

Roboute Guilliman Ultramar Heresy Primarchs

Book 2 in the Dark Imperium series. In the void and upon the worlds of Greater Ultramar, the battle for the Imperium continues. Intent on rebuilding his home realm and using it as a base to reconstruct the ravaged stellar empire of mankind, the returned primarch Roboute Guilliman proceeds with his war to drive Mortarion and his Death Guard Traitor Legion from the domain of the Ultramarines. But when Guilliman brings his brother to battle upon the diseased plains of Parmenio, the intervention of a greater power in their fraternal struggle threatens to upend the Imperial Regent's understanding of the galaxy, and his place within it. Primarchs and ideologies clash in this second, thrilling part of the Dark Imperium trilogy.

The mighty Warlord Titans of the Adeptus Titanicus march to war against the rampaging hordes of Chaos. The Battle Titans of the Adeptus Titanicus are towering war engines, striding to war as holy effigies of the Omnissiah. Greatest of all are the mighty Warlord Titans, their weapons bringing righteous death to alien and heretic alike. Still reeling from a near disastrous battle against tyrannids, the Pallidus Morr demi-legio is assigned to a new warzone, a nearby forge world which has fallen under the sway of Chaos. Here their battered war-machines must fight alongside another Titan Legion, the Imperial Hunters. As city after city falls before the relentless tread of Chaos war machines, the Imperium's only chance of victory lies in the two legions putting aside their differences and fighting as one.

A strike force of Grey Knights led by Castellan Garran Crowe is sorely tested when the planet they are fighting on is swallowed by a mighty warp storm. For more than a century, Garran Crowe has served as Castellan of the Grey Knights, protecting the Imperium against the foulest daemons, and holding prisoner in his grasp the monstrous Black Blade of Antwyr. Now he is tested as never before when the planet he and his strike force are fighting on, Sandava III, is swallowed by the mighty warp storm known as the Cicatrix Maledictum. But their struggle for survival is only just beginning, for when the Grey Knights return to a transformed Imperium, they discover that the fate of Sandava III is just one part of a more monstrous danger. Crowe must fight an enemy whose patiently laid plans have at last come to fruition, threatening the Imperium with inconceivable destruction.

The Adeptus Astartes carry the battle to the orks' home world, led by a mighty armoured warrior of legend. Tearing itself apart from within, the Imperium is still virtually powerless to resist the ork advance. When the Adeptus Mechanicus reveal they have discovered the orks' point of origin, the Adeptus Astartes start to gather their forces for a massive assault on their enemy's home world. But what the Imperial forces need is a figurehead, a hero from legend to lead them – a primarch. Meanwhile, on the planet Caldera, a mighty armoured warrior fights tirelessly against the orks – is he the saviour the Imperium seeks?

Bien avant l'avènement de l'Imperium, Roboute Gulliman, le dernier Roi-Guerrier de Macragge, régnait sur le royaume d'Ultramar. Et même après que son véritable linéage ait été révélé, le primarch, avec à sa disposition toute la puissance de la légion des Ultramarines, a continué d'étendre son influence avec toute l'efficacité et la bénévolence qui lui sont caractéristiques. Mais maintenant, il doit faire face à l'assaut d'un empire ork basé sur le monde de Thoas, et faire preuve de la plus grande prudence, ou le futur qu'il envisage pour l'humanité pourrait être compromis.

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 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.

Omnibus of novels and short stories revealing the brutal battles which transformed Commissar Yarrick from a mere man into a legend of the Imperium. Yarrick: once just a name, but now a legend, forged from the blood of the Imperium's enemies. Time after time, Commissar Sebastian Yarrick has fearlessly led Imperial forces to victory beneath black banners of vengeance, even when defeat seemed inevitable. From his early campaigns as a newly blooded officer from the schola progenium ranks, to the brutal battles of the Second and Third Wars for Armageddon, one thing has never changed: Yarrick will not fail. No world will fall to Chaos, heresy or xenos while under his protection. This gripping omnibus contains all of author David Annandale's stories about the famed commissar, and includes two novels - Imperial Creed and Pyres of Armageddon - along with the novella Chains of Golgotha and seven short stories, each revealing the bloody battles that helped forge a legend.

