

## Primarch 1d4chan

Explore a story told across the millennia that delves deep into a pair of fascinating necron characters, their relationship and their plans for the galaxy. Before the being called the Emperor revealed Himself, before the rise of the aeldari, before the necrontyr traded their flesh for immortal metal, the world was born in violence. Even when they inhabited bodies of flesh, Trazyn the Infinite and Orikan the Diviner were polar opposites. Trazyn, a collector of historical oddities, presides over a gallery full of the most dangerous artefacts – and people – of the galactic past. Orikan, a chronomancer without peer, draws zodiacs that predict and manipulate the future. But when an artefact emerges that may hold the key to the necrons' next evolution, these two obsessives enter a multi-millennia game of cat and mouse that ends civilisations, reshapes timelines, and changes both forever. As riddles unwind and ancient secrets are revealed, the question remains: will their feud save the necron race or destroy it?

An amazing collection of Horus Heresy Primarch short stories, penned by a host of best selling authors. A must have for all fans of Horus Heresy! From their shadowed origins to the desperate battles that ensued when half of them rebelled against their father, the Sons of the Emperor – the vaunted primarchs – were among the greatest of humanity's champions, warriors without peer and heroes whose deeds became legend. From the Angel Sanguinius, who took the sole brunt of his Legion's most brutal acts, to Vulkan, whose humanity made him unique amongst his brothers, and from dour Perturabo, architect, inventor and murderous warlord, to Horus, whose shining light was eclipsed only by the darkness that grew within his soul, this anthology covers eight of the primarchs and their greatest – or darkest – deeds. CONTENTS The Passing of Angels by John French The Abyssal Edge by Aaron Dembski-Bowden Mercy of the Dragon by Nick Kyme Shadow of the Past by Gav Thorpe The Emperor's Architect by Guy Haley Prince of Blood by L J Goulding The Ancient Awaits by Graham McNeill Misbegotten by Dan Abnett

Collects Warhammer 40,000: Marneus Calgar (2020) #1-5. The saga of WARHAMMER 40,000 comes to Marvel Comics! In the grim darkness of the far future, there is only war. Marneus Calgar, the legendary Chapter Master of the Ultramarines, leads his elite Space Marines against humanity's greatest threats in a galaxy engulfed in endless war. Writer Kieron Gillen (UNCANNY X-MEN, JOURNEY INTO MYSTERY, The Wicked + The Divine) spearheads a new publishing initiative with Marneus Calgar's never-before-told origin story — from his beginnings on Nova Thulium and his campaigns in the Black Crusades, to the unfolding mystery of the Black Altar, as a deadly threat from Calgar's past re-emerges to threaten the present of the Ultramar system! It's essential reading for 40K aficionados — and the perfect primer for those new to the universe of WARHAMMER 40,000! Be prepared!

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.

Black Library presents the Masterworks – a curated collection of novels celebrating the very best science fiction and fantasy set in the worlds of Warhammer. When the world of Armageddon is attacked by orks, the Black Templars Space Marine Chapter are amongst those sent to liberate it. Chaplain Grimaldus and a band of Black Templars are charged with the defence of Hive Helsreach from the xenos invaders in one of the many battlezones. But as the orks numbers grow and the Space Marines dwindle, Grimaldus faces a desperate last stand in an Imperial temple. Determined to sell their lives dearly, will the Black Templars hold on long enough to be reinforced, or will their sacrifice ultimately be in vain?

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 Lemar 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.

Exiled into the depths of the Eye of Terror, former Emperor's Children Apothecary Fabius Bile is drawn back to the Imperium in search of a secret that could be the key to saving his misbegotten life. He is known by many names - Clonelord, Manflayer, Primogenitor. He is the epitome of deceit and perversion, and feared by man and monster alike. Once the Chief Apothecary of the Emperor's Children, the madman known as Fabius Bile possesses a knowledge of genetic manipulation second to none. Now a renegade among renegades, he is loathed by those he once called brother, and even the most degraded of Chaos Space Marines fear his name. Exiled for his dark experiments, Bile has retreated deep into the Eye of Terror, leaving a trail of twisted abominations in his wake. But when a former student brings word of the ultimate prize for the taking, Bile is unable to resist being drawn once more into the cauldron of war. For in seizing this prize, Fabius Bile might yet discover the one secret he has been unable to unlock... the secret which will prevent his

inevitable doom.

