

# Warhammer 40k Imperial Fists And Death Guard Dreadnoughts

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*Shattered Legions* Laurie Goulding  
2017-10-10 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

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

**The Horus Heresy: The Buried Dagger**

James Swallow 2019-09-03 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.

**The Horus Heresy : Angel Exterminatus**

Graham McNeill 2013-01-29 The latest title in Black Library's premium line. *Perturabo*

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- 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 Istvan 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!

*The Beast Arises:* | Dan Abnett 2018-10-16  
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?

**Storm of Iron** Graham McNeill 2008-05-20  
"On the nightmare battlefields of the Warhammer 40,000 universe, few foes

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spark more fear and dread than the Chaos Space Marines. Nurturing a hatred that is millennia-old, they attack without mercy, spreading terror and destruction in their wake. Now hell has come to Hydra Cordatus, for a massive force of terrifying Iron Warriors, brutal assault troops of Chaos, have invaded the planet and laid siege to its mighty Imperial citadel. But what prize could possibly be worth so much savage bloodshed and destruction and how long can the defenders possibly hold out?"-- P. [4] of cover.

Iron Hands Jonathan Green 2004 Dedicated to serving the Imperium, the Iron Hands, the most powerful members of the Adeptus Astartes, will do anything to remove all weaknesses, even practicing bionic augmentation on their own bodies in order to achieve a physical perfection to match their iron will. Original.

**Alpharius: Head of the Hydra** Mike

Brooks 2021-04-27 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?

Apocalypse Josh Reynolds 2019-07-09 Forces from several Space Marine Chapters mobilise to defend the cardinal world of Almac from an invasion by the twisted traitors of the Word Bearers. But unbeknownst to the forces of the Imperium, conquest is not the enemy's sole aim... Book 5 in the Space Marine Conquest Series Lieutenant Heyd Calder is a Primaris

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Marine whose mastery of warfare is matched only by his diplomatic prowess. Under the orders of Roboute Guilliman, he is deployed to Almace, a minor seat of the Ecclesiarchy, to protect the world at whatever cost. Yet even as diabolical forces leer from the system's edge, Calder discovers that the capital's Cardinal-Governor, a sharp, inscrutable figure of spiritual and material authority, is hiding something. When it becomes clear that conquest is not the enemy's sole aim, Calder resolves to uncover the secret of Almace. As the system is set ablaze, clashes of faith, strategy and politics ensue in the capital, and it becomes clear that the forces of the Ecclesiarchy and the Adeptus Astartes must fight together if they are to have any hope of victory.

Shadow of Ullanor Rob Sanders 2016-10-25  
For mankind to survive, a last-ditch attempt to destroy the ork menace must succeed.

The Imperium's attempts to defeat the ork menace seem doomed to failure; it is only a matter of time before the greenskins triumph, and mankind is wiped from the face of galactic map. Yet there is some cause for hope - the Imperial Fists Chapter is reformed, and a few Sisters of Silence yet survive. Supported by the full military might and technology of the Adeptus Mechanicus, the Space Marines head to the orks' home world one final time. This time there will be no retreat, no surrender. They must succeed... or die in the attempt.

Warriors and Warlords Chris Wraight  
2020-10-13 Fantastic anthology of stories from the Warhammer 40,000 universe!  
Humanity stands in a galaxy of war unending, locked in a struggle for its very survival. Divided by the Great Rift, the Imperium is beset on all fronts by its ancient foes. The daemon, the xenos, and the heretic. In such a kiln the heroes of war

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are forged. From the beleaguered foot soldiers of the Astra Militarum and the flying aces of the Imperial Navy, to secretive Inquisitors and heroic Adeptus Astartes, the warriors of the Imperium fight amidst the guttering light of civilisation while chaotic warlords seek to snuff it out. With the galaxy at stake, who will be left standing triumphant in the ashes? This Warhammer 40,000 anthology features stories from Chris Wraight, Peter McLean, Josh Reynolds, Steve Lyons, Rachel Harrison, Robbie MacNiven, Phil Kelly, Gav Thorpe, Matt Smith, Guy Haley and Graham McNeill.

*Blood Gorgons* Henry Zou 2011-02-22 The Blood Gorgons, a Chaos Space Marine warband, fight the threat from Nurgle-infected foes on the planet of Hauts Bassiq. The Blood Gorgons Chaos Space Marines are called to one of their recruiting worlds as the populace is struck down by a plague

of mutation. But the expeditionary force is decimated by a mysterious foe, and Sargaul is one of few survivors. The polluted world has become even more nightmarish than before, and Sargaul faces insurmountable odds if he is to save the savage planet. Facing a hostile environment, shadowy xenos enemies and treachery from within his own forces, Sargaul must dig deep into his hatred and determination to leave Haute Bassiq alive.

