



Fulgrim pdf 4plebs

They will be my best warriors, these men who give to me of themselves. I will shape them as clay, and in the furnace of war I will forge them. They will be armed and with the most powerful guns they will be armed. They will be untouched by plague or illness, no disease will touch them. They will be untouched by plague or illness, no disease will touch them. They will be armed and with the most powerful guns they are the armed. have tactics, strategies and machines so that no enemy can be their best in battle. They are my bulk against the Terror. They are the Defenders of Humankind. They are the Defenders of Humankind, get exactly what he wanted. The attempt to make heaven on earth invariably produces hell. - Karl Popper The Horus Heresy also known as Horus Humbug, Cosmic-scale Daddy Issues, That Time Erebus fucked everyone over forever and (in-universe) as The Great Jesy War is one of the single largest groupfuck of events in Warhammer 40,000 fluff, along with the Eldar's creation of a new Chaos God, and the rampage and fall of the star Needless to say, this assiness derails the emperor's plan and himself, and the Chaos Gods their most prominent armies have to carry out their will in real. In the Horus Heresy, the emperor's favorite son, Horus Lupercal, formerly Warmaster of the Imperium, was damaged by Chaos and rebels against the emperor, taking nine Space Marine Legions (Including his own), their respective Primarchs, and about half the Imperial Army and Meganum with him. After waging war over the galaxy, Horus and his traitors eventually reached Sacred Terra himself, hoping to murder the Emperor himself and cut the head off the proverbial snake and win the war. Things didn't plan that way, though, as he was ultimately surrounded by loyal forces at the height of the siege on Terra. As a final gambit, he dropped the shields of his flagship that allowed the Emperor to exude and challenged him to a duel for the fate of mankind. Horus beat the emperor within an inch of his life, but died in turn after the emperor put his foot down and wiped Horus' soul out of existence (as in it didn't go to the warp to be resurrected by daemons; it was literally wiped out of existence) when it finally became clear to him that Horus was beyond forgiveness. The Chaos gribbles he is with disappeared and the now Chaos Marines who followed him have dropped back to the Eye of Terror, which began the Long War. Because the emperor was fucked to the point where he had to be permanently attached to a life support machine known as the Golden Throne only to survive, logic within the Imperium gradually declined, eventually turning into the Grimdark. Warhammer 40,000 Fluff[edit] The Clusterfuck in motion. If this map reminds you of the Syrian Civil War, consider getting a gold star. The Horus Horus Screwed up almost everyone's plans (except the Chaos Gods' of course) and changed the flavor of the Imperium's Grimdark from Stalinist Soviet as you breathe a word about religion, we rape you or your entire planet with knives unless you're an Ecclearch : nope, this is just another aspect of the emperor. Don't reckon this happens without hefty donations. The erven lasted for several years (somewhere between seven and ten) and were fought all over the galaxy. The following are the main battles and campaigns during the Honorary: Following the siege of Terra, Horus was permakilled, Big E was interviewed on the Golden Throne, the surviving primarchs freaked out trying to figure out what was doing now that daddy was in a coma, the traitors fucked off in the Eye of Terror, and overall the galaxy slowly and collectively lost their minds now that their wise and all-powerful ruler was no longer around to tell them what to do. The Board game first published in 1993 by Game Designer's Workshop, it was the Emprah opposite its evil bastard of a boy in the scorched earth of Terra. Units include titans and Chaos Spaw- oh shiARHGRBLLYRBGRDEWUODHGRYEB. Ahem, as he said, The More Recent Edition (2010) was published by Fantasy Flight Games. Also a two-player war game, it includes more than 100 sculpted minifigs, sculpted buildings, and even Horus and the Emprah itself are units on the board. It also adds more territory as the fight can be pushed back on the traitor's flagship Vengeful Spirit. Combat is less dice-y and more card-y. (Not to be confused with the lame Horus Heresy card game, whose only saving grace was the wonderful card art that would appear anyway in the Horus Heresy art books.) The Main Book Series contains spoilers! You've been warned. For the past decade, Black Library novels exploring the events of the Horus Heresy have been looking at the competitors among the Primarchs and only exploring why everything went down the tubes. The novels are through a selection of different writers, which is a total pain if you want to organize your books alphabetically by author. Receiving the series is somewhat... mixed; books generally considered good include the first trilogy, The First Heretic, Know No Fear, Fear to Tread, Betrayer, Scars, and the short story The Snake Down Under. Of course, as we mentioned, there are some that... Um... Let's just say that the worst is a matter of much debate. Books I - X[edit] Horus Rising: A prologue story, introducing us to the series and Garviel Loken that will grow into a very significant and popular character, the 'Jim Raynor' of Craft of the heresy. Black Library killer opener needed and they succeeded, Dan Abnett handling Pretty good. An emperor (not Him) died at the beginning and some errors are killed on a planet called Murder for no other reason than they were there. The Interex shows up and asks whadya do it for?. Negotiations with them go sour when Erebus steals the MURDER SWORD from them. It's worth noting that if the Interex had some goddamn CCTV set up in their museum of awesome and valuable weapons then the whole ass could possibly have been avoided. False Gods: Horus falls at Davin when wounded by the MURDER SWORD and gets a crash course in the chaos gods of Erebus & amp; Magnus. Having shown some truths that will happen in the future (as the Emperor worshipped as a god and Horus is reviled and forgotten) he decides to make war on the Imperium to prevent it from all happening. Actually a rather weak and rushed affair when it comes to the details of the Horus' character in great detail for 1.5 books, but then he has a nasty fever dream, seeing some bad prophecies and boom, he wakes up as a traitor Saturday morning cartoon, after which his titillatings the Isstvan III event and Dropsite Massacre or any other bits of the ery go completely unchallenged and left behind The very cool shit in this book is the battle on Davin, as the Sons of Horus and the Imperial Army fight against a massive horde of chaos zombies in a misty swamp and the wreckage of a space ship. Galaxy in Flames: Isstvan III happens and the traitors send the loyalists down to the planet without reinforcements and continue to bomb them to fuck. Things aren't going to plan when Angron decides to crash it into a Not Like Plan pulled out conflict that the Warmaster can't really afford - Loken is thought to be dead after a due with Abaddon. While it's good to have an entire book detailing a key event in the Ery, there's not actually any important or interesting dialogue to read that would make you glad you didn't just read a synopsis. There is also an embarrassingly written sequence towards the end, where a large number of loyalists survive an Exterminatus event by fleeing to a pair of magical and super convenient bunkers. They see plague bombs entering the planet's atmosphere with the naked eye and somehow have enough time to run deep enough time to run deep enough underground to survive one of the Empire's most effective super weapons. Flight from the Eisenstein: the other side of Galaxy in Flames, Nathaniel Garro escapes and gets marooned in the warp fighting daemons, finally getting saved (and mega-bitch slammed) by Rogal Dorn, who doesn't take the news of Isstvan very