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## Mark Of Calth The Horus Heresy Band 25

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## ISAIAS MOYER

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### **Know No Fear** Games Workshop

Warsmith Honsou, embittered nemesis of the Ultramarines and champion of Chaos. This omnibus edition collects all of Graham McNeill's Iron Warriors series together in one volume. The Iron Warriors are Chaos Space Marines with unrivalled expertise in the art of siege warfare. With great batteries of artillery and all the favours of the Ruinous Powers at their command, there is no fortress in the galaxy that can stand against them for long. This omnibus follows the schemes of the embittered Warsmith Honsou in his struggles against the hated Space Marines of the Imperium. Drawing upon characters and events from author Graham McNeill's popular Ultramarines series and for the first time in a single publication, Storm of Iron and the novella Iron Warrior are gathered along with short stories The Enemy of My Enemy, The Heraclitus Effect and The Skull Harvest.

### **Dark Apostle** Games Workshop

An anthology of Horus Heresy tales written by some of Black Library's bestselling authors. The galaxy burns at Horus's command, and a billion more lives are lost with each passing moment – though it was not always so. Once, the title of Warmaster stood for honour, loyalty and a fierce pride in the strength of the Space Marine Legions. But perhaps by following the myriad lines of destiny and defiance that were already woven around the primarchs and their sons, we may yet come to understand the bitterness that can eat away at even the most steadfast of souls... This Horus Heresy anthology contains fifteen short stories by authors including Graham McNeill, Nick Kyme, Gav Thorpe, Chris Wraight and many more. It also includes Aaron Dembski-Bowden's acclaimed novella Aurelian.

### *Vulkan Lives* Black Library

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

Legiones 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?

### *The Primarchs* Black Industries

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 Emperor's Gift* Games Workshop

Ravenor and his retinue become fugitives from the Inquisition in order to hunt down the arch-heretic Zygmunt Molotch. Inquisitor Ravenor continues his persecution of the arch-heretic Zygmunt Molotch – a hunt that has, for him, now become an obsession. In direct contravention of Inquisition orders, Ravenor and his team go rogue, in relentless pursuit of their quarry. Thrown through time and space, pitted against enemies of limitless power and cunning, just how much will Ravenor and his team have to sacrifice in order to thwart Molotch's schemes and bring the heretic to justice?

### *Tallarn* Games Workshop

Anthology of short stories revealing the untold tales of the Underworld War. The Heresy came to Calth without warning. In just a few hours of betrayal and bloodshed, the proud warriors of the XIIIth Legion – Guilliman's own Ultramarines – were laid low by the treachery of their erstwhile brothers of the XVIIth. Now, as the planet is scoured by solar flares from the wounded Veridian star, the survivors must take the fight to the remaining Word Bearers

and their foul allies, or face damnation in the gloomy arcology shelters beneath the planet's surface. A collection of stories by authors including Dan Abnett, Aaron Dembski-Bowden and Rob Sanders. The battle for Calth is far from over...

### *The Ultramarines Omnibus* Tuan Kiadó

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.

### *Eye of Terra* Games Workshop

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.

### *Crusade's End* Games Workshop

Colchis világán vallási vezetők uralkodnak a pusztuló társadalmon az istenek nevében – egészen Lorgar érkezéséig. Primarcha, próféta, a sors vezére, Kor Phaeron neveltje, akit a Paktum papja fegyveréül választott a hatalom eléréséhez. Miközben a vallásháború szétterjed az egész bolygón, élén a Lorgar féle Testvériséggel, a primarchát a jövőről és a Császár eljövételéről szóló látomások gyötrik. Ahhoz, hogy megtalálja helyét ebben az új rendben, egyensúlyt kell találnia fogadott apja, Kor Phaeron tanításai és a sors között, amelyről tudja, hogy a csillagok között vár rá.

### **The Unburdened** Games Workshop

Delve into the daemon-worshipping mania of the Word Bearers as they battle the forces of the False Emperor, and see their perspective on the Imperium as they try to tear it down. The Word Bearers have struck fear into the hearts of their enemies for many a dark millennium. Long since having succumbed to the power of Chaos, their rampages across the stars and terrible deeds in the service of the Dark Gods have raged for ten thousand blood-soaked years. In this trilogy of explosive tales, the traitorous sons of Lorgar are plunged into war zones and blistering space battles, facing destruction from all fronts as they enslave the Imperial planet Tanakreg, decipher an ancient necron artefact and take on all manner of vile xenos in their quest to tear down the Imperium of Man. Charting Dark Apostle Marduk's rise from obscurity to dark prominence, with an insatiable lust for power, this omnibus features the novels *Dark Apostle*, *Dark Disciple* and *Dark Creed* by Anthony Reynolds, plus the short story 'Torment'.

