

Lion Eljonson Lord Of The First The Horus Heresy Primarchs Book 13

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Warcry

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.

The Lords of Silence

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

The Court of the Blind King

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, 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 Age of Darkness

The Dark Angels Legion go to war, but their primarch's brutal actions threaten to tear apart the fragile alliance of Imperium Secundus. With the Dark Angels spread across a hundred systems, primarch Lion El'Jonson stands as Lord Protector of Ultramar - though his true motives are known to few indeed, and old rivalries on his home world threaten to tear the Dark Angels Legion in half. But when word comes of the Night Lords' attack on Sotha, the Lion's brutal actions bring Imperium Secundus once again to the brink of civil war. Not even the most fearsome warriors of the Dreadwing, nor any arcane secret of the Order, can guarantee victory if he sets himself against his loyal brothers.

Konrad Curze: 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? 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

Nightbringer

Ferrus Manus, primarch of the Iron Hands, employs his brutal methods of war to bring a world to heel in the Emperor's name. The Great Crusade has swept across half the galaxy, a million human worlds now embracing the truth and reason that comes with allegiance to the rule of Terra. But even such unparalleled success comes at a cost. Rumours abound that the Emperor plans to step back from the Crusade and raise one of his primarch sons to lead in his stead. Faced with the bitterly non-compliant human empire of Gardinaal and a leaderless host of Ultramarines, Thousand Sons and Emperor's Children at his Legion's command, the Iron Hands primarch Ferrus Manus decides to make an example that even the Emperor cannot ignore.

The Unremembered Empire

Newly promoted Ultramarines Captain Uriel Ventris is assigned to investigate Pavonis, an Imperial planet plagued by civil disorder and renegade Eldar raiders. But nothing is as straightforward as it appears, and wheels are turning within wheels. Uriel and his allies are forced into a deadly race against time to destroy their shadowy enemy - or the whole planet must be sacrificed for the good of humanity.

Valdor: Birth of the Imperium

A planet-sized super weapon, the World Engine must be stopped before it destroys all in its path. A full Space Marine Chapter is given the seemingly impossible task of destroying it. For months, the necron World Engine has blazed a trail across the Vidar sector, destroying planets and devastating every fleet sent to destroy it. Now, the Astral Knights Space Marine Chapter enact a daring plan to get to the heart of the mighty edifice and bring it to an end. Crashing their battle-barge into the World Engine, they land upon its surface, seeking its heart. Confronted by sinister necrons, the fate of the Astral Knights hangs in the balance, along with the lives of untold billions

The World Engine

The second title in The Horus Heresy: Primarchs series, a brand new sequence of novels from Black Library. Many are the sagas of Leman Russ, Lord of Winter and War, most fearsome of the Emperor's primarch sons. At the height of the Great Crusade, his Space Wolves fight to bring the rebel world of Dulan to compliance. Enraged by the defiance of the tyrant Durath, Russ has pledged to strike him down personally - but his brother Lion El'Jonson of the Dark Angels advises more caution. With the might of two Legions arrayed against Durath, tensions nevertheless run high, and the rivalry between the Wolf and the Lion threatens to engulf them all.

Magnus the Red: Master of Prospero

Roboute Guilliman: Lord of Ultramar

The sixth title in The Horus Heresy: Primarchs series, focusing on Fulgrim, primarch of the Emperor's Children Legion. Lord of Chemos and bearer of the Palatine Aquila, Fulgrim, primarch of the Emperor's Children, is determined to take his rightful place in the Great Crusade, whatever the cost. A swordsman without equal, the Phoenician has long studied the art of war and grows impatient to put his skills, and those of his loyal followers, to a true test. Now, accompanied by only seven of his finest warriors, he seeks to bring a rebellious world into compliance, by any means necessary. But Fulgrim soon learns that no victory come without cost, and the greater the triumph, the greater the price one must pay

Vulkan: Lord of Drakes

Idoneth Deepkins vs Chaos - let battle commence. Deep beneath the oceans of Ghyran, in kingdoms forgotten by gods and time and overlooked by the ravages of Chaos, the Idoneth Deepkin endure in bitter solitude. However, the Jade Throne of Briomdar sits empty, its long isolation threatened as never before in its history. The Everqueen's warsong awakens the forests of both land and sea and everywhere the diseased knights of Nurgle fight to the last foetid breath for the verdant Realm they claim as theirs. But, for Prince Lurien this time of peril is one ripe with opportunity. It will take every drop of wit, guile, and treachery the prince has to overcome not only the myriad foes of the Idoneth, but his fellow Deepkin as well.