well. The first bit of the novel is so far 'the Death Watch's novel'. There is also the very first Incidence of Plague Marines, Euphrati Keeler is all mystical and shit, and Malcador recruits Garro as the first first Fulgrim: A divisive entry that's either forgettable to some or pretty interesting depending on who you ask - depends how much you like the emperor's kids. Tell the story of Great Crusade all the way up to the Drop Site Massacre in one book. In short Fulgrim finds a sword, possesses, kills Ferrus Manus - the end. It was written by Graham McNeill though, and it got a wonderful quote from Fulgrim My Emperor's Kids. What beautiful music they make. . Dessent from Angels: This is the Jesy book that's not about the Ane, instead focusing on Zahariel's time on Caliban. It depicts Lion El'Jonson dealing with some social awkwardness (he can't read people at all, so he comes off as 'do what I say or die!') and with Luther to handle the little talk. Hints that the Great Crusade is doing more harm than good, bringing together the lost colonies of humanity in a unified future! Luther is sent home with Zahariël to squeeze up more Dark Angels. Another divisive book, but certainly could have used some more time with the editor. Legion introduces the Cabal, the Perpetual and Omegon. READ THIS BOOK. Or don't, because that's where those things that would eventually take over the Jesy series and, according to many, are completely ruined (Cabal, Perpetuals) being introduced. I would still recommend reading this since when the novels were what ruined it. The Alpha Legion, along with the Geno Chiliad, a regiment of genetically engineered supermen-yet-not-Astartes lead by anime lolis called uxors (High Gothic for women) try to alform some Chaos cults in space AfghanistanNurth. The cults activate planetary self-destruction of blood sacrifice; as it goes down, the Alpha legion assembled with the Cabal, gets a glimpse of their vision of the future (the Alpharius gambit), agreeing to work with them, then killing all non-legion of bystanders & amp; ships with FOR E-MONEY! Battle for the Abyss: The book is so bad that other writers have tried to retcon it out of existence. This book is so bad you'd have thought it was clutched together from Wardian fluff stitched together by C. S. Goto. Reading this book can in fact cause brain cancer so you should avoid it if at all possible. Everyone dies, so it doesn't get much (as in anything). The book's adherence to cannon is an atrocity, but it contains some decent depictions of ship-to-ship combat as a slightly redemptive quality. Mechanicum: Tech Priests Turn Renegade After Horus Tells Them to release banned viral scrap codes and screw everything up. It also seems that Big E invented the machine-God through door A C'Tan on Mars back during the Saint George era, giving everyone visions of technology. Also more subtle hints that the Emperor is a god himself by using divine golden light to heal machines and immediate access super Wikipedia. Contains plenty of Titan awesomeness and Knights badassery. And for extra Grimdark, a tech priestess discovered that the Dark Age era people stored a backup copy of Wikipedia in the warp and with a giant psiger powered terminal access said Wikipedia and restored all the knowledge of humanity flooding her forging with lava to deny the traitors access. A nail tech savant meets with the gaoler of the Void Dragon and takes over his fuck long shift. Tales of Germs: short story collection, including The Last Church. Has a lot of twisting endings. Blood Games: An assassin tries to kill the emperor. The Adeptus preservations are going to kill a traitor on Terra. The assassin was a custody investigating the palace defence. The traitor was a triple agent who worked for Dorn. The bodyguard of the triple agent appears to be a Sons of Horus assassin who detonates a bomb that kills the triple agent and nearly reaches a suicide run to destroy a bunch of reactors controlled by the triple agent. Wolf at the Door: The Space Wolves kill off some Dark Eldar and are the defenders of all who don't defend the emperor. When the freed planet chooses freedom over the emperor, the Wolves naturally invade it. of the Storm: The Word Bearers destroy a human civilization that has crystal cities, crystal robots and plenty of lightning. They worshipped the emperor, but told from a slightly different point of view then. The Voice: The Team Sisters of Silence examines a Black Ship that became delicate in the Warp. Turns out the youngest of the team in the future is using magic to beam back her consciousness through time on some psykers on the Black Ship. She successfully warns the team about Horus' Rebellion being executed by a hard-core sister for having broken her vow of no funny things. Call from the Lion: Half the Dark Angels are dicks, the other half isn't. Totally not foreshadowing. The Last Church: A story about the emperor who destroyed one of the churches on Terra during the reunification era in his attempt to erase religion. The Emperor and the priest accusing the Emperor of being a hypocrite, with him describing being no more different from the old warriors who have campaigned and sacred wars in the past to push their own agendas on other people. Emperor reveals himself as the very god who adored priest, and almost convinced him to stand by his side as his soldiers destroyed the church. Priest gets cold feet and walks back the church as it collapses. An end-time alarm bell began to ring in the ruins. After Desh'ea: The War Hounds meet their primarch. Angron humiliates the War Hounds. More specifically, the emperor just beamed Angron nicely pissed. Kharn is a pretty big guy to be around, pulling his femurs out of his lungs fast enough to establish himself as Angron's best buddy after the War Hounds chain of command calms Angron down as fiery pressure balls. Books XI - XX[edit] Fallen Angels: the sequel to Destortion of Angels, is actually two stories rolled into one book that never converges. The Lion goes to a strategically important forging world only to find that the magos have become traitor, then fighting a war to reclaim some Ordinatus devices only to hand them over to Perturabo to gain his confidence, not realizing that his brother has already turned. He's really spergily uncomfortable with people throughout. Meanwhile, Zahariel and Luther encounter a daemon cult on Caliban and get into shennanigans with Cypher, setting the stage for the fallen as they reject the Lion and the Emperor because of misplaced patriotism for Caliban and butthurt about feeling abandoned by their primarch. A Thousand Boys: Part 1 of the Battle for Prosperity. Walk through the Great Crusade where Magnus discovers the web road, but his Father already knew about it. Then the Edict of Nikaea where Magnus gets all passionate about not restricting psychic powers, then does the worst thing possible by forcing himself through the palace psychic spam filter, breaking the Golden Throne in the process. Space Wolves come knocking soon after. Tragedy follows and the Thousand Sons become a thousand sons again. Ahriman begins writing his Rubric. Nemesis: Malcador the Sigillite invents the Officio Assassinorum Execution Task Force and sends six assassins to kill horus. They fail because Horus sent a par, but in the process kill a forming daemonic counter-assassin sent by Erebus. While it's a decent book and we learn a lot, it didn't contribute much to the overall plot. On the more vitriolic side, the writing is a little underwhelming in places; highlights include calling a pariah a psyche, another pariah with a contrived possession, and Horus uthering out one of the most cliché one liners out there. The First Ketic: Lorgar's turn to get a back story and generally considered one of the better books in the series. While you may never sympathize with them, this book really makes you understand why The Word Bearers fell on chaos, rather then the CHAOTIC EVIL MONSTERS they're portrayed in the rest of the series. Feel less jittery than Fulgrim. Go Monarchy after