Scars Black Library

Peter Orullian's epic fantasy debut *The Unremembered* has been critically acclaimed, earning starred reviews and glowing praise. But now it gets even better. In anticipation of the second volume in Orullian's epic series, and for one of the few times in our publishing history, we at Tor are choosing to relaunch a title with an author's definitive edition. In addition to stunning updates to the original text, we're also including an exclusive short story set in the world of *Vault of Heaven* as well as a sneak preview of the sequel, *Trial of Intentions*, and a glossary to the universe. The gods who created this world have abandoned it. In their mercy however, they sealed the rogue god-and the monstrous creatures he created to plague mortal kind-in the vast and inhospitable wasteland of the Bourne. The magical Veil that protected humankind for millennia has become weak and creatures of nightmare have now come through. Those who stand against evil know that only drastic measures will prevent a devastating invasion. Tahn Junell is a hunter who's unaware of the dark forces that imperil his world, in much the same way his youth is lost to memory. But an imperious man who wears the sigil of the feared Order of Sheason and a beautiful woman of the legendary Far have shared with Tahn the danger. They've asked him, his sister, and his friends to embark with them on a journey that will change their lives . . . and the world . . . forever. And in the process, he'll remember . . . At the Publisher's request, this title is being sold

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**The Horus Heresy: Collected Visions** Games Workshop  
The Salamanders Chapter, fire-born sons of Vulkan, unite to face a threat to their very existence in this omnibus edition of the *Tome of Fire* trilogy. The Salamanders have a long and noble history, standing proud among the First Founding Space Marine Chapters. Though their appearance can be terrifying, they are deeply honourable, and will go to any lengths to safeguard the Imperium and its billions of teeming citizens. After the death of their captain, Da'kir and Tsu'gan, battle-brothers and rivals, face enemies from within and without. As their paths diverge and they face trials that will test them to their very limits, their destinies draw them back together for one final confrontation... New edition of a great-value omnibus that contains all three novels in the *Tome of Fire* trilogy - *Salamander*, *Firedrake* and *Nocturne* - plus a host of additional short stories.

Ravenor Rogue Games Workshop

The Grey Knights are all that stands between mankind and the ravages of Chaos. Since their secretive beginnings during the Horus Heresy, these legendary Space Marine daemon hunters have journeyed into the dark realms of the warp - and beyond - in pursuit of their supernatural enemies.

Lorgar Black Library

In this omnibus addition, all four volumes of the Horus Heresy art books are brought together for the first time. It tells the full story of this pivotal period in the history of the Warhammer 40,000 universe, in which the arch-traitor Horus betrayed Emperor of Mankind. The epic tale is described in one huge tome with exciting text and masses of fantastic art.

Mark of Calth 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.

**Garro: Legion of One** Games Workshop

The secretive minions of Malcador the Sigillite take centre stage

in an anthology of thrilling tales of subterfuge and treachery. 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 - a war of subtlety and subterfuge, unknown to many, but one that surely holds the key to victory for either side. As Rogal Dorn and his Legion prepare to defend the Solar System against the armies of the Warmaster Horus, 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 thirteen short stories by various authors including James Swallow, John French, Chris Wraight and many more. It also contains Anthony Reynolds' return to the hallowed halls of the Imperial Palace in his novella *The Purge*.

**The Burden of Loyalty** Games Workshop

Chaos Space Marines are feared for their savage brutality. When ungodly visions drive Dark Apostle Jarulek of the Word Bearers to the unsuspecting Imperial planet of Tanakreg, he and his dark force attack without mercy and brutally enslave the population. With the planet in ruins, they set their new slaves a mysterious task: to build a hideous tower of monumental proportions. What is Jarulek's vile purpose, and can he achieve it before the Imperial forces arrive to reclaim the planet?

The Unremembered Empire Games Workshop

Mustering for war against the orks, the Ultramarines Legion is attacked by the Word Bearers on the planet of Calth, and the forces of Chaos openly reveal their part in the Heresy. Unaware of the wider Heresy and following the Warmaster's increasingly cryptic orders, Roboute Guilliman returns to Ultramar to muster his Legion for war against the orks massing in the Veridian system. Without warning, their supposed allies in the Word Bearers Legion launch a devastating invasion of Calth, scattering the Ultramarines' fleet and slaughtering all who stand in their way. This confirms the worst scenario Guilliman can imagine - Lorgar means to settle their bitter rivalry once and for all. As the traitors summon foul daemon hosts and all the forces of Chaos, the Ultramarines are drawn into a grim and deadly struggle in which neither side can prevail.

**Roboute Guilliman** Games Workshop

Reprint of 9781784960698. New Format. In the aftermath of the Word Bearers' attack on Calth, the wounded Kor Phaeron flees

aboard his battle-barge Infidus Imperator, intent on returning to the war that now rages across the entire galaxy. But the Ultramarines First Chapter Master Marius Gage – under orders from Roboute Guilliman himself – has taken the mighty flagship Macragge’s Honour in pursuit, and the battle to come will surely

be remembered for all eternity. Cut off from their Legions and with no hope of reinforcement, the crews of the two vessels stalk one another to the very edge of reality... and beyond.  
Born of Flame Games Workshop

Uriel Ventris is back! The game is set in the grim darkness of the far future, where mighty armies clash on countless war-torn worlds and Humanity stands alone, beset on all sides by the threats of the heretic, the mutant and the alien. There is no mercy. There is no respite. Prepare yourself for battle.

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