Intent on rebuilding Ultramar, the returned primarch Roboute Guilliman wages war on the treacherous Death Guard – but the intervention of a greater power threatens all he works for. In the void and upon the worlds of Greater Ultramar, the battle for the Imperium continues. Intent on rebuilding his home realm and using it as base to reconstruct the ravaged stellar empire of mankind, the returned primarch Roboute Guilliman proceeds with his war to drive Mortarion and his Death Guard Traitor Legion from the domain of the Ultramarines. But when Guilliman brings his brother to battle upon the diseased plains of Parmenio, the intervention of a greater power in their fraternal struggle threatens to upend the Imperial Regent's understanding of the galaxy, and his place within it. Primarchs and ideologies clash in this second, thrilling part of the Dark Imperium trilogy.

The second volume, containing books five to eight, in the epic The Beast Arises series, as the Imperium struggles to survive against the growing galactic threat of the orks. The Imperium's situation has never been more grim – an ork attack moon hangs over Terra, and ork armadas ravage human space. It seems nothing can stop the greenskins – neither brute force, science, nor faith. When the Adeptus Mechanicus reveal they have discovered the orks' point of origin, the Space Marines gather their forces for a massive assault on their enemy's home world. But what the Imperial forces need is a figurehead, a hero from legend to lead them – a primarch. Can one these figures from legend be found, let alone persuaded to aid them?" style="font-size: 10pt; font-family: Arial; color: rgb(0, 0, 0); text-align: center;">'The Beast Arises' is an epic Warhammer 40,000 series from Black Library. Spanning twelve volumes, the story covers a galaxy-wide conflict between humanity and a massive ork invasion. The Imperium's situation has never been more grim – an ork attack moon hangs over Terra, and ork armadas ravage human space. It seems nothing can stop the greenskins – neither brute force, science, nor faith. When the Adeptus Mechanicus reveal they have discovered the orks' point of origin, the Space Marines gather their forces for a massive assault on their enemy's home world. But what the Imperial forces need is a figurehead, a hero from legend to lead them – a primarch. Can one these figures from legend be found, let alone persuaded to aid them?

The latest title in the premium Warhammer 40,000 series For many long years, the ork warlord known as the Overfiend of Octarius has bedevilled the Imperium, ruling his alien empire in the heart of the Emperor's realm. Now, at last, three Chapters of Space Marines come together to destroy the greenskin menace and restore Imperial rule. The Salamanders, White Scars and Raven Guard, together with their

allies from the Astra Militarum and bolstered by the aid of the mercurial alien eldar, fall upon the worlds of Octarius system with chainsword and bolter, bringing death to the orks.

The latest title in the premium Warhammer 40,000 series The Black Dragons fall upon the world of Antagonis, summoned to combat the plague of undeath that has engulfed the planet. Allying themselves with Inquisitor Werner Lettinger and a force of Sisters of Battle, the Black Dragons endeavour to save the souls of the Imperial citizens who have succumbed to the contagion. But there is more than a mere infection at play – the dread forces of Chaos lie behind the outbreak, and the Black Dragons stand in the way of the Dark Gods' victory...

In the thirty-second millennium, the Horus Heresy is ancient history. After centuries of peace, the Imperium is thrown into peril as a new threat menaces the galaxy, the rise of the ork empire. Epic omnibus including the first four novels of The Beast Arises series. 'The Beast Arises' is an epic Warhammer 40,000 series from Black Library. Spanning twelve volumes, the story covers a galaxy-wide conflict between humanity and a massive ork invasion. It is the thirty-second millennium, and the Heresy is but a distant memory. After centuries of peace, the Imperium is thrown into panic as worlds everywhere are menaced by orks. In a relentless tide of slaughter, ork attack moons destroy planet after planet with gravity weapons of unstoppable power. On Terra, the High Lords are paralysed by the scale of the threat, and fail to take any effective action. With entire Space Marine Chapters missing or destroyed, does anyone have the will and the power to rise to the Imperium's defence? The thrilling exploits of one of Black Library's most iconic characters Commissar Sebastian Yarrick returns to action to defend the world of Armageddon. When the largest ork horde seen for centuries hits the hive world, the Imperial forces are faced with an overwhelming attack. As battle rages across the planet, Yarrick and his allies lead the defence, striking at the orks in a series of daring assaults. Even if it means incurring the wrath of Armageddon's corrupt Overlord, Commissar Yarrick will not let Armageddon fall.