a little soul soul in the Eye of Terror and discover Cadia. Lead to Istaan V and the immediate aftermath. Meaning subplots revolve around the inception of Posse Marines, and what happens to the Keepers babysitters looks over the Word Bearers, and how the protagonist Argel Tal gets into a tragic fraternity with the Keepers leader. Aurelian: A limited release short story until an ebook is published. The plot bounces around between a number of moments in Lorgar's history up to the preetelops of the Shadow Crusade. One narrative involves how Lorgar's history up to the preetelops of the Shadow Crusade. sending him to fuck up Ultima Segmentum and hand him Angron (figuratively, not literally) leash. The other narrative takes place in the 40 year gap in The First Heretic, where he puts a dying Avatar out of his misery and he is told the Eldar is panicking rather than embracing Chaos during the birth of Skipesh, causing them to nearly die out; the daemon prince(ss) tells Lorgar the same thing happens to humanity during the Essy, how Chaos really wants a symbiotic relationship with humanity rather than conquer it. In the middle of this, Khorne decides he's had enough of this talk wordy shit and sends An'ggrath to make things more exciting, and Lorgar is hitting him now. Then comes Kairos Fateweaver and tells him about Calth and his relationship with Guilliman and his upcoming war with him in the most confusing as discussion ever. The truth of most of the things told to Lorgar is left ambiguous because, well, Fateweaver; but also Chaos has a lot of riding on the Lord's Rabbit comes to fruition for reasons that are not entirely explored. Prosperous burns: Part 2 of the battle for Prosperous burns: Part 2 of the battle for Prosperous burns: Part 2 of the battle for Prosperity. A civilian archaeologist named Kasper Hawser hangs out with a company from the Space Wolves, where we learn a lot about their culture and attitudes. It seems that Chaos has infiltrated everything, so the outcome of Nikaea is practically rigged. The burger himself even appears to have been an indisputable spy for Chaos, but the Wolves knew anyway and didn't give a shit (they thought he worked for Magnus). Age of Darkness: A short story anthology. Rules of engagement: Roboute let one of his commanders lead in a series of wars that didn't really occur, and we get the best line ever said regarding the Codex Astartes: despite the fact that it covers a lot, it's not meant to be biblically followed which is a burden of bull given that the Codex late said commander wins all the wars in the most effective way last battle because he's in a war game against Girlyman was. the quote on the page on the Big Book or The Imperium Secundus appears, making for another bizarre plot element that ruins the range without adding anything. Liar due: You know those memes about how the Alpha Legion causes mass paranoia without actually engaging any Astartes? It's not just memes. An Alpha Legion serf arrives on an agricultural world and turns his allegiance to Horus by hacking just all their inter-planetary communications. Forgotten Boys: A salamander and a grumpy ol' Ultramarine is sent as opposed to one of Horus' iterators to convince an industrial-militant world side by side. They nearly went with Horus in front of the Warmaster's agents wrecking shit for the lulz. Oh, and to send the message that neutrality will be punished. The Iron Warriors did strange shit on that world years ahead of time and were probably the more decisive factor than the lulz. The Last Remembrancer: Horus sent the one last memory he had accumulated as a gift to Dorn. Instead of being in a box (or eight or some shit like that), it was the Dan Abnett of his day telling Dorn that the grimdark galaxy was grimdark. Also that the emperor's vision of a galaxy of peace, unity, prosperity and fluffy bunnies built up without more grimdark attached than was strictly necessary probably wasn't very likely before any shit hit any fan. Iacton Qruze is also making his first appearance since forever, but no one gives a shit about lacton Qruze. Dorn says it's all lies and hostile propaganda before he said remembrance and torched all his ramblings. Rebirth: Magnus' absent fleet of the Burning of Prospero comes home and shits a brick. The last known surviving team of Thousand Boys outside the Planet of the Magicians is being beaten and they slowly find out it was the Space Wolves shit on Magnus' parade world and steal them. One plot turns later, most of them are dead, the last one decided he was going to rebuild everything, with some scant hints that his flesh-change will shift genetic error into kleptomany. The Face of Betrayal: The Tie-In and Conclusion of the Audio Drama with the Raven Guard after Istvaan and the prequel to Deliverance Lost. After getting fed up with Corax trolling Perturabo for a little too long, Horus sends Angron in to finish the job, but Corax's cavalry arrives to troll Angron by getting the loyalists the fuck out there. We also learn that Corax has a supersect ride psych ability with which to roll him a natural 20 on stealth checks no matter how ridiculous it would be, and that the Alpha Legion can out-troll everyone again when they fuck things for the World Eaters (they let the World Eatery commander think he was in command then blow his brain out when he tried to actually command). End with a passing bit in redemption Little Horus: Little Horus have a discussion (we mean Horus Aximand, not when Primarch Horus sodomized Abaddon again) about restoring the Reef Innings. A few war scenes later, Little Horus realizes his face shaved off before the White Scars are driven off. Little Horus realizes his PTSD he has since the murder of Loken and Torgaddon finally stems from that time he helped kill Loken and Torgaddon, and gives a diatribe about how things like that are completely natural, I'm fine, everything is fine. Everything is completely, absolutely fine, and Therapy is for the weak. I'm fine. After hideous shaving, he gets his face back and ends up looking even more like Big Horus in the deal. The Iron Inside: Some pretty bro-level loyalist Iron Warriors build a fortress hanging out of a cave across an ocean of prometheum in a hellhole of a world (giant cavern system & amp; acid atmosphere), and one of Perturabo's traitor Grand Companies comes knocking to demand they hand over the home keys. The loyalists give them a fuck-you in the form of a Dreadnought. A few melodramatic and horrific but generic war scenes later, and they get overrun (after a full year of siege thanks to the genius of a certain Barabas Dantioch), drop the stronghold of the ceiling on a titan, and get the hell out of there by hijacking one of the Iron Warriors warships via teleportation. An ultramarine big wig was there to bring the hordification of Terra and he needs good siege workers to then stall the traitors Terra. While loyalist Iron Warriors were pretty cool, the story itself was pretty forgettable; and it left some open questions like whether the continuity errors were the result of faulty astropatic communication (see Outcast Dead) or if the Ultramarines trolling the Iron Warriors to join the Imperium Secundus. And also why the Iron Warriors were determined to take a hellhole at an enormous cost of people and materiel, including Titans, while they could only have said fuck yo shit! and has a fortress with no space or warp transport and probably little strategic value in itself in the middle of nowhere alone. It mentions a few times that it looks really bad for a rebellion trying to get initiative when a mere captain of their Legions tells their Primarch fuck off, imma keeps this stronghold and resources for the emperor! The message behind it is if you can't even control your own men, maybe this rebellion thing needs a rethink because hearing Horus can't even take this shit outpost middle of nowhere and he's going to terra, could be bad press. Weapons: A good story written by ADB. ADB. ADB. Angels hunt down the Night Lord who is fucking with Forge Worlds, but