered the safety of Terra. With no other choice, the Emperor charges Lemar Russ, Primarch of the Space Wolves, with the apprehension of his brother from the Thousand Sons' home world of Prospero. This planet of sorcerers will not be easy to overcome, but Russ and his Space Wolves are not easily deterred. With wrath in his heart, Russ is determined to bring Magnus to justice and the events that decide the fate of Prospero are set in motion.

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The Emperor's most trusted guardians fight beside his elite witch-hunters to defend the Golden Throne. The Custodian Guard have stood watch over the Emperor's Palace on Terra since the foundation of the Imperium. Charged with protecting the Master of Mankind from all threats, within and without, their fearsome resolve is renowned throughout the galaxy, and their golden armour is the last thing that a would-be assassin or saboteur will ever see. Alongside the Null-maidens of the Sisters of Silence, who are anathema to psykers and sorcerers alike, there is no threat to the Golden Throne that they alone cannot vanquish... until now.

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