Lion El'Jonson: Lord of the First

Dante

The Emperor's most trusted guardians fight beside his elite witch-hunters to defend the Golden Throne. The Custodian Guard have stood watch over the Emperor's Palace on Terra since the foundation of the Imperium. Charged with protecting the Master of Mankind from all threats, within and without, their fearsome resolve is renowned throughout the galaxy, and their golden armour is the last thing that a would-be assassin or saboteur will ever see. Alongside the Null-maidens of the Sisters of Silence, who are anathema to psykers and sorcerers alike, there is no threat to the Golden Throne that they alone cannot vanquish until now.

Angels of Caliban

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?

Gotrek & Felix: City of the Damned

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 Demon Sword Master of Excalibur Academy, Vol. 1 (light novel)

A Siege of Terra novella from New York Times best selling author Graham McNeill. The Shattered Legion crew of the Sisypheum, broken and at the end of their endurance, find themselves divided; torn between following their resurrected captain on a suicidal mission or obeying orders to return to Terra and rejoin their Legion brothers. Following a series of garbled messages intercepted by the Kryptos, the divided warriors descend to the shattered surface of Luna. Here, their bonds of loyalty, duty, as well as their devotion to one another will be tested as ancient horrors of the earliest days of genemanipulation are unleashed, and a longburied secret is revealed. A secret that will have farreaching consequences for the future course of the galaxy, no matter who eventually claims Terra.

Sons of the Selenar

Charged with unlocking mysterious Aeldari devices, Iron Father Kristos of the Iron Hands soon realises the xenos are not alone in their attempts to thwart his duty... For ten thousand years, the Voice of Mars has been a secretive, but powerful position upon the Iron Council. Yet its ambitions, first seeded during the Horus Heresy, are only now beginning to mature. Iron Father Kristos is charged with unlocking the mysterious Eldar devices known collectively as the 'Dawnbreak Technologies.' Before he can recover the first element from Fabris Calivant, the Eldar orchestrate a vicious greenskin invasion which descends upon the Knight World. Kristos soon realises the xenos are not alone in their attempts to thwart his duty. His own brothers also seek to possess the formidable powers for their own ends. In a mission that pitches Clan against Clan, Iron Hand against Iron Hand, to what lengths will the Iron Father go to secure victory?

Ferrus Manus

Explore the history of one of the most well known heroes of the Imperium in this awesome new novel from Chris Wraight. Constantin Valdor. It is a name that brings forth images of heroism, honour and peerless duty. For it is he who commands the will of the Legio Custodes that most esteemed and dedicated cadre of elite warriors. He is the Emperor's sword, His shield, His banner and he knows no equal. Clad in shining auramite, his fist clenched around the haft of his Guardian Spear, he is the bulwark against all enemies of the throne, within or without. Nearing the end of the wars of Unity, Valdor's courage and purpose is put to the test as never before. The petty warlords and tyrants of Old Earth have been all but vanquished, and the Emperor's armies are triumphant. What now for the nascent Imperium and what fate its forgotten soldiers, its Thunder Warriors and armies of Unity? A new force is rising, one which shall

eclipse all others and open the way to the stars. But change on Terra is seldom bloodless and for progress to be ensured darker deeds are necessary.

Jain Zar

The Dark Angels' eternal hunt for the Fallen embroils them in a dangerous conspiracy to change the past and destroy the future, bringing the entire Imperium under the dominion of Chaos. Master strategists, renowned duelists and one of the mightiest Space Marine Chapters of the Imperium, the Dark Angels have a long and storied history. Many of the Adeptus Astartes extol the ideals of courage and honour, yet, the sons of the Lion walk a different path. Ensconcing themselves in shadow and secrets, they seek no praise as they pursue their inscrutable agenda. The descendants of the First Legion bring grim fury to the enemies of mankind. On the world of Piscina IV the Dark Angels' war host brings swift retribution to a horde of greenskins that threatens to destroy Kadillus harbour. On the indomitable mobile fortress monastery known as the Rock, Chaplain Boreas brings tortuous iron and his scalpel like intellect to a suspected traitor. Of all the secrets that the Dark Angels possess, the Fallen are the greatest, but few know as much as Supreme Grand Master Azrael, true exemplar of the Calibanite creed and the most worthy son of the Lion. In this omnibus are the novels: The Purging of Kadillus, Angels of Darkness and Azrael.

Lorgar

Deep in the cells of the Convent Prioris, a woman touched by an inestimable force, sits in darkness. She is Ephrael Stern, Sister of Battle, an elite force vowed to root out heresy and corruption wherever they find it. She was discovered wandering alone on the barren world of Parnis, her unit destroyed, her body torn, her mind riven by madness -- and with a power inside her inextricably linked to the taint of Chaos. This exclusive graphic novel is presented in a sumptuous, oversized, hardcover edition and presents the entire first book of the awesome Daemonifuge re-edited and re-collected with additional, never-before-seen material. Daemonifuge: The Screaming Cage features stunning black & white CGI artwork, echoed today by titles such as Marvel's War Machine.