the Night Lord remains a step ahead of them, much to the Lion's frustration. After being advised by Horus to pass along a message, Kurze tells Lion about the Fallen Angels and that Horus knew about their impending betrayal. Lion decides no one is going to give him shit about being a rumored closet traitor, and the ensuing battle proved that Jonson is a badass among primarch standards, whoops what ass and goes to his old relapse of strangulation of a fuck Their respective honors, meanwhile, go to it and show Sevatar is a badass under Space Marines. Things end up in a draw, letting things open to a new plotline within the Jesy, the Prince of Crows novella is the next. The Outcast Dead: A mess of continuity errors, at least compared to the rest of the series, the other writers later claimed all the flaws were absolutely intentional and consequence of the messed-up nature of Warp-based communication. Rigggghhhtttt! More important: shortly after the start of the Heresy has an astropath routine nervous breakdown and is sent back to Terra to some R& amp; R to get. What really happens is he gets there in time for Magnus' astral body to reach Big E to warn him of Horus' betrayal, and the gimmicky psychic shock obviously dicks with the Astropath is implanted with a message for someone about the war, but his PTSD likes him to know what the hell it is or who it is for. The Custodes come in and tell him Ve haff vays of making you talk. and hand him over to a few kind counselors who half-tortured the poor man. After a time, he gets busted out in the nick of time by some convict Space Marines from the Traitor Legions. Why they do this is explained by the Thousand Son sage who declares Just because. to the other. They call themselves the eponymous Outcast dead and try to get the hell off Terra (amusingly, none of the Esty, but they're all slightly miffed to be treated like shit by the Preservations just because of the Legion they belong to.) Other subplots revolve around: a psyche congregation at a slum near the Imperial palace; a samurai witch hunter (no, really); fucking Thunder Warriors. Best bits are an unarmed, unarmed World Eater tearing up a 's spine out through his chest depicting the emperor playing chess in dreams, revealing reveal the message is about his coming bitch of slapping from Horus. Redemption Prodigy: Corvus Corax, having just escaped from Istvaan V, decides to go and ask daddy for a handout to get his Legion back on his feet and get the mother of all genetech to do so, though he has to do some leg work to get it. Meanwhile, a bunch of faceless Alpha Legionnaires (okay, they have faces, they only originally belonged to some Raven Guard) have infiltrated Corax's Legion at Istvaan, and are doing recon and intelligence gathering waiting for Omegon to give up the lingering shit. Corax, meanwhile, is seting up new gene seed methods that bring up new recruits after ready marines in fucking hours, with the potential to set up literally anyone willing to become a space marine. The Alphas decide it's probably not in their interests, sabotaging the new healing oath by infecting it with daemon blood, turning second- and third-batch new Raven Guard into the twisted monsters we know that Corax ended up. In one of the cases of retcon that was actually flavored with awesome and winning, the mutant marine was still sapient but was left to fight in the Emperor's name. After staging a mass revolt on Deliverance's older world with the help of some old guilds Corax and the Dark Mechanical, Omegon gets more Alphas infiltrated into the Raven for the endgame: steal the genetech, kill some Ravenguard, get the fuck out before anyone knows what the fuck just happened here. A few cockups along the way lead up to the Raven Waiting to show and isolate from the Alphas. The end of the novel was like a swingers party at the retirement home, everyone was screwing (even Horus), no one got what they were hoping for (except for the very deviant bastard), and all-around the reproductive material was a waste. Corax closes its hothousing method, and starts fucking with the Traitors, even at reduced numbers. The book ends on a note with Alpharius-Omegon deciding that while their plan for saving the galaxy was still good, they decide to work with Xenos is not for them. Know no fear: The Ultras are still ignorant of Istvaan and the civil war erupting around the galaxy and being with Calth with the Word Carriers on the orders of Horus to go and kill some Orks together as a conciliatory gesture. They were in for a surprise. The Word Bearers, while happy as hell to get revenge, really try to dick over the Ultramarines to keep them out of the Ere, if not destroy them outright. What happens next is the Word Bearers rule some mishaps using sorcery and good ol' fashion betrayal to fake a monumental fuck in the ship meter that makes the Ultramarine forces blind, deaf, and crippled. They use the confusion to say that the Ultras are still fucking them over, and take the to open not only a can, but whole instances of whoop-ass on the Ultras. 2007 Honda CRF 2000 2007 Honda TR500 Calth's pole in a screaming hellsheet to start a warp storm, while Kor Phaeron oversees the systematic annihilation of the Ultramarines and also successfully poisons Calth's sun. Guilliman becomes in space to getting a Primarch death with Chaos mindbullets, in a moment of self-aggravating, he holds back and tries to corral Guilliman with his own dagger-sized MURDER SWORD. Guilliman calmly tells The Codex Astartes won't support this action (it really was You made a mistake followed by an explanation of that mistake, and but while I'm alive, I can do it) and tear out Kor Phaeron's main heart with an unauthorized Power Fist. Kor Phaeron's followers run away with his carcass, allowing the Ultras to retook their space station, which in turn allows Mechanicus plot power, aided by a planet's worth of orbital defense batteries, to bring the ground war back into the Ultramarines' favor. The novel ends with Word Bearers getting the hell out there, and the Ultramarines everyone they can down from Calth and tell everyone they can't get underground, transitioning to underground war. Special features of this novel include the Ultramarines that are ultimately portrayed as awesome, Guilliman not a, Ollanius Pius being the special guest star with his own subplot, and the Word Bearers with shy blades as special issue, one of which will come back later. You can see this summary is pretty spoiled, but if you haven't already known the broad strokes, you're in the wrong place. The Primarchs: A Romanla anthology. As the name suggests, it contains stories with Primarchs: A Romanla anthology. As the name suggests, it contains stories with Primarchs. Stitching up the Fulgrim, the real story is this: Lucius and his friends are deep in the sickless who will come to characterize their Legion but begin to suspect that Fulgrim may have a daemon in him when he starts acting like non-Fulgrim and uses sorcry. They ambush him and try to make it worse with pain, because torture a Skipeshi daemon will work entirely (though they find out that a Primarch can grow a foot back, and just about any other wound). Among all else: Fantastic bill is still an angry badass; Marius Vairosean is still a synophantic aunt; and Eidolon was still a self-interestd, whiny douche, but Fulgrim threw a tantrum and cut his head off, and there was plenty of cheering from the readers, and that plus almost certain off-screen fapping under the Legionaries lead to Angel Exterminatus. Performance of Iron - Ferrus Manus Legion trying to kick off Eldar on a desert world but can't find the great Eldar strategic asset because of Spess Eleven warp bullshit. A farser thinks he can warn Ferrus about the Jesy, and lure him into the webpad or some psychic realm for a spirit quest long enough to fight a giant purple snake (which disturbingly appropriate images when you think about it); and Ferrus thinketh it was the wyrm which he killed, and gave him his metal hands, but the serpent tells him that he