*The Flight of the Eisenstein* James Swallow 2018-08-28 Book four in the New York Times bestselling series. This is a reissue of 9781849708128 Having witnessed the events on Istvaan III, Deathguard Captain Garro seizes a ship and heads to Terra to warn the Emperor of Horus' treachery. But the fleeing Eisenstein is damaged by enemy fire, and becomes stranded in the warp. Can Garro and his men survive the depredations of Chaos and get his warning

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to Terra in time? This is a reissue of 9781849708128.

**Legion** Dan Abnett 2014-08-28 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.

*The Silent War* Various 2016-12-06 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 top authors, including James Swallow, Chris Wraight, Anthony Reynolds and many more."

Rynn's World Steve Parker 2015-09-15 One of the most famous events in Warhammer 40,000 history is explored in depth. See the fall and rise of the Crimson Fists as they battle orks on their home world. When the ork hordes of Warlord Snagrod lay waste to the planet of Badland and wipe out the Crimson Fists sent to stop them, Chapter Master Kantor prepare a hasty line of

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defence on the Fists home planet of Rynn's World. Tragedy strikes when an errant missile destroys the Space Marine's Chapter monastery, killing most of their warriors. With a handful of Crimson Fists left, Kantor must fight the campaign of his life, to defeat Snagrod's orks and prevent his Chapter's annihilation.

**Saturnine** Dan Abnett 2022-03-01 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 crumple 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?

Malodrax Ben Counter 2014-01-07 All-out soul-shredding action from the author of the fan-favourite Soul Drinkers series. Held prisoner for years at the hands of the Iron Warriors Chaos Space Marines, Captain Darnath Lysander returns to the world of Malodrax with the Imperial Fists Chapter at his shoulder to exact revenge on his one-time captors. But what bargains did Lysander make to escape the world that had become his gaol? And to what lengths will he go to keep those pacts veiled from his battle brothers?

*Shroud of Night* Andy Clark 2018-02-20 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

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light of a unique beacon. Yet as sharks are drawn to blood, so the ravaging 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.

**Deathwatch** Fantasy Flight Games  
2012-01 First Founding is the latest supplement for Deathwatch. The First Founding Legions were crafted by the

Emperor himself, and they forged the Imperium in bloody combat as they waged the Great Crusade across the galaxy. First Founding details the nine Chapters directly formed from the loyalist Space Marines Legions, and includes new rules from solo modes to new advances specialities. Of these nine Chapters, First Founding features the final four Chapters not discussed in previous Deathwatch rulebooks. This exciting supplement includes the background of the nine Traitor Legions and their fall to the seduction of the Ruinous Powers. Additionally, for the first time in Deathwatch, First Founding provides new rules for Battle-Brothers to have followers.

*Rebel Winter* Steve Parker 2007 On the snowy wastes of Danik's World, a regiment of the Vostroyan Imperial Guard is ordered to hold their ground to protect the retreat of other Imperial forces. But when their

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own orders come to move back, they discover they have been left stranded behind enemy lines. Can the Guardsmen ever fight their way back to safety?

**Tallarn** John French 2019-02-19 The Iron Warriors came from nowhere, falling upon the world of Tallarn in a flash and devastating it with deadly virus weapons. A verdant world was transformed in a heartbeat into a radioactive wasteland... but that was only the beginning. It's a collection of all John French's tales from Tallarn... do you really need any more convincing? Okay then. Millions of tanks clashing in desperate battle on a dying world. As the Warmaster's campaign of galactic domination continues, his generals seek out fresh battlefields to conquer. After leaving the Crone World of Iydris behind, Perturabo strikes for Tallarn. A bitter, vengeful primarch, the lord of the Iron Warriors unleashes a deadly bombardment

against the world, killing millions but entrenching the survivors. A brutal, all-consuming armoured conflict ensues, the greatest of the war, and one that grinds down all combatants over more than a year of relentless battles. But Perturabo's reasons for the attack are about more than unleashing punitive destruction against the Imperium - he has an entirely darker purpose in mind.

**The Age of Darkness** Christian Dunn 2011-04-26 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

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darkest years of the Horus Heresy, and revelations will surface that will shake the Imperium to its very foundation...

*The 13th Black Crusade* Andy Hoare 2004 A collection of charts, maps, illustrations, and photographs complement a fascinating journey inside the Warhammer 40,000 world, which chronicles the last great crusade of the Chaos Warmaster Abaddon. Original.

**Seventh Retribution** Ben Counter 2013 Captain Darnath Lysander, hero of the Imperial Fists, captain of their elite first company, leads his battle-brothers in an assault on a daemon world. Beset by unimaginable horrors and tortured by memories of his time imprisoned by the Iron Warriors, he must rally his Space Marines to defeat the master of the daemonic hordes.

