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EILEEN BRAY

The Unremembered Empire Games
Workshop

Book nine in the New York Times
bestselling series This is a reissue of
9781849708173 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.

Betrayer Games Workshop
Long has been the road of Nathaniel
Garro. After escaping the treachery of
Isstvan III aboard the Eisenstein, he was
gifted with new purpose as the Agentia
Primus of the Knights Errant - and yet,
Garro has become listless as the full
extent of Malcador the Sigillite's plans
for the future are revealed, questioning
his place in the galaxy once more. Even

as the armies of the Warmaster draw near, Garro strikes out into the wastes of holy Terra. The object of his search? None other than the Living Saint, Euphrati Keeler.

Scars Games Workshop

The 30th book in the New York Times bestselling series In the aftermath of the Dropsite Massacre at Isstvan V, a battered and bloodied force of Iron Hands, Raven Guard and Salamanders regroups on a seemingly insignificant death world. Fending off attacks from all manner of monstrous creatures, the fractious allies find hope in the form of human refugees fleeing from the growing war, and cast adrift upon the tides of the warp. But even as the Space Marines carve out a sanctuary for them in the jungles of Pythos, a darkness

gathers that threatens to consume them all...

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

only as the conflict grinds on are the true motives of the enemy revealed...

Mechanicum Black Library

Action and espionage comes to the Horus Heresy via one of the best selling authors from the Black Library When an astropath has a vision about the end of the heresy, it falls to a group of renegade traitors to get him off Terra
The Outcast Dead Shattered Legions
An inexperienced soldier receives his first taste of the horrors of combat against the monstrous orks on the nightmarish, futuristic battlefields of the Warhammer 40,000 world. Original.

Extermination Fantasy Flight Games
ULYSSES James Joyce's novel Ulysses is said to be one of the most important works in Modernist literature. It details Leopold Bloom's passage through Dublin

on an ordinary day: June 16, 1904.

Causing controversy, obscenity trials and heated debates, Ulysses is a pioneering work that brims with puns, parodies, allusions, stream-of-consciousness writing and clever structuring. Modern Library ranked it as number one on its list of the twentieth century's 100 greatest English-language novels and Martin Amis called it one of the greatest novels ever written. ULYSSES Ulysses is a modernist novel by Irish writer James Joyce. It is considered to be one of the most important works of modernist literature, and has been called "a demonstration and summation of the entire movement". Ulysses chronicles the peripatetic appointments and encounters of Leopold Bloom in Dublin in the course of an ordinary day, 16 June

1904. Ulysses is the Latinised name of Odysseus, the hero of Homer's epic poem *Odyssey*, and the novel establishes a series of parallels between its characters and events and those of the poem (the correspondence of Leopold Bloom to Odysseus, Molly Bloom to Penelope, and Stephen Dedalus to Telemachus). Joyce divided *Ulysses* into 18 chapters or "episodes". At first glance much of the book may appear unstructured and chaotic; Joyce once said that he had "put in so many enigmas and puzzles that it will keep the professors busy for centuries arguing over what I meant", which would earn the novel "immortality". James Joyce (1882-1941) was an Irish novelist and poet, considered to be one of the most influential writers in the modernist

avant-garde of the early 20th century. Joyce is best known for *Ulysses*, the short-story collection *Dubliners*, and the novels *A Portrait of the Artist as a Young Man* and *Finnegans Wake*. *ULYSSES* As the day begins, Stephen Dedalus is displeased with his friend and remains aloof. A little later, he teaches history at Garrett Deasy's boys' school. *ULYSSES* Leopold Bloom begins his day by preparing breakfast for his wife, Molly Bloom. He serves it to her in bed along with the mail. *ULYSSES* As their day unfolds, Joyce paints for us a picture of not only what's happening outside but also what's happening inside their minds. *ULYSSES* Drawing on the characters, motifs and symbols of Homer's *Odyssey*, James Joyce's *Ulysses* is a remarkable modernist novel. It has

lived through various criticisms and controversies and has undergone several theatre, film and television adaptations. It continues to remain a literary masterpiece. ULYSSES
The Silent War Black Library
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 Sisyphus as they are drawn into a war of subterfuge against the Alpha Legion. *Tales of Heresy* Games Workshop
Reborn in the fires of Nocturne, Vulkan prepares for his final journey. With the choice between vengeance and duty, what will the primarch's destiny be? Reborn in body and spirit beneath Mount Deathfire, the primarch Vulkan gathers his most trusted sons and prepares for the final part of his journey. The Legions shattered at Isstvan V have stalled the

Warmaster's advance across the galaxy, but fresh cracks are spreading through the alliance between the Iron Hands, Salamanders and Raven Guard, along with mysterious rumours of the return of Ferrus Manus. Haunted by a sense of destiny unfulfilled, Vulkan must choose between joining their war of vengeance against the traitors, or following his own barely understood path all the way to the Throneworld itself.