should abuse it for someone else. Ferrus kills it and meets the Farseer trying to tell Ferrus that he wasn't just a dick. Ferrus, with too many experiences with Eldar being killed off. Ferrus comes back and helps his Legion battle of the Eldar kill the Webway beacon, or whatever the hell it was. In the background of all of this, the Iron Hands, having lost Ferrus, decided to get shit done rather than bitchy about potentially dead father, and work to complete the mission despite being wedged down by Imperial Army who dies from dehydration and heat stroke. The Eldar finds a way to use storm clouds that Iron Hands bionics kill their users, and Ferrus has a bitch of an itch around his neck that he can't get rid of. I wonder if that's important. The Lion: - Dark Angels fight daemons and reinstate Librarians. The Lion Teamkills Nemiel reminded him of Nikaea and ruined all the build-up of the previous two Dark Fallen Angels Books because Gav Thorpe wanted to prove he's a great boy writer who can kill his characters. Then they steal an intelligent super warp engine (insta move the Dark Angel fleet into the warp without need for a jump mark while teleporting itself and the Lion on its flagship; Lion is able to speak politely before so much power) from Typhus who then sets course for Macragge to sort out Guilliman. Snake underneath: - Alpharius Omegon is bearing down against himself and destroying a facility built around what looks suspiciously like a Kadian Pylon (and said facility keeps the White Scars from the war), because of an information leak, and they secretly work against each other. Also: considered to be one of the better works of the series, not only because of quality, but because of the sheer mindfuckery of the sheer mindfuckery of the plot, keep completely within the rationale of the Alpha Legion without any jumps in logic or cannon. Books XXI - XXX[edit] Fear of Treading: Despite it being Black Library's most financially successful book ever and thirteen (!) on the New York Times bestseller list (without Oprah's recommendation, even), many fa/tg/uys find it a little ridiculous. Why? Well are planets with giant frowny faces inhabited by garbage monsters, ships ships Inflated by city-sized rocks launched from the aforementioned planets, an almost-stereotypically-gay Skipeshi daemon that doesn't actually serve much of a purpose in the story, and an named the Red Angel despite the fact that Angron has already claimed that as a nickname (although he was first introduced in Horus Heresy: Collected Visions, so it's not James Swallow's fault). Oh, and Sanguinius behaves like an idiot about Chaos all the time, which fits the fluff but comes on, how many freaky supernatural signs should you see before you decide it's not just dirty xenos? In all fairness, of course, Fear of Treading has quite a few good moments, especially when it comes to Warp-related terror. It also has a precious brotherhood between Horus and Sanguinius, not to mention Sanguinius and his Legion is characterized very well. Sanguiniuns and Co eventually reach Imperium Secundus. Shadows of Betrayal: Another anthology. Most of the stories are bands or in between, and some are very short. The Crimson Fist - A story about two parallel storylines. The first was introduced during the Battle of Phall, a space battle between the Iron Warriors' entire fleet, and what remained after a

third of the Imperial Fists' fleet was dispatched to let the loyalists who go to Istvhan be caught in a warpstorm and run as a country, letting them float and isolated in the benefit of knowing what the hell is goig on and with the forces of Chaos to guide them by storm, appeared at Phall wrecking shit for some good old-fashioned revenge. Despite the better numbers, more and bigger guns, suicide spending cohorts, and the power of an angry hate buyer, the Iron Warriors lost out to the Imperial Fists' superior maneuverability and Captain Polux's protagonist power. Eventually, the Fists get the order and window to withdraw from Terra, although twisting tail would put their fleet at a huge disadvantage. Given the choice between blind obedience to his father or continuing with the struggles they won, Polux picks the former and takes his fists back to Terra but instead ends up in the Imperium Secundus. It was also one of the first solid depictions of Perturabo, and clearly the worst of the two as he showed nothing more than an abusive, cold-hearted Saturday morning cartoon with anger issues and the depth and complexity of a kiddy pool to be. The second storyline follows Rogal around the Imperial Palace after deciding to stay home, though he was ordered the same fleet trapped at Phall but delegated it to Polux's predecessor. The twist is that he met Euphrati Keeler, had a mental experience when they spoke, and felt that he would be needed more at Terra instead of as a drift corps lost in orbit around some and so handed over the work of the commandment of the silly atheists at this point, so he disowned Sigismund because he thought serving a higher purpose was arrogant and got in the way of his job to do. That left Sigismund really pissed off and bad ass daddy issues. The Dark King - A look at the head and story of Konrad Curze during the events leading up to the Dropsite Massacre. It shows that, even if you buy that Curze was a murderous paladin of justice and order rather than just an estranged serial killer, he gets pretty fucked in the head, and lives with the knowledge of his demise haunting him (which isn't that great for what little common sense he has left). It also involves beating Rogal Dorn, killing off some Imp fists and Emp's Children terminators with his more advanced suit and built-in vox pity with his bare fucking hands and then blowing up Nostramo. The Lightning Tower - Basic, 20 pages from Rogal Dorn. The first 10 is that he is saddened by the devastation of the Imperial Palace as a great work of art by reinforceing it into a cold functional stronghold. The next 10 are Rogal with an existential monologue then a conversation with Malcador, all about why he doesn't know why Horus declared war on the emperor, and is afraid to find out why in case it makes sense. Malcador ended up knowing at least a bit about Chaos, and somehow had his hands used on a tarot deck Curze throughout his life, even until the end of The Dark King. (Don't ask how he got them. Really.) Also that (*Name Drop*) the Lightning Tower is the important map to come, which indicates a destruction of fortifications and/or a change of thought about by sacrifice. The Kaban Project - Right before Istvane, technologically Pallas Ravachol is working on a top secret Kaban robot project on Mars and realizes that the project has reached sapience, and is in fact a form of full AI. Though he truly befriended the Kaban machine, Ravachol not to be such a vagina since Horus himself gave the OK, and after a deliberation, a death squad waiting to escort the Ravachol off site the next morning. Ravachol, thinking there were few ways it could end well, makes a break for it and flees for Magos Malevolus' forge, hoping to get someone with some clout to reveal that his old boss and Horus were up to something bad. On his way, he spends time running away from a latex-clad sadistic baby who persistently chases after him; since she's an AdMech equivalent of a Death Cult it's a much better idea than it sounds. When he comes to Malevolus is Malavolus him with a legion of shiny Mk6 packs of Marine Power Armor long enough to drop the bomb to drop the bomb to drop the they were for Horus. The latex-clad girl catches up to them both, and the technological flight again, only to be surprised why Malevolus and the assassin let him run. When he comes out the door, he meets the Kaban decides to be with the good guys, and the day is saved. Except it's the dark, gritty universe of 30K where brother turns against brother. Chrom told the Kaban Machine that it and Ravachol simply can't be friends for rich, because of the rules and stuff, and taking up Horus was a good idea. The Kaban