**Warhammer 40k - Space Marine Chapters** Source Wikia 2013-09 This book

consists of articles from Wikia or other free sources online. Pages: 354. Chapters: 10th Founding, 13th Founding, 19th Founding, 23rd Founding, Angels Encarmine, Angels Porphy, Angels Sanguine, Angels Vermillion, Angels of Absolution, Angels of Fire, Angels of Fury, Angels of Redemption, Angels of Vengeance, Angels of Vigilance, Astartes Praeses, Astral Claws, Astral Knights, Aurora Chapter, Avenging Sons, Black Consuls, Black Dragons, Black Guard, Black Templars, Blood Angels, Blood Drinkers, Blood Ravens, Blood Swords, Brazen Claws, Brazen Minotaurs, Brotherhood of a Thousand, Carcharodons, Celebrants, Celestial Lions, Chapter, Consecrators, Crimson Castellans, Crimson Consuls, Crimson Fists, Crimson Guard, Dark Angels, Dark Eagles, Dark Hands, Dark Hunters, Dark Sons, Death Knights, Death Spectres, Death Strike, Deathwatch, Desert Lions, Destroyers, Disciples of

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Caliban, Doom Eagles, Doom Legion, Doom Warriors, Dusk Raiders, Eagle Warriors, Emperor's Hands, Emperor's Hawks, Emperor's Shadows, Emperor's Spears, Emperor's Swords, Emperor's Warbringers, Emperor's Wolves, Excoriators, Executioners, Exorcists, Fire Angels, Fire Hawks, Fire Lords, Flame Falcons, Flesh Eaters, Flesh Tearers, Genesis Chapter, Golden Gryphons, Grey Knights, Grey Slayers, Grief Bringers, Guardians of the Covenant, Halo Dragons, Hammers of Dorn, Hawk Lords, Heralds of Ultramar, Howling Griffons, Imperial Fists, Imperial Harbingers, Imperial Hawks, Imperial Paladins, Imperial Stars, Invaders, Iron Fists, Iron Hands, Iron Knights, Iron Lords, Iron Snakes, Knights of Blood, Knights of Gryphon, Knights of the Raven, Lamenters, Legion of the Damned, Libators, Liberators, Lion Warriors, List of Space Marine Chapters, Lords of Wrath, Lost

Primarchs, Mantis Warriors, Marauders, Marines Errant, Marines Exemplar, Marines Malevolent, Masters of Protelus, Mentors, Metamarines, Minotaurs, Mortifactors, Night Watch, Novamarines, Omega Marines, Praetors of Orpheus, Rainbow Warriors, ..

**The Soul Drinkers Omnibus** Ben Counter 2006-12-26 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. *Deathwatch RPG* Fantasy Flight Games 2011-03-01 The Space Marines of the Deathwatch safeguard the Jericho Reach against the galaxy's deadliest foes. Do not

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falter: arm yourselves with the best wargear and abilities the Deathwatch has to offer! Rites of Battle, a supplement for Deathwatch, offers the means to enrich and add detail to the adventures of a Kill-team in the Jericho Reach. A host of new character options allow for increased personalization with thorough "Create Your Own Chapter" and "Alternate Specialities" rules. Play a member of the Imperial Fists Chapter or one of the Successor Chapters that send Space Marines to the Deathwatch. Meanwhile, vehicle rules add a new dimension to gameplay and expand possibilities for adventure. Battle alien tanks with your Land Raider or prowl behind enemy lines with a Land Speeder Storm. Gain access to an extensive new armoury of weapons, armour, and relics from the armouries of Watch Fortress Erioch, or earn new special honours and distinctions to reflect your Space Marine's

glorious victories! A valuable handbook for Space Marines of the Deathwatch, Rites of Battle contains everything needed to prepare a Deathwatch Kill-team for any mission. Rise to glory in the service of the Emperor!

**The Lords of Silence** Chris Wraight  
2019-02-05 The galaxy has changed. Armies of Chaos march across the Dark Imperium, among them the Death Guard, servants of the Plague God. But shadows of the past haunt these traitors... The Death Guard have returned to prominence with the return of Mortarion and their fabulous model range, and Chris Wraight's previous work with them (in his Space Wolves novels, notably) makes him the perfect person to delve into their particular darkness. The Cadian Gate is broken, and the Imperium is riven in two. The might of the Traitor Legions, kept shackled for millennia behind walls of iron and sorcery,

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has been unleashed on a darkening galaxy. Among those seeking vengeance on the Corpse Emperor's faltering realm are the Death Guard, once proud crusaders of the Legiones Astartes, now debased creatures of terror and contagion. Mighty warbands carve bloody paths through the void, answering their lord primarch's call to war. And yet for all their dread might in arms, there is no escape from the vicious legacies of the past, ones that will pursue them from the ruined daemon-worlds of the Eye of Terror and out into the smouldering wastes of the Imperium Nihilus.