A chilling mosaic novel by masters of their craft. On a misty cemetery world, three strangers are drawn together through mysterious circumstances. Each of them has a tale to tell of a narrow escape from death. Amid the toll of funerary bells and the creep and click of mortuary-servitors, the truth is confessed. But whose story can be trusted? Whose recollection is warped, even unto themselves? For these are strange stories of the uncanny, the irrational and the spine-chillingly frightening, where horrors abound and the dark depths of the human psyche is unearthed. A chilling portmanteau. I could feel the hairs on the back of my neck prickling. The perfect combination of horror and Warhammer 40,000.' Paul Kane – bestselling and award-winning author of Sherlock Holmes and the Servants of Hell and Before Bound into a huge omnibus edition, the second volume in the Realmgate Wars saga, the epic conflict that defined Games Workshop's newest fantasy setting: the Age of Sigmar. In every corner of the Mortal Realms, vile forces of evil cast their darkness. Sigmar has yet to regain control over the Realmgates, and the black night of corruption seems unending. For Sigmar's order to prevail, his mighty heroes, the Stormcast Eternals, must reignite former bonds, consort with unlikely allies, and prepare to conquer even themselves. Only when all those who seek to oppress the rule of Order are crushed shall the stars of the Mortal Realms blaze once again. This volume contains six novels from the Realmgate Wars saga, including the award-winning Warbeast, and Call of Archaon, Fury of Gork, Bladestorm, Mortarch of Night and Lord of Undeath.

As the mysterious 13th Company of the Space Wolves Chapter emerge from the warp and a daemonic tide threatens to engulf their home world, the dark secrets of the sons of Fenris are laid bare. The Space Wolves are a proud and fierce Chapter, who have a long and storied history. Not all of their sagas, however, are glorious. There are secrets buried deep in their past, and enemies eternal, earned by acts committed in a lost and half-forgotten age. When the worlds of Fenris come under attack from a malevolent daemon tide, all who serve the Fang answer. War engulfs the Space Wolves as never before, but amongst the carnage lurks a greater horror: the return of their lost brothers, the dark legacy of Russ. Can the Space Wolves survive the revelation of the Wulfen?

Lemartes, the Blood Angels' Guardian of the Lost, leads the Death Company into battle on a world gripped by a blood-madness that reflects his own tortured soul. Lemartes is the Guardian of the Lost, a Space Marine warrior who balances on the edge of madness, ever close to falling into the grip of the Black Rage, the secret curse of the Blood Angels Chapter. When he is awakened to lead the Death Company into battle on the war-wracked world of Phlegethon, Lemartes must battle his incipient madness as his forces clash with equally insane foes: the blood-crazed servants of Chaos.

Read six incredible tales about the Chaos tribes that feature in the hugely popular Warcry game. Bloodthirsty battles await! In the twisted remains of the Eightpoints, Archaon has raised the Varanspire as an indomitable bastion against the puppet forces of Order. From its halls, the call of the Everchosen resounds across the Mortal Realms, summoning the worthy to his side. This is a deadly odyssey, for the Exalted Grand Marshall has no use for the weak. Rival warbands of every stripe battle across the wastes of the Bloodwind Spoil, a land filled with unspeakable horrors, to earn Archaon's favour. Some, such as the Iron Golems, use brute force and unwavering discipline to achieve their ends. Others, like the Corvus Cabal, strike from the shadows, cutting throats and taking trophies of their hunt. All seek to claim their rightful place at the Everchosen's side, but few will survive even their first nights in this tormented domain. This anthology brings together six brand-new stories, chronicling the perilous journeys of some of the Mortal Realms' most horrifying warbands: the Unmade, the Iron Golems, the Splintered Fang and more, from authors including David Annandale, Josh Reynolds and David Guymer.

Launch title in The Horus Heresy: Primarchs series, a brand new sequence of novels from Black Library. Long before the coming of the Imperium, the realm of Ultramar was ruled by Roboute Guilliman, the last Battle King of Macragge. Even after learning of his true heritage as a primarch son of the Emperor of Mankind, he strove to expand his domain as efficiently and benevolently as possible, with the XIII Legion Ultramarines as his alone to command. Now, facing a rival empire on the ork-held world of Thoas, Guilliman must choose his weapons carefully – otherwise his dream of a brighter future could be lost forever.