The First Wall

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.

Knights of Caliban: Dark Angels Omnibus

Book 3 in the Global best selling Horus Heresy Siege of Terra series The war for the fate of mankind blazes on. Though the outer defences have fallen, the walls of the Palace itself remain inviolate as Rogal Dorn, the Praetorian of Terra himself, uses every known stratagem and ploy to keep Horus's vast armies at bay. In Perturabo, the Traitor siegebreaker, Dorn faces an adversary worthy of his skill. A terrible, grinding attrition ensues. The crucial battle for the Lion's Gate spaceport is at the heart of this conflict. With it in their possession, the Traitors can land their most devastating weapons on Terran soil. Dorn knows it must not fall. But with enemies attacking from within as well as without and the stirrings of the neverborn drawn to the slaughter, can the Imperial defenders possibly prevail?

The Emperor's Legion

The fifth title in The Horus Heresy: Primarchs series, delving into the story of Lorgar, primarch of the Word Bearers Legion and the first of the Emperor's sons to fall to Chaos. Most devoted of all the primarchs, it was Lorgar who first fell to the lure of Chaos. Once known as Aurelian, this golden son of the Emperor of Mankind found himself an outcast because he worshipped his father as a god. Humbled before the ruins of Monarchia, chastened and brought low, Lorgar yearned for deeper meaning. He found it in the power of Ruin and thus began the descent into heresy. His fate had not always been so. On Colchis, his adopted birth world, Lorgar was not always the zealot, though his path would be nurtured by one: the priest Kor Phaeron.

The Last Son of Dorn

The second book in the Phoenix Lords series, focusing on the fast and deadly female warrior, Jain Zar, first exarch of the Howling Banshees. The enigmatic eldar are one of the many intelligent races that battle humankind for control of the stars. Though few in number, they are an ancient race, and their

mode of war blends spirituality with a unique mastery of technology. In times of need, the entire eldar race will rouse to war led by terrifying, almost mythological figures - the phoenix lords. Each different in his or her own way, these immortal beings embody the warrior nature of the eldar. Jain Zar - the Storm of Silence - was the first phoenix lord to be recruited by Asurmen, and would prove a swift and deadly fighter, able to harness the rage of her scream to slaughter any who dare oppose her.

Angels of Darkness

Book 13 in The Horus Heresy Primarch Series Each primarch is an exemplary being, derived from the Emperor's own genetic stock to embody a facet of His personality. Their powers are unfathomable, but only one of them is the First. Lion El'Jonson is the paragon of what it is to be a primarch. His Legion, pre-eminent for most of their long history, typify the virtues of temperance, pride, and martial excellency that the Lion embodies. They are the Emperor's last line and final sanction. They are His Dark Angels. Now, while the Emperor gathers His mightiest sons for an assault on Ullanor Prime, the Lord of the First instead draws his Legion to the farthest reaches of the known galaxy, seeking to subdue a single rebellious world. Is this but another example of the Lion's infamous pride, or is there more afoot amidst that graveyard of empires that is the Ghoul Stars, more than the Lion will share even with his own sons?

Wolf King

Warlord Queek Headtaker is unlike other skaven, a fearless warrior, a general who leads from the front and the grim victor of many great battles. When King Kazador begins to gather an army at Karak Azul it falls to Queek to lead a surprise attack on the hold, but even one as cunning as he cannot resist the chance to face such a renowned hero of the dwarfs in single combat.

Hamilcar: Champion of the Gods

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 Eye of Medusa

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.

Jaghatai Khan

When Dark Angels Chaplain Boreas captures and interrogates one of the Fallen, the past collides with the future with tragic consequences. The Dark Angels Space Marines are amongst the most devout of the God-Emperor's servants. Their loyalty is seemingly beyond question and their faith almost fanatical. Yet the Chapter harbours a dark and horrific secret that stretches back over ten thousand years to the time of the Horus Heresy. When Dark Angels Chaplain Boreas captures and interrogates one of the Fallen, the past collides with the future with tragic consequences.