Romulus Buckle & the Engines of War
Games Workshop

A brand-new anthology of Horus Heresy short fiction featuring stories by Dan Abnett, Chris Wraight, Aaron Dembski-Bowden, John French and more. As the darkness of mankind's internecine war slowly consumes the galaxy, those who still serve the Throne are forced to fight

for both their own survival and the continued existence of everything they hold dear. With the threat of the Warmaster Horus' fleet looming ever closer to Terra, if will fall to such heroes to halt the tide, but the enemies arrayed against them are powerful and the burden of loyalty is great... This Horus Heresy anthology contains two novella-length tales - *The Wolf King* by Chris Wraight and *Cybernetica* by Rob Sanders - as well as six short stories by popular Black Library authors including Dan Abnett, Aaron Dembski-Bowden, Gav Thorpe and John French.

The Solar War Games Workshop

A new anthology of short stories delving into the secret history of the Horus Heresy. After the betrayal at Isstvan, Horus begins his campaign against the

Emperor, a galaxy-wide war that can lead only to Terra. But the road to the final confrontation between father and son is a long one – seven years filled with secrecy and silence, plans and foundations being formed across distant stars. An unknown history is about to be unveiled as light is shed on the darkest years of the Horus Heresy, and revelations will surface that will shake the Imperium to its very foundation...

Garro: Legion of One Black Library
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.

The Horus Heresy 06. Descent of Angels
Games Workshop

As war splits the galaxy, the Emperor toils in the vaults beneath the Imperial

Palace. But his great work is in peril, and the forces of Chaos are closing in...

While Horus' rebellion burns across the galaxy, a very different kind of war rages beneath the Imperial Palace. The 'Ten Thousand' Custodian Guard, along with the Sisters of Silence and the Mechanicum forces of Fabricator General Kane, fight to control the nexus points of the ancient eldar webway that lie closest to Terra, infested by daemonic entities after Magnus the Red's intrusion. But with traitor legionaries and corrupted Battle Titans now counted among the forces of Chaos, the noose around the Throneworld is tightening, and none but the Emperor Himself can hope to prevail.

Crusade's End Games Workshop
In the wake of the Dropsite Massacre at Isstvan V, the survivors of the

Salamanders Legion searched long and hard for their fallen primarch, but to no avail. Little did they know that while Vulkan might have wished himself dead, he lives still. As the war continues without him, all eyes turn to Ultramar and Guilliman's new empire there, and Vulkan's sons are drawn into an insidious plot to end the Heresy by the most underhand means imaginable.

The Death of Integrity Games Workshop
The latest title in Black Library's premium line, the Horus Heresy The Shadow Crusade has begun. While the Ultramarines reel from Kor Phaeron's surprise attack on Calth, Lorgar leads the rest of the Word Bearers deep into the realm of Ultramar. Their unlikely allies, Angron and the World Eaters, seem blind to the true goals of the

mission, preferring instead to ravage each new civilisation they come across - but where Lorgar might once have chastised his wayward brother, now he seems only to encourage the frenzied bloodletting. Worlds will burn, Legions will clash and a primarch will fall... and the fate of the entire galaxy hangs in the balance.

Vulkan Lives Games Workshop
Anthology of tales about the secret missions that underpin the entire Horus Heresy series. While loyalist and traitor forces clash on a thousand battlefields across the galaxy, a very different kind of war is being fought in the shadows. Rogal Dorn and his Legion prepare to defend the Solar System against the armies of Warmaster Horus, even as Malcador the Sigillite charges his many

agents and spies with missions of the utmost secrecy. The future of the Imperium is being shaped by unseen hands... This Horus Heresy anthology contains fourteen stories by some of Black Library's top authors, including James Swallow, Chris Wraight, Anthony Reynolds and many more."
Fifteen Hours Games Workshop Limited
A Stormhost of Sigmar's celestial warriors run a gauntlet of enemies in an attempt to close a dangerous rift that could drown an entire realm in daemons. In the Tephra Crater lies the city of Uryx, a once-proud bastion now overrun by the Bloodbound. Anhur the Scarlet Lord means to use the city to open a gateway to Khorne's own realm and drench all of Klaxus in blood. Only Sigmar's chosen stand in his way - the Warrior Chamber

of Orius the Adamantine, one of many fighting a bitter war of liberation in this region. Their quest is a grim one: breach the walls and reach the heart of Uryx to prevent a ritual that will bring about death untold. The hopes of all Klaxus rest on Lord-Celestant Orius - his warriors are many, and heroes all, but to triumph he must defeat not only the forces of Chaos but the demons of his own past.

Garro Games Workshop

Shattered Legions Games Workshop

Old Earth Games Workshop

The planet of Caliban exists much as it has for thousands of years - the knightly orders protect the common people, fighting back the beasts that lurk in the depths of the seemingly endless forests. Young Zahariel and Nemiel aspire to join

the greatest of the orders, led by the example of mighty Lion El'Jonson and his vision of a peaceful and unified world. But the coming of the Imperium brings new concerns and a new destiny for the Lion as part of the Great Crusade, and the sons of Caliban must decide if they will follow him to glory among the stars.

The Damnation of Pythos Games Workshop

Book ten in the New York Times bestselling series. This is a reissue of 9781849708180 It is the 31st millennium, and mankind has spread across the galaxy. When Horus the Warmaster rebelled against the Emperor, the ensuing civil war nearly destroyed the Imperium. War raged across galaxy, pitting Astartes against their battle-brothers in a struggle where

death was the only victor. This collection features stories of heroism and tragedy set during this turbulent time, by star

Horus Heresy authors Dan Abnett, Graham McNeill, James Swallow and more.

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