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 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 forces of Death serve one master alone, Nagash, the Great Necromancer. Openly opposed to the warriors of Sigmar since the devastating Necroquake unleashed untamed magic throughout the realms. Yet, even united under Nagash, endless scheming remains among the Lords of Death. None embody this more than Nagash's Mortarch of Blood, Neferata, Queen of the Vampires. The forces of Death serve one master alone, Nagash, the Great Necromancer. Openly opposed to the warriors of Sigmar since the devastating Necroquake unleashed untamed magic throughout the realms, Nagash's most powerful servants command legions of undead soldiers that can erode civilisations through centuries of war, turning the deceased against their descendants. Yet, even united under Nagash, endless scheming remains among the Lords of Death. None embody this more than Nagash's Mortarch of Blood, Neferata, Queen of the Vampires. The Realm of Death is an inhospitable place, but even here humanity ekes out an existence. Many turn to Nagash to survive, but in the Undying King, convinced he's abandoned them, Tamra, ruler of the

Rictus clans and her tribe fight a desperate battle for survival against the relentless minions of the Plague God. In the shadows of Nuhlamia, through guile and terror, Neferata rules absolutely. However, faced with a betrayal that spans generations of the Mortal Realms, Neferata is determined to emerge triumphant using any means at her disposal. This omnibus contains two novels: Nagash: The Undying King and Neferata: Mortarch of Blood.

Three champions of Chaos face hellish trials to become one of Archaon's chosen Knights of Ruin. Of the many champions of Chaos, none are as great or as feared as mighty Archaon. He is the Everchosen, Exalted Grand Marshal of the Apocalypse and Ender of Worlds, and it is a worthy warrior indeed who can fight by his side. Such Knights of Ruin are known as the Varanguard. Only by answering the call of Archaon can a warrior of Chaos ascend to their ranks, and acceptance is never guaranteed, for their mettle must first be proven. In this dark tale, three fell champions of the Chaos Gods all heed the call of the Everchosen. Each desires the ultimate prize: to become part of the Varanguard. But where one is chosen, others will fail, for Archaon's will is cruel and his trials exacting...

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.

The returned primarch Roboute Guilliman strives to save the Imperium from an era of death and darkness. Fell times have come to the galaxy. Cadia has fallen, destroyed by the onslaught of Chaos. A Great Rift in the warp has opened and from its depths have spewed daemons and the horrors of Old Night. But all hope is not lost... A hero, long absent, has returned and with him comes the wrath of the Ultramarines reborn. Roboute Guilliman, the last of the loyal primarchs, has arisen from millennia in stasis to lead the Imperium out of darkness on a crusade the likes of which has not been seen since the fabled days of the Emperor. But never before have the forces of Ruin amassed in such numbers, and nowhere is safe from despoliation. From the dreaded Scourge Stars come the hordes of the Plaguefather, Lord Nurgle, and their pustulent eye is fixed on the Ultramarines home world of Macragge. As the Indomitas Crusade draws to an end, Guilliman and his army of Primaris Space Marines race to Ultramar and a confrontation with the Death Guard.

Anthology of stories featuring the Astra Militarum, the backbone of the Emperor's armies. For ten thousand years, the massed armies of the Astra Militarum have defended the Imperium from the multitudinous horrors that seek to overwhelm it. With guns and tanks, determination and courage, these human soldiers fight across a thousand war zones, in a war that has no ending. This anthology showcases some of the most famous regiments of the Astra Militarum along with their charismatic commanders, heroes such as Commissar Yarrick and Colonel Iron Hand Straken."

Spine-chilling Warhammer Horror novel set in the Warhammer 40,000 Universe. The planet of Theotokos is dying of thirst. For years, Arch-Deacon Ambrose has done everything in his power to help the people. Charismatic, virtuous, pious, he is as beloved as the corrupt Cardinal Lorenz, who hoards the water reserves beneath the Ecclesiarchal Palace, is feared. When Lorenz dies, Ambrose's moment has arrived. As good as his intentions are, he is also proud. He will be the saviour Theotokos needs, and bring the relief of water to the suffering. But there is something worse than drought to come. Lorenz's death unleashes a terrible plague, soon to be known as the Grey Tears. As Ambrose struggles to save Theotokos from the Grey Tears, the unnatural nature of the plague becomes clearer and clearer, and he is driven to more and more extreme measures. He fears malign forces lurk behind the Grey Tears. The truth is worse than his most awful imaginings.