Machine, not understanding how people work or The Power of Friendship, knew no better than to agree, and kill Ravachol right up the steps of Malevolus' forge. End story. An okay story, somewhat generic feeling prose. More of a who's who of the Dark Mechanics during Mechanicum and tell where the hell that Kaban machine from the same book comes from, and how they seduced an AI in Chaos worship. Raven's flight - A bridge between Istvaan V and Deliverance Lost, also a companion story to the Raven's Flight Audio Drama. The story tells how Commander Marcus Valerius of the Imperial Army is stationed on Redemption and keeps have recurring nightmares worrying him about Corax. Commander Branne of the Raven Guard's garriver on Redemption, gets tired of how the Legion's pet human being won't stop bitching about it, and decides to take Valerius out on a trip in the battle bar to Istvan just to show him that everything is just fine. Meanwhile, Corax and a relative handful of survivor Raven Guard are fighting a guerilla war against the traitors, trying to stay one step ahead of the Iron Warriors and the state of the Imperium now that things have gone shit. Death of a Silversmith - The title says it all. A silversmith attached to the 63rd Expedition fleet is tasked with making four rings for the Mournival, after that he makes signs (for the warrior-lodge, but he doesn't know it) and then he gets his windpipe smashed to make sure word doesn't get out about the signs. The story is seen from the perspective of the silversmith describing his life to the point where he lies on his own floor, slowly suffocating death killing. Ultimately, it's only barely 20 pages long, so you can read them well anyway. Prince of Ravens - A novel with the Thramas Crusade viewed from First Captain Sevatar of the Night Lord. With the Night Lord's powers all but crushed by the Dark Angels, Curse in a nearly dead, and the Dark Angels, Curse in a nearly dead, and the Dark Angels, Curse in a nearly dead, and the Dark Angels to beat some heads for the Night Lord's powers all but crushed by the Dark Angels, Curse in a nearly dead, and the Dark Angels, Curse in a nearly dead, and the Dark Angels to beat some heads for the Night Lord's powers all but crushed by the Dark Angels (Curse in a nearly dead, and the Dark Angels). in the Night Lord Legion. Like most stories written by Aaron Dembski-Bowden, that's pretty good. Angel Exterminatus: Perturabo just finished fucking (or fucked by) some fists, and Fulgrim found himself to polish off a plot hook from The Reflection Crack'd and recruit Pert for an expedition in the Eye of Terror because a renegade Eldar said he knows where to get the good shit (the eponymous Angel Exterminat Fulgrim wanted to make a show out of delivering breakdown, and he used Pert his skills to build a stadium and go storyteller mode; then the moment a shattered Legion detachment consisted of Iron Hands and a Raven Watch commando that Fulgrim sniped (he got better). Of course, Pert has the moment to remind himself that this is why he can't have, will never, nice things. Think that Fulgrim has the smell of a powerful artifact or a superweapon, and seeing that Fulgrim is becoming the Primarch equivalent of being a crack addict member of the Jersey Shore and his legion wasn't much better looking, Pert decided to play it safe by marking along and making sure Fulgrim would break nothing. On the way, another Eldar scholar came to the Shattered Legion and told them that Fulgrim and Pert can't be allowed to get to the eye, the Iron Hands' resident mad scientist accidentally gave away their place, and the Emp's Children and Iron Warriors decided to throw a boarding party. After a few pages of wrist pounding action, Pert says fuck it, and leaves as the Iron Hands' same crazy scientist overloads the engines and does a mother of a ramming maneuver that kills an Emp's Children ship. (Pert fell ill from Fulgrim's shit at this point, so he decided not to let them know, leading to the loss of the ship and thousands of casualties for Fulgrim.) Then they finally get there, they find a Crone World covered with debris and occupied spirit stones kept in orbit around a black hole. Some wrigthbone constructs appear and Pert and Fulgrim must fight to get the heart of the planet at the Angel Exterminatus. On his way, Pert kills their renegade Eldar because he was 'a lyin' bitch. When they finally get there, surprise! Daemon Primarch Fulgrim is supposed to be the Angel Exterminatus, and he betrays Pert (a bauble Fulgrim has a vitality-leeching thing at the start of the book), and they begin the ritual that Pert would sacrifice to turn Fulgrim into a Daemon Prince. Then the Shattered Legion attacks the and help the Iron Warriors, as it is clear that they are not Kids no more. Pert kills Fulgrim, but it hasn't counted since Fulgrim's mortal being works just as well as sacrifice. He goes full Daemon Prince despite a generous help from Thunder Hammer to his pretty face, smashes every spirit stone on the planet, and disappears with every last one of his sick fucks. The Eldar scholar helps the Shattered Legion throw a bitch pass, revealing that both scholars were Dark Eldar who cut a deal with), and he made sure the Shattered Legions were there to put a wedge in that deal because ... Reasons. The Shattered Legion gets the hell out, and the Iron Warriors try to leave as the planet begins to fall into the black hole. The book ends, with Pert, a wise man, ordering them to reverse course and fly right into that fucking. (It ends up working out for them.) Subplots include plenty of build-up for McNeil's Iron Warriors stories, the Shattered Legions' feelings about trying to disconnect an irreversiblely fucked situation, some tense buildup from two Imperial Fists as they tried to survive Fabius' twist they survived into mutants (which actually had a poor paycheck). Despite being overall good, it's a bit of a scuba novel because depicting Perturabo is so different from expected, rather than being the bitter Rage machine of every other portrayal, he's a quiet nerd who plays with toys as a hobby, but with muscle. And because the ghosts of eldar's Aspect Warriors and Wraith-Constructs in a planet left in the Eye of Terror are a cannon-rape on par with C.S. Goto, the first death of Lucius at the hands of a Mary Sue despite previous claims that he was undefeated during the Jesy and his unexplained first resurrection, and an Iron Hands legion And worst of all, a rotating Shadowsword turret. Traitor: Lorgar and Angron's past and his Butcher's Nails are slowly killing him. Turns out one of the Ultramarine worlds was his own Homeworld, so he destroyed it and Lorgar makes him into a daemon prince. Also remember the Furious Abyss? Lorgar has two more. Also focus on Khârn and Argel Tal who are completely bro-level, until that bitch Erebus isn't modeled with a long mustache suitable for turning is beyond us. Marking of Calth: Another set of short stories, though all focused on the Ultramarines or the Word Bearers. Shards of Erebus: - We find that Erebus broke the MURDER SWORD in eight daggers/athames and shared it with his crisps. Also show how he returned to Davin to learn how to teleport with the MURDER SWORD and then kill the priests who helped him turn Horus. somehow win because she served Chaos before she died kicking off Erebus. 