

## Legion Army List Horus

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<i>Legion Army List Horus</i>	<i>2021-09-15</i>
DAVILA GAIGE	

*Praetorian of Dorn* Games Workshop

In this second installment in the trilogy, Thirianna embarks upon the mysterious Path of the Seer, which leads her to the otherrealm of the warp where daemons are made flesh and nightmares manifest – and where she is free to unleash her psychic powers. Original.

*Prospero Burns* 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.

*Corax Lord of Shadows* Games Workshop

An amazing collection of Horus Heresy Primarch short stories. A must have for all fans of Horus Heresy Canticle by David Guymer Crash landed upon a world of perpetual gloom, a young Ferrus Manus is forced to fight for his survival. Upon discovering a strange vessel, he investigates the ship but quickly finds himself battling monstrosities he is ill-prepared for. The Verdict of the Scythe by David Annandale Heavily criticised by his brothers over the brutal campaign at Galaspar, Mortarion attempts a new approach during the compliance of Absyrtus. However, discovering treachery at every turn, the Lord of Death must accept an unavoidable truth. A Game of Opposites by Guy Haley Jaghatai Khan makes a virtue of being unknowable, yet Warsmith Xyrokles has studied the Warhawk’s teachings. Choosing to step into the trap laid for him, the Khan of Khans teaches the traitors just how deadly their ignorance truly is. Better Angels by Ian St. Martin Art and war stand fist in glove where it concerns the warriors of the IX Legion. Wending a path through their turbulent history, during the days of the Great Crusade and the Horus Heresy, a Blood Angels neophyte then legionary tries to capture the essence of beauty and art to present to his primarch, Sanguinius. The Conqueror’s Truth by Gav Thorpe Brought aboard the Nightfall, the remembrancer Ares desires to witness the glory of the Great Crusade. The primarch of the Night Lords, Konrad Curze, grants her request, sending her as a witness to a compliance of his Legion first hand, but in so doing reveals a dark and inconvenient truth. The Sinew of War by Darius Hinks After having crushed a rebellion in Illyria, a young Roboute Guilliman returns to the capital of Macragge City to be reunited with his father, Konor, only to discover insurrection and unrest running rampant. The Chamber at the End of Memory by James Swallow As the Siege of Terra nears, Rogal Dorn uncovers a series of bizarre deaths within the inner walls of the Palace. To find the truth, and faced with no other choice, the primarch must defy the edict of Nikaea and return his Librarian to service, but what he discovers will shake him to his very core. First Legion by Chris Wraight Locked in the midst of the Rangdan Xenocides, the Dark Angels of the First Legion are contacted by a mysterious warship under the command of Alpharius. When the stranger begins to ask questions about the campaign, he is summoned to the presence of the Lion himself for judgement.

**A Thousand Sons** Games Workshop

Book 10 of the succesful 'Horus Heresy Primarchs' Series. Focusses on Corax, the Primarch of the Raven Guard. During the Great Crusade, it falls to the primarch Corax of the Raven Guard to humble the immense void-cities of the Carinae. Determined to bring these worlds into compliance, he unleashes the might of his Legion and a massive war host of the Imperial Army. But the lords of Carinae are well defended and without remorse. At the height of the conflict, at the void-city of Zenith, a dread bio-weapon from an ancient time is unleashed. At once, the Imperial force is brought to its knees, as allies are turned against each other and the Raven Guard left to face almost insurmountable odds. As the campaign teeters on the brink of failure, Corax’s desire for vengeance is severely tested against the need for a swift and certain resolution to the war.

*Liber Astartes* Games Workshop

A quest to save his brother turns into a war of worlds. Every child born in Galaria hears the stories. The elders whisper by their hearths about the empire that was and the demons that sent them into hiding, but Jamelin never believed it. Not until a demon stole his brother.Ignoring the law and abandoning everything he knows, Jamelin leaves to save his younger brother; however, beyond Galaria, a war looms. Fae and humans fight for dominion. They show no mercy. When an unexpected blood binding ties him to a fae, Jamelin discovers the truth. About Galaria's future. About the magic he shouldn't have and what really happened to his brother.But all answers come with a price. To get to his brother, Jamelin will have to join the fae army, fighting against his own kind. Despite their powers, the fae cannot predict the mad mortals who push further into their lands, and if Jamelin wants to get close enough to the god-like monster responsible for his brother's abduction, he will have to prove himself. Jamelin will do whatever it takes - no matter how monstrous - to save his brother. Time-bending tangled webs loom. Ancient rivalries reawaken, and the bloody path meant to save his brother might just be a march to the gallows.

*Liber Hereticus* Black Library

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 Sisyphium as they are drawn into a war of subterfuge against the Alpha Legion.

**The Primarchs** Games Workshop

Book nine in the New York Times bestselling series This is a reissue of 9781849708173 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.