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...

From the radiation-soaked wastes of Mars to the Space Wolves fleet, and from the heart of Imperium Secundus to the depths of Prospero, this collection of Horus Heresy tales brings together a host of tales from across the war-ravaged Imperium. As the darkness of the war slowly consumes the galaxy, those who still serve the Throne are faced with a struggle for their survival and the continued existence of everything they hold dear. With the threat of the Warmaster's 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...

The noble Castellan Crowe of the Grey Knights Chapter must wield the cursed Blade of Antwyr, an indestructable weapon imbued with evil daemoniac power. Castellan Crowe, Brotherhood Champion of the Purifier order of the Grey Knights, bears a heavy burden – to be the warden of the dread Blade of Antwyr. Its malevolent voice is forever in his head, trying to crack his resolve, urging him to unleash a power he must never use. The toll is terrible – how long before the incorruptible Crowe is at last defeated? Under the command of Castellan Gavellan, Crowe and his brother Purifiers bring purging flame to a daemoniac incursion that threatens to consume the world of Sandava I. However, what awaits them there is more insidious and more powerful than they imagine, and they must reckon too with the machinations of the Blade, as it seeks to destroy its guardian and drown the galaxy in blood.

As the Emperor marshals his armies to reclaim the galaxy for the glory of mankind, one by one his Space Marine Legions are reunited with their missing primarchs. The XVIII Legion are still waiting to find their true identity, unaware their own lord has been found. In the Taras Division, legionaries face annihilation as they take a last, desperate stand against a monstrous ork invasion. Meanwhile, on Nocturne, Vulkan has raised and trained a new force of warriors. Now it is the time for him to lead his sons into battle. Now it is the time for him to truly don the mantle of primarch, not only to save one half of his Legion, but forge a new, indivisible whole. As the Emperor marshals his armies to reclaim the galaxy for the glory of mankind, one by one his Space Marine Legions are reunited with their missing primarchs. The XVIII Legion are still waiting to find their true identity, unaware their own lord has been found. In the Taras Division, legionaries face annihilation as they take a last, desperate stand against a monstrous ork invasion. Meanwhile, on Nocturne, Vulkan has raised and trained a new force of warriors. Now it is the time for him to lead his sons into battle. Now it is the time for him to truly don the mantle of primarch, not only to save one half of his Legion, but forge a new, indivisible whole.

The Space Marine daemon-hunters pursue the followers of the Plague God across the battlefields of the Imperium. The Grey

Knights are a myth, a secret Chapter of Space Marines that responds to the greatest of threats: daemonic incursions into the Emperor's realm. They are spoken of in legends, silver-armoured heroes whose weapons blaze with holy fire and whose merest touch can destroy the servants of the Ruinous Powers. And the legends are true. In this collection of stories, a squad of Grey Knights commanded by the noble Justicar Styre battle the infernal followers of the Plague God across the Imperium. Harrowed by unending wars, few bastions of safety remain in the Age of Sigmar. Even so, the brave – or perhaps foolish – set out to plunder the shadowy corners of the lands. Harrowed by unending wars, few bastions of safety remain in the Age of Sigmar. Even so, the brave – or perhaps foolish – set out to plunder the shadowy corners of the lands. But what terrible curiosity would drive someone to explore the myths of the Mortal Realms? Spoken of only in whispers, it is said that graceful beings come at high tide seeking their due, raiding without provocation. While in Shyish, corpses and kings wander the afterlife, searching for the revenants of lost lovers. And across the flame-scarred plains of Aqshy dauntless Fyreslayers hunt for any remnant of their lost god. No matter their goal, trials beyond endurance are all that await the intrepid. Contains the following stories; David Guymer The Sea Taketh Andy Clark Blacktalon: When Cornered Evan Dicken Acts of Sacrifice David Annandale The Claw of Memory David Guymer The Learning Nick Kyme The Lightning Golem Guy Haley The Sands of Grief C L Werner Shiprats (Overlords tie-in) Josh Reynolds A Dirge of Dust and Steel (Hallowed Knights tie-in) David Guymer Gotrek: One, Untended Gav Thorpe Blood Gold (Korghos Khul tie-in) C L Werner A Deeper Shade Josh Reynolds Ghosts of Demesnus This Age of Sigmar anthology features stories from Gav Thorpe, Guy Haley, Nick Kyme, Josh Reynolds, C L Werner and many more.

