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Fulgrim The Horus Heresy 5 2021-08-07

MORROW BREWER

The Primarchs 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?

Lorgar 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...

Sons of the Selenar Games Workshop

Black Library presents the Masterworks - a curated collection of novels celebrating the very best science fiction and fantasy set in the worlds of Warhammer. On an Imperial outpost world on the fringes of tau space, the renowned Commissar Ciaphas Cain and his fractious regiment of Valhallan Guard, newly created from the remnants of two devastated units, find themselves in the middle of a war. As the Astra Militarum struggle to contain worldwide civil insurrection, can the wily Commissar Cain identify the real villain before the planet is lost to the Imperium forever?

Clonelord Games Workshop

A great collection of stories for lovers of intrigue, mystery and action. This special volume of Inferno! includes eleven short stories featuring agents of the iconic Imperial Inquisition. From puritan witch hunters to radicals of the Ordo Xenos, these ruthless individuals will stop at nothing to purge the galaxy of heresy in the Emperor's name! Mindshackle by Robert Rath The legendary Inquisitor Katarinya Greyfax recounts the tale of how she became part of a necron overlord's collection. Encountering a rogue inquisitor, a mysterious xenos artefact and a chaos-tainted world, she and her valiant retinue of Kappic Eagles come to learn many dark truths about the galaxy... Recongregator by David Annandale In his void-borne pursuit of the heretic saint Ephrael Stern, radical inquisitor Otto Dagover is lured into an ambush by one of his ruthless adversaries in the Ordo Hereticus. But the wily Dagover has more than a few tricks up his sleeve - xenos technology among them - to give him the advantage over his puritan foe. Lepidopterophobia by Dan Abnett Taking place in the epic Ravenor vs. Eisenhorn storyline, this tale sees inquisitorial protégé Medea Betancore scouring the darkest corners of Queen Mab for an esoteric text. She finds what she is looking for, and much more besides, in an obscure bookshop in a dark corner of the city. Here, she is brought face to face with her greatest fears made manifest.

For the Emperor 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 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.

Legion Games Workshop

Placed in command of a Legion he does not want, in service to a father he cannot forgive, Angron gives an ultimatum to his children, one that will set them down a path from which they can never return... As the Emperor travels the galaxy at the head of his Great Crusade, few events are as important as rediscovering his scattered sons, the Primarchs, and bestowing them as the

masters of their Legions. United, a Legion becomes a reflection of its Primarch, both in his strengths and his flaws. For the Twelfth Legion, once the War Hounds and now the World Eaters, the line between strength and flaw is almost impossible to separate. Desperate for his acknowledgement, will the World Eaters follow their father and cast themselves in his broken image or will they resist? And will any of them ever learn who their father was truly meant to be?

Mortis Games Workshop

It is the 31st millennium, and Warmaster Horus continues to conquer the galaxy. Fulgrim, Primarch of the Emperor's Children, leads his warriors into battle against an alien foe. From the blood of this campaign are sown the seeds that will lead this proud Legion to treachery, taking them down the darkest of paths of corruption. Original.

A Thousand Sons Games Workshop

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.

Iron Warriors: The Omnibus Games Workshop Limited

Arthur Franklin is dangerously depressed. His boss has just fired him, his wife is filing for divorce. Emotionally disoriented, he wanders into an art gallery only to be overwhelmed by "The Seduction of Chaos," a painting of hypnotic intensity. He is joined by Jackie, a good-hearted gallery guard eager for someone to talk with. Kristina Lambrisi, the painting's unstable creator, appears. When she tells Arthur that it depicts her horror as a young child in having witnessed the murder of her parents at the hands of a knife-wielding fanatic and commands him to destroy the painting, the three undergo an emotional crisis that changes them forever.

Alpharius: Head of the Hydra 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's grand design, all the while the seeds of heresy and rebellion have been sowed amongst his brothers.

Garro: Vow of Faith Games Workshop

The fifth title in The Horus Heresy: Primarchs series, delving into the story of Lorgar, primarch of the Word Bearers Legion and the first of the Emperor's sons to fall to Chaos. Most devoted of all the primarchs, it was Lorgar who first fell to the lure of Chaos. Once known as Aurelian, this golden son of the Emperor of Mankind found himself an outcast because he worshipped his father as a god. Humbled before the ruins of Monarchia, chastened and brought low, Lorgar yearned for deeper meaning. He found it in the power of Ruin and thus began the descent into heresy. His fate had not always been so. On Colchis, his adopted birth world, Lorgar was not always the zealot, though his path would be nurtured by one: the priest Kor Phaeron.

Lion El'Jonson: Lord of the First Games Workshop

Warsmith Honsou, embittered nemesis of the Ultramarines and champion of Chaos. This omnibus edition collects all of Graham McNeill's Iron Warriors series together in one volume. The Iron Warriors are Chaos Space Marines with unrivalled expertise in the art of siege warfare. With great batteries of artillery and all the favours of the Ruinous Powers at their command, there is no fortress in the galaxy that can stand against them for long. This omnibus follows the schemes of the embittered Warsmith Honsou in his struggles against the hated Space Marines of the Imperium. Drawing upon characters and events from author Graham McNeill's popular Ultramarines series and for the first time in a single publication, Storm of Iron and the novella Iron Warrior are gathered along with short stories The Enemy of My Enemy, The Heraclitus Effect and The Skull Harvest.

War Without End 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.

Guardians of the Forest Games Workshop

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...

Pharos Games Workshop

Drawn back into the deadly machinations of his former Legion, Fabius Bile finds his destiny lies on the galaxy's Eastern Fringe, on a forgotten world called Solemnace. Once a loyal son of the Emperor's Children, Fabius Bile now loathes those he once called brother. But when a former comrade requests his aid on a mission he cannot refuse, Bile is drawn once more into the sinister machinations of his former Legion. Now, accompanied by new allies and old enemies alike, Fabius Bile must travel deep into the wilds of the Eastern Fringe of the galaxy, in search of a world unlike any other. A world which might hold the key to his very survival. A world called Solemnace...

Descent of Angels Black Library

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.

Fulgrim 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?

La herejía de Horus 5. Fulgrim : visiones de la traición Games Workshop

Book 13 in The Horus Heresy Primarch Series Each primarch is an exemplary being, derived from the Emperor's own genetic stock to embody a facet of His personality. Their powers are unfathomable, but only one of them is the First. Lion El'Jonson is the paragon of what it is to be a primarch. His Legion, pre-eminent for most of their long history, typify the virtues of temperance, pride, and martial excellency that the Lion embodies. They are the Emperor's last line and final sanction. They are His Dark Angels. Now, while the Emperor gathers His mightiest sons for an assault on Ullanor Prime, the Lord of the First instead draws his Legion to the farthest reaches of the known galaxy, seeking to subdue a single rebellious world. Is this but another example of the Lion's infamous pride, or is there more afoot amidst that graveyard of empires that is the Ghoull Stars, more than the Lion will share even with his own sons? The Horus Heresy : Angel Exterminatus Games Workshop Containing the novels Nightbringer, Warriors of Ultramar and Dead Sky, Black Sun, plus a connected short story, the series follows the adventures of Space Marine Captain Uriel Ventris and the Ultramarines as they battle against the enemies of mankind. From their home world of Macragge, into the dreaded Eye of Terror and beyond, Graham McNeill's prose rattles like gunfire and brings the Space Marines to life like never before.

Ferrus Manus Games Workshop

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