The popular Space Marine Battles series is relaunched with an epic novel that sees the whole Blood Angels Chapter in action, fighting a desperate rearguard battle to defend their home world from the predations of the tyrannid hive fleet Leviathan. After a brutal campaign in the Cryptus System fighting the alien tyrannids, Lord Dante returns to Baal to marshal the entire Blood Angels Chapter and their Successors against Hive Fleet Leviathan. Thus begins the greatest conflict in the history of the sons of Sanguinius. Despite a valiant battle in the void around Baal, the Blood Angels are unable to stop the tyrannids drawing ever closer, but their petitions for reinforcements are met with dread news. The Cadian Gate, the Imperium's most stalwart bastion against Chaos, has fallen. In their darkest hour, no help will reach the beleaguered Dante and his warriors. Is this truly then the Time of Ending?

Of all the Emperor's immortal sons, the primarchs, it is Konrad Curze whose legend is the darkest. Born in the shadows of Nostramo, a world of murderers, thieves and worse, is it any surprise that he became the figure of dread known only as the Night Haunter? Of all the Emperor's immortal sons, the primarchs, it is Konrad Curze whose legend is the darkest. Born in the shadows of Nostramo, a world of murderers, thieves and worse, is it any surprise that he became the figure of dread known only as the Night Haunter? Heed now the tragic story of the creature Konrad Curze, master of the Night Lords Legion, of how he became a monster and a weapon of terror. He who once served the Imperium saw the truth in a maddening universe and the hypocrisy of a loveless father, and embraced the only thing that made any sense – Chaos. From the blood-soaked gutters of his hiveworld upbringing, to the last days of his ill-fated existence, Curze is a primarch like no other and his tale is one to chill the very bone...

Chastised by the Emperor, the Word Bearers set out on their own path - one that will eventually lead them to damnation and heresy... Distraught at the judgement of the Emperor, the Word Bearers cast their fury and fervour onto the battlefield. All the while they explore the old ways of Colchis, seeking their own path - one that can only lead to damnation and heresy...

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.

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 XVIth 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?

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...

Two aspirants are recruited into the Grey Knights, and must hone their psychic talents if they are to join the hallowed and mysterious ranks of the Space Marine daemon hunters. The Grey Knights are all that stands between mankind and the ravages of Chaos. Since their secretive beginnings during the Horus Heresy, these legendary Space Marine daemon hunters have journeyed into the dark realms of the warp – and beyond – in pursuit of their supernatural enemies.

Through an intensive regime of psychic training, new recruits are brought to the clandestine fortress of Titan to join the hallowed and vaunted ranks of the 666th Chapter. More than ever, these legendary battle-brothers must be vigilant and ever ready to defend the Imperium for the forces of Chaos are never truly defeated, and Armageddon beckons'

The latest Horus Heresy novel There is war on Signus Prime; Horus sends the Blood Angels to the Signus system, where an army of Khornate daemons waits for them. The Warmaster's plan is to use the flaw in the Blood Angels' gene-seed – which will later be known as the Red Thirst – to turn them to the worship of the Blood God. At the height of the battle, Sanguinius fights with the Bloodthirster Ka'Bandha. The Blood Angels fight for survival of their minds and bodies. 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.

The origin story of Dante and his rise from young aspirant to the mighty Chapter Master of the Blood Angels. Dante is Chapter Master of one of the noblest but most troubled Chapters of Space Marines in the Imperium: the Blood Angels. From the time of his birth in the rad-scarred wastes of Baal Secundus, he was destined for glory and strife. From his apotheosis to Scout, to the hive cities of Armageddon and the alien menace of the Cryptas system, Dante has waged war against all the enemies of the Imperium. He has witnessed the divine, and struggled against the darkness within all sons of Sanguinius. Longer lived than any other Chapter Master, this is his chronicle, his great and storied legend. Driven by dark visions, Dark Apostle Jarulek and his forces from the Word Bearers Chaos Space Marines ravage the Imperial planet of Tanakreg, brutally enslaving its inhabitants and racing against time to build a monstrous tower before the Imperial army arrives to reclaim the planet. Original.