Hosszú-hosszú idővel az Impérium érkezése előtt Ultramar felett Roboute Guilliman, Macragge utolsó hadkirálya uralkodott. Miután bizonyosságot nyert, hogy egy primarcha, az Emberiség Császárának fia, azután is királysága határainak kiterjesztésére törekedett a lehetőségekhez mért leghatékonyabb, de legemberségesebb módon, a XIII. Légiót, az Ultragárdistákat vezényelve. Most, amikor az orkok által uralt világon, a Thoason, szembe kell néznie egy rivális birodalommal, Guilliman rákényszerül, hogy nagyon óvatosan válogassa meg a fegyvereit, mert akár örökre is búcsút inthet a szebb jövővel kapcsolatos álmainak.

Get an insight into one of the newest threats to the Mortal Realms – the monstrous vampire queen Lauka Vai and her dynasty of terrifying, bloodthirsty killers. The Colonnade, a free city held aloft by gargantuan pillars and crowned with a spire of diamonds, is the jewel of Ghur, obsessed with purity in a realm of bestial savagery. But now, it faces annihilation at the hands of an unstoppable beastherd. In a desperate gamble, Councillor Atella Reigehren requests the aid of a being anathema to the Colonnade. She seeks Lauka Vai, the Mother of Nightmares, and her dynasty of monsters, the Avengorii. The crucible of war has thrown these factions together, but can they put their differences aside to face this common foe, or will the clash of purity and monstrosity be their undoing?

Despite the Imperium's best attempts to forestall the ork plague that is wrecking havoc in human space, an ork attack moon now hangs over Terra. Despite the Imperium's best attempts to forestall the ork plague that is wrecking havoc in human space, an ork attack moon now hangs over Terra. As its malevolent presence gazes down at the Imperial Palace, terrified citizens run riot in the streets. In a last-ditch attempt to destroy the attack moon, a proletarian crusade is launched. Thousands of ships large and small head to the moon carrying billions of citizens, all eager to take the fight to the enemy. It seems the attack has a chance of success as the invasion force lands safely, but the orks have yet to spring their trap...

Explore the darker, mysterious side of Warhammer Fiction with this great anthology of stories from Warhammer Horror. An arcane evil has awoken in these worlds defiled by endless war. Perhaps it was born from the madness of violence. Or else it has always existed, hiding among restless shadows with eyes half-closed. But now, it slithers and creeps into the wreckage of people's lives, those who have already survived the unthinkable. It covets the lost, the lonely and the hopeless, pushing them down their fateful paths — a reclusive historian, searching for a ghostly ship; the crew of a ruined craft who must brave a slow, inevitable death; an old woman seeking redemption in a hostile wasteland. For these are the stories of journey taken, choices made and the power of the human spirit when dark forces come hunting. This collection features tales of the grim and uncanny by Graham McNeill, Jake Ozga, Lora Gray and more.

This great value anthology includes the following stories from some of Black Library's most loved authors: Meduson by Dan Abnett The Noose by David Annandale The Keys of Hel by John French Unforged & Unspoken by Guy Haley Immortal Duty by Nick Kyme The Either & The Seventh Serpent by Graham McNeill Deeds Endure by Gav Thorpe Grey Talon & The Hand Elect by Chris Wraight Driven almost to the brink of self-destruction at Istvan 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, John French and many more. Also, in the novella The Seventh Serpent, Graham McNeill revisits the ragtag crew of the starship Sisypheum as they are drawn into a war of subterfuge against the Alpha Legion.

The Age of Sigmar has dawned, and across the Mortal Realms, the forces of Order and Chaos battle for supremacy. It is not only the Stormhosts of Sigmar who fight for control of the Mortal Realms. Many other peoples, those pledged to Order and others to Chaos, wage war on behalf of gods and kings. From the grim duardin Fyreslayers of the mountain lodges to the enigmatic and otherworldly sylvaneth of Alarielle's court, and even the wretched skaven of diseased Clans Pestilens – all must play their part in the struggles to come, forging their own legends in the Age of Sigmar... This diverse omnibus contains stories by some of Black Library's most popular authors, including David Annandale, Guy Haley, David Guymer, Robbie MacNiven, Josh Reynolds, Rob Sanders and Gav Thorpe.

Roboute Guilliman: Lord of Ultramar Games Workshop

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