Daemonifuge

Echoes of the Long War

Throughout the Realmgate Wars, Sigmar's centuries long crusade against Chaos in the Mortal Realms, there has never been a hero like Hamilcar Bear-Eater, famed Lord Castellant of the Astral Templars. But when an ancient skaven warlock with a thirst for godhood turns his attention towards Hamilcar's divine soul, the Bear-Eater knows he will have to call upon his martial prowess and uncanny wits just to survive. Because his next death could be his last. Throughout the Realmgate Wars, Sigmar's centuries long crusade against Chaos in the Mortal Realms, there has never been a hero like Hamilcar Bear-Eater, famed Lord Castellant of the Astral Templars. Would Gardus have charged headlong into the stronghold of Uxor Untamed with a mere handful of warrior at his back? Would Vandus have had the foresight or magnetism to drink himself euphoric, start a war with the Skarabrak lodge, and then wake come morning to a sore head and fifty thousand moonclan berserkers avowed to Sigmar's cause? No. Only Hamilcar. But when an ancient skaven warlock with a thirst for godhood turns his attention towards Hamilcar's divine soul, the Bear-Eater knows he will have to call upon his martial prowess and uncanny wits just to survive. Because his next death could be his last.

Leman Russ

The coldly methodical and unrelenting Iron Hands Space Marine Chapter clash with the cybernetic soldiers of the Adeptus Mechanicus over control of the world of Thennos. Ever since the dark days of the Great Heresy, the Iron Hands have a long and tortured history. Their years of suffering and war has left them hardened and believing in a brutal tenet: the flesh is weak. Heavily cybernetic, their flesh extensively altered, these warriors of the Imperium are more machine than man, cold in aspect as well as demeanour. Their methods of recruitment are harsh, their rituals arcane, their pride unshakable. So when a world under the protection of the Chapter falls foul of insurrection, the Iron Hands answer with fire and cold retribution. It matters not that Thennos is considered sovereign territory by the Adeptus Mechanicus - the Iron Hands' campaign is one of extermination. But there is something dark lurking within Thennos, a horror that defies the purity of cold logic and the machine, and threatens something more, something ruinous.

Angron: Slave of Nuceria

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?

Saturnine

A new novel featuring Gotrek & Felix, two of Warhammer's most popular characters. Gotrek and Felix: unsung heroes of the Empire, or nothing more than common thieves and murderers? The truth perhaps lies somewhere in between, and depends entirely upon whom you ask Legend tells of the City of the Damned - a dark and forbidding place destroyed in a previous age by the wrath of Sigmar. Long have its fallen towers remained undisturbed by the people of Ostermark, but now an ancient evil stirs in the depths, gathering its strength once more. Gotrek and Felix are swept up in the crusade of Baron Götz von Kiel to cleanse the city, and as the ruins are torn from the passage of time itself, the Slayer's doom appears to be approaching more quickly than either of them would like.

Lords of Caliban

Placed in command of a Legion he does not want, in service to a father he cannot forgive, Angron gives an ultimatum to his children, one that will set them down a path from which they can never return... As the Emperor travels the galaxy at the head of his Great Crusade, few events are as important as rediscovering his scattered sons, the Primarchs, and bestowing them as the masters of their Legions. United, a Legion becomes a reflection of its Primarch, both in his strengths and his flaws. For the Twelfth Legion, once the War Hounds and now the World Eaters, the line between strength and flaw is almost impossible to separate. Desperate for his acknowledgement, will the World Eaters follow their father and cast themselves in his broken image or will they resist? And will any of them ever learn who their father was truly meant to be?

Headtaker

The unthinkable has happened Terra has fallen to the traitor forces of Warmaster Horus! Nothing else

could explain the sudden disappearance of the Astronomican's guiding light at the heart of the Imperium, or so Robute Guilliman would believe. Ever the pragmatist, he has drawn all his forces to Ultramar and begun construction of the new empire known as Imperium Secundus. Even with many of his primarch brothers at his side, he still faces war from without and intrigue from within with the best of intentions, were the full truth to be known it would likely damn them all as traitors for all eternity.

The Voice of Mars

Battles for ancient kingdoms are nothing compared to the battles of a classroom! Awakening from magical stasis after a thousand years, the Dark Lord Leonis suddenly finds himself in the body of a ten-year-old boy! He quickly meets Riselia, a girl confronting the Voids, creatures that have nearly exterminated humanity. Determined to uncover the mysteries of this strange new era, Leonis enrolls in Excalibur Academy, a school that trains students to fight back against these enigmatic monsters. Could the Voids hold some connection to Leonis's past?

Fulgrim

Abandoned by their kinsmen and hounded into the Alaxxes Nebula, Leman Russ and his Space Wolves face the Alpha Legion fleet for one last, glorious battle. The Space Wolves were set upon by the forces of the Alpha Legion before they had even recovered from the Razing of Prospero. Hounded to the edge of the Alaxxes Nebula, in desperation Leman Russ called out to his primarch brothers and their Legions for aid. None came. Now, with their fleet stranded and supplies dwindling, the warriors of the Rout face almost certain death amidst the rust-red clouds of the nebula. But what a glorious end it shall be, worthy of the sagas of old, for Alpharius's sons will soon learn that a cornered wolf is always the most deadly.

The Primarchs

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.

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