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

An band of elite Chaos Space Marines from the Alpha Legion undertake a deadly stealth mission to infiltrate a heavily defended Imperial world. Upon the oceanic hive world of Tsadrekha, the darkness of the Noctis Aeterna is held at bay by the golden light of a unique beacon. Yet as sharks are drawn to blood, so the ravening warbands of the Heretic Astartes circle the planet, warring to claim this rich prize for their Dark Gods. Now, one of those warlords has deployed a secret weapon to end the deadlock. Kassar and his elite band of Alpha Legionnaires, the *Unsung*, must infiltrate the planet, using all their cunning and warrior skill to overcome the planet's defenders and corrupt the beacon. They need to work fast, for none other than Khârn the Betrayer himself has come to lead the final assault. As a rising tide of apocalyptic warfare consumes Tsadrekha, Kassar and his brothers must race for the prize or be consumed by the fury of the storm. The most mysterious of Space Marines make their presence felt as the Excoriators battle an overwhelming tide of Khorne daemonkin – but are they saviours or harbingers of doom? Following the trajectory of a blood-red comet, the berserk World Eaters blaze a path of destruction across the galaxy in its wake. The small cemetery world of Certus Minor appeals

to the Space Marines of the Excoriators Chapter for protection, but the force dispatched to deal with this grim threat is far too small and their losses against the renegades are high. Just as all seems lost, salvation is borne out of legend itself as sinister spectral warriors descend upon this planet of the dead, and the enemies of the Imperium come face to face with those who have already travelled beyond the realm of the living...

Like all Space Marine Chapters, the Soul Drinkers are bound to serve the Imperium by ancient vows. But when an ancient relic of the Chapter is misappropriated, the Soul Drinkers face a terrible dilemma - betray the Imperium, or lose their honour? Their final choice, and its consequences, form the theme of this classic trilogy of SF stories set in the nightmare world of the 41st millennium.

The third novel in The Horus Heresy: Primarchs series, a brand new sequence of novels focused on the superhuman sons of the Emperor. Lord of the mystical and uncanny, Magnus the Red has long studied the ancient crafts of sorcery. A psyker without peer, save only for the Emperor himself, he commands his loyal followers of the Thousand Sons Legion in the Great Crusade, always vigilant for any lost knowledge they might recover from the remains of dead human civilisations. Now, fighting alongside his brother Perturabo of the Iron Warriors, Magnus begins to foresee an approaching nexus of fate. Will he remain true to their mutual aims, or divert his own efforts towards furthering his own mastery of the warp?

Alpharius: Head of the HydraGames Workshop

The latest title in Black Library's premium line. Perturabo – master of siegecraft, and executioner of Olympia. Long has he lived in the shadow of his more favoured primarch brothers, frustrated by the mundane and ignominious duties which regularly fall to his Legion. When Fulgrim offers him the chance to lead an expedition in search of an ancient and destructive xenos weapon, the Iron Warriors and the Emperor's Children unite and venture deep into the heart of the great warp-rift known only as 'the Eye'. Pursued by a ragged band of survivors from Isstvan V and the revenants of a dead eldar world, they must work quickly if they are to unleash the devastating power of the Angel Exterminatus!

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.

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.

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.

The Ultramarines battle the traitorous Death Guard on the plague-ridden world of Orath. Contains three linked novellas telling the full story of the war for Orath: Plague Harvest As the world of Orath withers under the grip of a deadly plague, Ultramarines Librarian Vabion and his Doom Eagles allies fight to uncover the source of the contagion. Engines of War The Ultramarines, under Captain Galenus, bring their engines of war to the plague-stricken world of Orath as they fight to save the planet from the clutches of Chaos. Armour of Faith Assailed by daemons and with the fate of an entire sector in the balance, Ultramarines Chaplain Sentina faces the ultimate sacrifice if he is to win the war on Orath.

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.

A chilling Warhammer Horror novel set in the Warhammer 40,000 universe. Do you dare cross the threshold of The Oubliette? With the death of Ruprekt Matkosen, his daughter Ashielle is now the Lord Governor of Ceocan. Her father's murderers still lurk in the shadows, threatening not only her rule but every mortal soul under her protection. Even her own people cannot be trusted: any one of them may be part of the poisonous plot to destroy her family. Deep beneath the palace, locked away from all human contact, Ashielle finds a weapon unlike any other: a monster, more adept at hunting in the darkness than any assassin. Allying with such a horror is surely blasphemy. But with doom lurking around every

corner, Ashielle is forced to revive an ancient pact with the beast. But she soon discovers that her family's mortal enemies are not the only evil that hungers to consume her.

Delve into the dark, beating heart of the Blood Angels with a novel that focuses on their twin flaws and the desperate struggle to prevent them from damning the Chapter for eternity. The galaxy is in flames. Chaos is in the ascendant across the stars. The Great Rift has split the holdings of the Imperium in twain, isolating entire sectors from the light of Holy Terra. But all hope is not lost. The Primarch Roboute Guilliman has returned from deathless sleep, and appointed Commander Dante, lord of the Blood Angels, as Regent and Warden of the newly dubbed Imperium Nihilus. In the Baal system, the shattered holding of the Chapter is being rebuilt, and Dante plans the greatest campaign of his long life, to retake half an empire. And yet at this moment of rebirth there are dangers close to home that could overwhelm all those who carry the blood of Sanguinius in their veins, stopping Dante's noble endeavour before it is begun. The Flaw in Sanguinius's sons is growing. As the twin curses of the Red Thirst and the Black Rage threaten everything, the hardest ordeal will fall upon Mephiston, twice-born Lord of Death and Chief Librarian of the Blood Angels. Among the mighty lords of Baal, perhaps only he can save them all, by mastering the darkness in the blood...