2007 Honda CRF 2000 2007 Honda TR500 Was - The story focuses on an Ultramarine Captain and Co. and on a Word Carriers commander and his Dark Apostle. Keep bringing up what Calth was like. Longer-than-the-rest story short, Bearers are trying to Nurgle everyone, and the Ultramarines save the day in the nick of time. After all, the largest of the-*BLAM* Dark Heart - A young Word carrier is interviewed by Kor Phaeron after he ends up killing his mentor with dark forces (turned him insta inside out). A kind of nice story that shows the decline illuminating the Legion. The Traveller - A Spacedock traffic controller survived the destruction of his star fortnant, and the fatal collapse of his escape commute before edging into a small underground arcology with other human survivors. Imperial cults believe he is blessed, and when he starts whispering and seeing unbelieves start rounding them all off for execution. Everyone is slowly executed until he's the last one left. Learn he is owned and reveals to an Ultramarine that he was infected by the vox of the Campanile. A deeper darkness - An ultramarine has a hard-on for a certain Word Bearer trolling him. Hunts down said Word Bearer trolling him. Hunts down said Word Bearer trolling him. reflection. The Underworld War - A story that has little to do with the real Underworld War. It features a Gal Vorbak who sees the attack on Calth as a of failure. Has a plot-turning ending ... Turns out Daemons gives visions of the future to potential Gal Vorbak, and said Gal Vorbak was given a vision of him not leaving his fallen brothers on Calt. The Daemon doesn't have time for that shit, so it makes him die during his transformation, much to the distress of the still fairly bro level Argel Tal who is rusty by the honey words of has done nothing wrong. Athame - A narrated tale of the history of a knife, though none of the MURDER SWORD. It's about it... Completely... Right. Wrong. The small sacrificial knife that Ollanius found was carved on Terra for a benign ritual, stolen by an evil Eternal killed by Caesar in medieval times, found in an archaeological dig by Kasper Hawser, and went on other crazy murder adventures, while he had rudimentary sentences. Unchecked - Ollanius Pius and friends travel through time and space using the athame from the previous story. We learn a lot more about Oll's past, going into detail about his offhand mention that he was one of the Argonauts and that he served in the First World War and the First Gulf War. It's based as all fuck and written by Dan Abnett, so don't miss it. Also features Ol' Oll's much, much earlier encounters with the great daddy E looked back in and kinda proved O.P. Diddy right in his contention against that faith has power not directed it to the wrong places, and has in fact protected Terra for fonawatts worth of millenia, and if He hadn't been such an aspergated edgelord about atheism, more daemons could have been conquered because of the power of 19th century English hymns, albeit with some of the words changed to refer apparently to the same edgy also about a traumatised but insightful qt3.14 psychic witch. Lots of fun with eating implements and a wonderful ending that involves a hammer on the face. None of the best HH Books though is a somewhat essential read for continuing the plot arc. Remember the shattered Legions crew of Angel Exterminatus? Now you get a new group that's much more bland and less clear. The Unrefirmed Empire: Matt Damon killed Martin Luther King. It happens in the book. Also, unlike the coverage and synopsis would imply, it's not about Sanguinius and Guilliman working together to build a back-up Imperium around Ultramar, leading to the question of why it's on the cover? No one knows what this is really about, especially the book's description of itself (which its successors describe). Several things happen in the book as several unrelated subplots collide as multiple entities are pulled by the Pharos device to Macragge. There are implications that Guilliman's new backup Imperium is starving resources from Terra. Scars: Technically the third book of the Prospero bow. The Khan returns to the Imperium after killing Orks of Ullanor and cannot decide which side to join. Turning his back on Leman Russ during a fight with the Alpha Legion and going in search of his best friend Magnus, also gets in a fight with Mortarion on the way, also half his legion of turned traitor, but turns out it's no big deal. Brotherhood of the Storm: Prequel to Scars, show the White Scars fighting Orks on Chondax. Vengeful Spirit Horus goes looking for strength to equate him to the emperor and the Chaos Gods give it to him by sending him to the Hyperbolic Time Room of Dragon Ball Z (kinda). We learn that the emperor gained his powers after make a pact with the Chaos Gods where they gave him a fraction of their strength, and then somehow managed to double them in what was quite possibly the most delayed retcon ever introduced in the entire book series. (In all seriousness though, the Chaos Gods have asserted it throughout the series. That may be the truth, or one of their beautifully crafted lies.) Loken is coming back. There's also the Knights of Lannister Molech, which falls to Skipesh by large amounts of Twincest. Also, if you ignored the audio books, you'd be a little lost at the beginning of this one. The Doom of Pythos Lovecraftian Horror story disguised as a Horus Heresy story. Story. the most grimdark ending of the series so far, there with Dead Men's Walk. Just add about as much to the overall series as Furious Abyss. To cut a long story short, daemons take over a world in the Pandorax system, catch a tail and use it to start ferry cultuses from place to place. The book also has some crossover with 40k and the Pandorax Campaign. Books XXXI - XL[edit] Legacy of Treason Another anthology, though it's a little dishonest this time around, and they've only consolidated several pre-existing stories; some of the novellas, but also included print versions of audio books. Brotherhood of the Storm - see above Serpent - A very short and out-of-place story about a Davinite Priest. Hunters Moon - Originally an audiobook involving peasant fishermen rescuing a crashed Space Wolf that runs from the Alpha Legion after killing Alpharius. It doesn't end well, of course. Veritas Ferrum - A prequel to Doom of Pythos, about an Iron Hands starship escape (against their better nature) of Isstvan with some survivors. Riven — An iron hand from the Crusader Host is sent by Sigismund to look for some of his brothers, spread to Istvaan V. He finds one survivors of Isstvan, though it's about Salamanders just killing time (and Night Lord) as they wait to be saved. Honor to the Dead - An ultramarine team fighting its way through Calth with an innocent woman and child trying their hardest to follow them to safety, while loyalist and traitor Titans punch each other's faces in the background. Butcher's nails - A good one to read, Angron & amp; Lorgar go on the Shadow Crusade and come to an understanding while fighting Eldar. It's also a prequel to Traitor. Warmaster - Horus considers how much of a badass he is while talking to Ferrus Manus' skull. Kryptos - Somewhere in the Galactic East (either Thramas Crusade or Imperium Secundus), Nykona Sharrowkyn and company are going to kidnap a warp code interpreter that will allow them to intercept bruised enemy communications. Prequel to Angel Exterminatus. Wolf's Claw - Bjorn the Fell-Handed needs a replacement brace, but the Iron Priestess is too busy, but he happens to find a nice fancy relic one just lives around. The Divine Word - Marcus Valerius (Army Commander of Raven Guard story arc) receives some prophetic dreams and subsequently prevents an Alpha Legion distraction. It serves as his last push to join the Imperial Cult. He has bigger things to worry about and is looking for time and space for key events for futures as Planned manipulations. Lucius the Eternal Warrior - After his first death (and unexplained resurrection) at the hands of Nykona Sharrowkyn, Lucius somehow left the Jesy and went to the planet of Magicians to fight a duel with the best Thousand Son swordsman (because he cheats and reads your mind to see what you do next), finally meets Ahriman. Uh-huh... The Eightfold Road - Kharn and the World Eaters realise that too much is tearing and tearing them up a damn road leads, but they are already too far away. Guardian of Order - Cypher and Zahariel discover that the Ouroboros (banned in Fallen Angels) are coming back. Heart of the Conqueror - Angron's Navigator gets a little uppity about being made to turn traitor, despite being selected for working as the angry man's chauffeur by the Emperor himself. Blame herself during the middle of the warp transit