The Primarchs Christian Dunn 2012

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.

*Praetorian of Dorn* John French 2018-02-27  
Terra comes under attack from an enemy within as the Imperial Fists and Rogal Dorn prepare for the coming of Horus. Recalled from the Great Crusade after Ullanor, Rogal Dorn and the VII Legion were appointed as the Emperor's praetorians, but only after the Warmaster Horus' treachery was revealed did the full extent of that sacred duty become apparent. Now, the Solar

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System comes under attack for the first time since the war began, and many of the seemingly impregnable defences wrought by Dorn and his Imperial Fists Legion prove inadequate. With all eyes fixed firmly upon this new threat beyond the gates of Terra, who in turn will protect Dorn from the enemy within?

**Shadows of Treachery** Christian Dunn  
2012-09-25 A short story collection on the Horus Heresy From the battlefields of Phall and Isstvan, to the haunted shadows of Terra itself - the Horus Heresy rages on across the galaxy in this collection of short stories and novellas.

The Solar War John French 2020-11-24  
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.

**Black Crusade** Sam Stewart 2011-10-18  
The days of the Imperium of Man are coming to an end. Are you prepared to embrace Chaos? Throughout the wildly

successful Warhammer 40,000 Roleplay line, one common factor is Chaos- the ubiquitous antagonist responsible for much of what defines this immersive setting. But with the release of Black Crusade, players will examine an exciting new set of character motivations. Are the agents of Chaos truly the enemies of humanity, or are they merely deluded slaves to powers beyond their comprehension? Black Crusade offers players a chance to explore the depth of this universe in a unique new way, and it gives Game Masters of all four Warhammer 40,000 Roleplay titles the ultimate toolkit to create engaging new villains. Black Crusade is an exciting, new, standalone addition to Fantasy Flight Games' popular Warhammer 40,000 Roleplay line, offering players an entirely new perspective on the conflict between the Imperium of Man and the forces of Chaos. This groundbreaking concept delivers the

opportunity to play as an agent of Chaos, whether as a Chaos Space Marine or a human Servant of Chaos.

Horus Rising Dan Abnett 2018-08-28 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.

I Am Slaughter Dan Abnett 2016-01-12 As the greatest Ork Waaagh! ever seen threatens to engulf the galaxy, the Imperial Fists make their last stand It is the thirty-second millennium and the Imperium is at peace. The Traitor Legions of Chaos are but

a distant memory and the many alien races that have long plagued mankind are held in check by the Space Marines. When a mission to exterminate one such xenos breed on the world of Ardamantua draws in more of their forces, the Imperial Fists abandon the walls of Terra for the first time in more than a thousand years. And when another, greater, foe strikes, even the heroic sons of Rogal Dorn may be powerless against it. The Beast Arises... and it is mighty.

**Cadian Blood** Aaron Dembski-Bowden  
2009 When the Imperial shrine world of Kathur is blighted by Choas, the brave Guardsmen of Cadia are sent to reclaim it. The plague of Nurgle has set in deeply on the planet, forcing the Cadians into battle with an innumerable legion of the infected.

**Garro** James Swallow 2018-08-28 Battle-Captain. Knight Errant. Agentia Primus. Hero. Nathaniel Garro's journey through

the Horus Heresy has been long and hard - this is his story. From out of the shadows of the Silent War, a new hero emerges. Clad all in grey, an errant warrior of the Legion Astartes kneels before the Regent of Terra and accepts a solemn new duty - Battle-Captain Garro, once commander of the Eisenstein, is now Agentia Primus of Malcador the Sigillite. From the desolation of Isstvan to the halls of the Imperial Palace itself, Garro stands as a paragon of loyalty and protector of the innocent, ever ready to strike back at the traitorous allies of the Warmaster. But he is walking a dangerous path of his own, one that may lead him to question his place in the Imperium... and what if he, too, should falter?

Legion of the Damned Rob Sanders  
2015-09-15 The most mysterious of Space Marines make their presence felt as the Excoriators battle an overwhelming tide of Khorne daemonkin - but are they saviours

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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...

**Sons of Dorn** Chris Roberson 2009-12-29  
Advancing to the ranks of Scouts after surviving the Fists' brutal recruitment regime, rivals Zatori, du Queste and Taloc find their loyalty to the Emperor sorely tested when they are sent to the planet of Vernalis. Original.

*Garro: Legion of One* James Swallow  
2011-04