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?

The Raven Guard primarch Corax and the remnants of his once mighty Legion wage a guerrilla war to liberate worlds oppressed by the traitor forces. After Isstvan, after Deliverance, the Raven Guard still endure. Their primarch Corvus Corax has rallied countless warriors to his banner, striking back at the forces of the Warmaster on every front – from the degenerate hereteks of the Mechanicum to the cruel legionaries of the Sons of Horus, none shall escape his wrath. But although Corax has managed to stall the physical corruption of his own Space Marines, what of their spirit? And what sinister end must await those who dwell forever in the darkness? The saga of the primarch Corax comes to its grim conclusion in this anthology, which collects together the novellas *Soulforge*, *Ravenlord* and *Weregeld* along with several short stories.

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 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 Roboute 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.

Toward the end of the year 1920 the Government of the United States had practically completed the programme, adopted during the last months of President Winthrop's administration. The country was apparently tranquil. Everybody knows how the Tariff and Labour questions were settled. The war with Germany, incident on that country's seizure of the Samoan Islands, had left no visible scars upon the republic, and the temporary occupation of Norfolk by the invading army had been forgotten in the joy over repeated naval victories, and the subsequent ridiculous plight of General Von Gartenlaube's forces in the State of New Jersey. The Cuban and Hawaiian investments had paid one hundred per cent and the territory of Samoa was well worth its cost as a coaling station. The country was in a superb state of defence. Every coast city had been well supplied with land fortifications; the army under the parental eye of the General Staff, organized according to the Prussian system, had been increased to 300,000 men, with a territorial reserve of a million; and six magnificent squadrons of cruisers and battle-ships patrolled the six stations of the navigable seas, leaving a steam reserve amply fitted to control home waters. The gentlemen from the West had at last been constrained to acknowledge that a college for the training of diplomats was as necessary as law schools are for the training of barristers; consequently we were no longer represented abroad by incompetent patriots. The nation was prosperous; Chicago, for a moment paralyzed after a second great fire, had risen from its ruins, white and imperial, and more beautiful than the white city which had been built for its plaything in 1893. Everywhere good architecture was replacing bad, and even in New York, a sudden craving for decency had swept away a great portion of the existing horrors. Streets had been widened, properly paved and lighted, trees had been planted, squares laid out, elevated structures demolished and underground roads built to replace them. The new government buildings and barracks were fine bits of architecture, and the long system of stone quays which completely surrounded the island had been turned into parks which proved a god-send to the population. The subsidizing of the state theatre and state opera brought its own reward. The United States National Academy of Design was much like European institutions of the same kind. Nobody envied the Secretary of Fine Arts, either his cabinet position or his portfolio. The Secretary of Forestry and Game Preservation had a much easier time, thanks to the new system of National Mounted Police. We had profited well by the latest treaties with France and England; the exclusion of foreign-born Jews as a measure of self-preservation, the settlement of the new independent negro state of Suanee, the checking of immigration, the new laws concerning naturalization, and the gradual centralization of power in the executive all contributed to national calm and prosperity. When the Government solved the Indian problem and squadrons of Indian cavalry scouts in native costume were substituted for the pitiable organizations tacked on to the tail of skeletonized regiments by a former Secretary of War, the nation drew a long sigh of relief. When, after the colossal Congress of Religions, bigotry and intolerance were laid in their graves and kindness and charity began to draw warring sects together, many thought the millennium had arrived, at least in the new world which after all is a world by itself.

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 Librarius 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.

Book 4 in the Global best selling The Horus Heresy: Siege of Terra series. The Traitor Host of Horus Lupercal tightens its iron grip on the Palace of Terra, and one by one the walls and bastions begin to crumble and collapse. Rogal Dorn, Praetorian of Terra, redoubles his efforts to keep the relentless enemy at bay, but his forces are vastly outnumbered and hopelessly outgunned. Dorn simply cannot defend everything. Any chance of survival now requires sacrifice, but what battles dare he lose so that others can be won? Is there one tactical stroke, one crucial combat, that could turn the tide forever and win the war outright?

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...

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