

The Horus Heresy Book Six Forge World Webstore

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<i>The Horus Heresy Book Six Forge World Webstore</i>	<i>2022-02-05</i>
MARSH POWERS	

The Damnation of Pythos Games Workshop

Book six in the Salamanders series. Five Years have passed since war came to Nocturne.Third Company, still feeling its losses, recovers its strength. And though a small party have ventured out in search of a certain errant fire-born, it is the Salamanders of Fifth Company who must wage war. On Heletine, the Black Legion has come in the name of Chaos and only Brother-Captain Drakgaard's warriors stand in the way of their dark glory. Victory for the Imperium hinges on the alliance between the Salamanders and The Sisters of the Ebon Chalice, warrior zealots and devout servants of the Ecclesiarchy. But there is more to this Promethean War than conquest, and only as the conflict grinds on are the true motives of the enemy revealed...

Garro 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.

Lion El'Jonson: Lord of the First Fantasy Flight Games

Phalanx, the great star fort of the the Imperial Fists, is playing host to Space Marines from half a dozen Chapters, alongside Inquisitors, Sisters of Battle and agents of the Adeptus Mechanicus. They have come together to witness the end of a Space Marine Chapter, as the once-noble Soul Drinkers, now Chaos-tainted renegades and heretics, are put on trial for their crimes against the Imperium. But dark forces are stirring and even this gathering of might may not be enough to guard against the evil that is about to be unleashed... --Publisher.

A Thousand Sons Shattered Legions

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.

Garro: Legion of One Games Workshop

A Stormhost of Sigmar's celestial warriors run a gauntlet of enemies in an attempt to close a dangerous rift that could drown an entire realm in daemons. In the Tephra Crater lies the city of Uryx, a once-proud bastion now overrun by the Bloodbound. Anhur the Scarlet Lord means to use the city to open a gateway to Khorne's own realm and drench all of Klaxus in blood. Only Sigmar's chosen stand in his way - the Warrior Chamber of Orius the Adamantine, one of many fighting a bitter war of liberation in this region. Their quest is a grim one: breach the walls and reach the heart of Uryx to prevent a ritual that will bring about death untold. The hopes of all Klaxus rest on Lord-Celestant Orius - his warriors are many, and heroes all, but to triumph he must defeat not only the forces of Chaos but the demons of his own past.

Proofs of a Conspiracy Games Workshop

Radical Inquisitors turn away from the path of the Puritan and rely upon tools that most consider blasphemous. Heretic allies, alien technologies, and daemon weapons of Chaos are but a few of these instruments chosen by Radicals who believe that the end always justifies the means. This sourcebook contains new rules, dark careers, and forbidden gear for both Game Masters and players who wish to tread the forsaken path of a Radical.

Horus Heresy: Visions of Heresy Black Library

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.

Angels of Caliban Games Workshop

The unthinkable has happened Terra has fallen to the traitor forces of Warmaster Horus! Nothing else could explain the sudden disappearance of the Astronomican's guiding light at the heart of the Imperium, or so Robute Guilliman would believe. Ever the pragmatist, he has drawn all his forces to Ultramar and begun construction of the new empire known as Imperium Secundus. Even with many of his primarch brothers at his side, he still faces war from without and intrigue from within with the best of intentions, were the full truth to be known it would likely damn them all as traitors for all eternity.

The Age of Darkness Games Workshop

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...

Salamanders: Rebirth Games Workshop

The 30th book in the New York Times bestselling series In the aftermath of the Dropsite Massacre at Isstvan 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...

The Horus Heresy 06. Descent of Angels Games Workshop

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.

Fifteen Hours Games Workshop

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...

Tales of Heresy Games Workshop

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.

Phalanx Games Workshop

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.

Mechanicum Games Workshop

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

Vulkan Lives Black Library

Learning his long-lost sister is being kept at a mysterious clan's base, Romulus Buckle must rescue her to gain the key to victory over the Founders, but this rescue attempt means abandoning his allies to face the Founders' raids alone.

The Radical's Handbook Games Workshop

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.

Warhawk Games Workshop Limited

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 Solar War Games Workshop

Action and espionage comes to the *Horus Heresy* via one of the best selling authors from the Black Library When an astropath has a vision about the end of the heresy, it falls to a group of renegade traitors to get him off Terra

Fallen Angels Games Workshop

Shattered Legions Games Workshop