*Horus Rising* Games Workshop

As the Great Crusade burns across the stars, the primarch of the White Scars, Jaghatai Khan, must decide where his true allegiance lies. Ever since the Imperium's rediscovery of the world of Chogoris, the White Scars' culture of warrior mysticism has sat uneasily with the ideals of Unity. As the Great Crusade burns across the stars, their enigmatic primarch Jaghatai Khan fights to preserve his Legion's distinctiveness amid a galaxy where cold rationality holds sway. Despite his self-imposed isolation, others in the brotherhood of primarchs seek to draw him into the greatest ideological battle of them all: the place of psychic power within the Legions. As the 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.

**Betrayer** Games Workshop

Re-release of the mass market edition of the first novel in the best selling Horus Heresy series Under the benevolent leadership of the Immortal Emperor the Imperium of Man has stretched out across the galaxy. On the eve of victory, the Emperor leaves the front lines, entrusting the great crusade to his favorite son, Horus. Promoted to Warmaster, the idealistic Horus tries to carry out the Emperor'sgrand design, all the while the seeds of heresy and rebellion have been sowed amongst his brothers.

*Black Legion* 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 XVlth 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?

**Scars** Dc Comics

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.

**Titanicus** Games Workshop

Created in the Emperor's own image, the primarchs had long thought themselves to be princes of the universe and masters of their own destiny--they led the Space Marine Legions in glorious conquest of the galaxy, and no enemy of the Imperium could stand against them. However, even amongst this legendary brotherhood, the seeds of dissent has been sown long before the treacherous Warmaster Horus declared his grand heresy. Gathered within this anthology are four novellas focusing on some of the mightiest warriors and leaders that mankind has ever known--Fulgrim, Ferrus Manus, Lion El'Jonson and the twin primarchs Alpharious and Omegon--and the roles that they may have yet to play in war which threatens to change the face of the Imperium forever.

*Garro: Legion of One* Games Workshop

When the long-lost craftworld Ziasuthra reappears, Iyanna Arienal and Yvraine of the Ynnari lead an expedition to it in hope of retrieving the last cronesword. Still reeling from the advent of the Great Rift and the ravages of the tyranids, the aeldari inhabitants of Iyanden are shocked when they receive a message from a long-lost craftworld. Missing for millennia, the craftworld of Ziasuthra has suddenly reappeared from its sanctuary in the warp, and its denizens wish to make contact. Led by the Spiritseer Iyanna and Yvraine, the Emissary of Ynnead, a small force of craftworld aeldari head to Ziasuthra to open negotiations with their brethren. Behind their surface desire to help, however, Iyanna and Yvraine have a stronger motive: they are seeking the final cronesword, which could lie hidden behind ancient web portal on this craftworld. But how co-operative will the mysterious Ziasuthrans prove to be, or do they too have their own agenda?

Vengeful Spirit Games Workshop

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?

Extermination Games Workshop

The ancient eldar are a mysterious race, each devoting their life to a chosen path which will guide their actions and decide their fate. Korlandril abandons peace for the Path of the Warrior. He becomes a Striking Scorpion, a deadly fighter skilled in the art of close-quarter combat. But the further Korlandril travels down this path, the closer he gets to losing his identity and becoming an avatar of war.

The Talon of Horus Games Workshop

"Within this book the Legiones Astartes are revealed at the apex of their glory, in the infamous Age of Darkness that was the brutal crucible of the Horus Heresy. The legendary Space Marine Legions of the 31st Millennium fielded a diverse range of genetically enhanced warriors and unique war machines, superior to any other military force in the galaxy. These were the tools that had forged the Imperium and those that would all but destroy it in the fires of rebellion. Herein are contained details of the warriors and war machines of these Space Marine Legions that turned against the Emperor of Mankind during the dark age of the Horus Heresy. Includes army list profiles for the Legiones Astartes, allowing players to build and field Space Marine Legion armies using all of the Core units available. Also includes full details of the Traitor Legions, as well as the rules needed to represent them on the battlefield" -- back cover.

**The Defence of Ryza** Games Workshop

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 Leman 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.

Sons of the Hydra Games Workshop

An Alpha Legion warband goes 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.

Codex Chaos Space Marines Games Workshop

Book twelve in the New York Times bestselling series The Great Crusade is at its height, and the Thousand Sons are its most dedicated warriors. Though utterly loyal, the Legion of Magnus the Red is viewed with suspicion for its arcane methods. Feared by the Imperium he has sworn to serve, Magnus is called to the planet of Nikaea to answer charges of sorcery. When the ill-fated primarch foresees the treachery of Warmaster Horus and warns the Emperor with forbidden powers, the Master of Mankind dispatches Leman Russ, Primarch of the Space Wolves, to attack Prospero. But Magnus has seen far more than the betrayal of Horus and his revelations will seal the fate of his Legion forever.

Alpharius: Head of the Hydra Games Workshop

"Within this book the Legiones Astartes are revealed at the apex of their glory, in the infamous Age of Darkness that was the brutal crucible of the Horus Heresy. Presented herein are details of those Space Marine Legions that remained loyal to the Emperor of Mankind during the turmoil of the Horus Heresy, including Army List Profiles for the vast panoply of the Legiones Astartes, allowing players to build and field Space Marine Legion armies using all of the core units available. This book also includes full details of the warriors, wargear and tactics of the Loyalist Legions, as well as the rules needed to represent them on the battlefield." -- back cover.