with non-fun results for flagship. Censorship - Aeonid Thiel kills time and Becomes Bearers in the Underworld War on Calth, writing notes about it on his armor. Said notes will eventually be written in Guilliman's draft of the Codex on the subject of killing Word Bearers (because that's what's important about killing Word Bearers). Go on a buddy cop adventure with an Army trooper. Thiel eventually gets bored and ends up going back to Macragge. Lone Wolf - Bjorn has lost all of his team but is now such an amazing badass that he can solo Bloodthirsters. Death Fire - What the Salamanders have been saying since Isstvan is true: Volcano lives! Well, now he does. Basically a lot of Salamanders take his body from Macragge to Nocturne (with some side help from didn't-ask-for-this Magnus) and throw him into Nocturne's biggest volcano, and lo and watch he come back to life, making that whole plotline pointless. Still got the fucking Fulgurite in his chest, though. DR: ' Without end war on the war: Heathen without end. The Devine Adoratrice - Prequel to Vengeful Spirit, shows that House Devine was rotten to the core long before the advent of Fulgrim. Howl of the Heathworld - Space Wolves get sent to Terra to watch over Rogal Dorn so he doesn't start using psyches, it's a pointless task and everyone involved knows it. Also provides insight into the Wolves' naming conventions. Lord of the Red Sands - During Istvaan III, Angron indends himself to some philosophy on the nature of his rebellion and what is good reason while butchering his own sons. I swear, I tell the truth. Artifacts - On the way to Istvaan V, Volcano decides that all its artifacts must be destroyed to avoid falling into the wrong hands. His starter rips in and persuades him to keep at least some, so Volcano gives him the right to select seven items to give him the title of Forge Father, keeper these artifacts, preserve and give. Hands of the Emperor - Depict one typical day out the Adeptus Preservations through eyes of their newly appointed Master of the Clock, including colossal orbital plates invading Imperial Palace, Preservations and the Imperial Fists stubborn assholes; even facing fight with each other in the heart of the Imperium, never stopping Blood Games and bureaucratic and diplomatic hell wrapping up all that entanglement. The Phoenician - A dying Morlock witnesses the final duel between Ferrus Manus and Fulgrim. Sermon from Exodus - Another prequel to Damnation of Pythos, explains the appearance of the great cults' fleet of Davin in orbit from Pythos. Provide rare insight on life on Davin and origins of Chaos cults there. Also possesses really bizarre description of the first Davinite priest, who has spent the last few thousand years in the warp. By the Lion's Command - Prologue to Angels of Kaliban. Corswain was tasked by the Lion to hunt Death Guard ships but experienced a severe lack of manpower. After an unequal involvement with Typhon that almost cost him his life and fleet, he decides to send Chapter Master Belath to Kaliban for recruits. The Harrowing - Some random Alpha Legionnaires take over some random Mechanicus ship. It turns out they're so god-mode that everyone is important their operator, so they meet no resistance at all. The end. All that remains - A transport ship filled with war orphans and Imperial Army soldiers with severe PTSD lost in space during warp transit. Fear not, though, because in fact they are stolen by one of Malcador's agent for transfer to Titan and induction into the Grey Knights. Gunsight - The Vindicare Assassin of Nemesis is still alive and on Horus' flagship, it's about him spending years waiting to get angry while waiting. Give ups when Horus plucks his murder from the air and Horus gives him a chaos gun for his change in loyalty. Fidelity - Revuel Arvida spent some time on the White Scars flagship trying to understand what to do after losing all of his Legion. Reflecting on his time on Prospero, attending the Khan's trial for the pro-Horus plotters of Scars, he tries to escape, but in the end he chooses to spend some more time with the Scars. Daemonology – After his duel with Jaghatai, Mortarion tries to interview a Daemon, which goes as well as you'd expect. Also show that Malcador and the Emperor Nikaea had planned for nearly seventy years before it took place. Black Oculus - A navigator who serves the IV Legion loses his mind after Perturabo drives his ships into the black hole in the middle of the Eye of Terror. Virtues of the Boys Sanguinius forsees that he won't always be in charge of the Blood Angels, but worries about the Red Thirst causing havoc with his sons' future, so Amit to duel Kharn and Azkaellon Lucius in the hope they will learn something. Azkaellon learns to the anger a little out and Amit learns a modicum of restraint. The Laurel of Defiance - Lucretius Corvo, later founder of the Novamarines, and his team kill a Traitor Titan using just their wits and one meltagun. A safe and shady place - Night Lords start stabbing each other in the back once Curze goes missing while solo'ing Macragge. It's about a ship floating in the ruinstorm that just discovered the Pharos and provides problems for Ultramar. Imperfect – Daemon-Fulgrim is to clone Fabius Ferrus Manus, because the split personality thing makes him guilty about failing to turn his brother to Horus' side, but the clones are never quite right and go spiritual at every proposal. Fabius also has its own stuff going on. Surgeon - Fabius die from the genetic fault that has been killing Emperor's children since they found Fulgrim. Or not, since he's found a way to distill other Marines into drugs that keep the disease at bay. Twisted - Maloghurst solves some routine problems on the Vengeful Spirit, such as persistent petitions, lack of water, rogue daemons and the Davinite cult plotting to control Horus. Wolf Mother - Just after events of Vengeful Spirit, such as persistent petitions, lack of water, rogue daemons and the Davinite cult plotting to control Horus. daughter, who was stolen by a Skipeshi cult that escaped from Molech, with a little help from Severian The Wolf. No, really, she's so badass that Severian doesn't even look like someone better. Pharos: Night Lord fucking the Pharos Lighthouse on Sotha. Sanguinius eventually grows a few balls and starts to get up to Guilliman instead of just being a pantomime emperor, while the Lion is nowhere to be seen as usual. Warsmith Dantioch bites it while using the Pharos to burn the Night Lord from his stronghold, but accidentally piques the interest of the Tyranids, causing them to arrive 10,000 years later. Scraivok becomes a prime example of DAEMON SWORDS: NOT EVEN ONCE. Eye of Terra: Another anthology. The Wolf of Ashes and Fire - takes place before Ullanor. Emperor and Horus destroyed one very powerful WAAAGH!!!, led by an unusually large Big Mek. Story consists almost entirely of foreshadowing. Aurelian - see First Ketic Massacre - A Young Night Lord apothecary named Talos takes part in the Istvaan V Massacre. Brotherhood of the Moon - After the failed coup of Scars, Torghun Khan is interviewed, explaining why he chose Team Horus. Heir - Eliphas The Heir (yes, that one of the DoW) and a company of Ultramarines to have a nice little chat with Lorgar. Vorax - An unhappy Dark Mechanicum priest falls to the loyalist ambush and subsequently killed by Vorax-class battle ervitor. Really short and forgettable story. Iron Fire - Turns out that Idriss Krendl (that arrogant who dropped a fortress his head by Dantioch) life! Really tough bastard, although a few months under debris has affected his sanity a little. He now spends his time testing new siege tactics on the Emperor's Children's World in preparation for the siege of the Imperial Palace. Red-Marked - Aeonid Thiel started his group of cliché badass marines and learns about the mysterious Nightfane, which threatens Macragge himself. Master of the First - Astelan is taking part in a coup to remove Luther from command, but only to prevent it. Stratagem -Guilliman explains to Aeonid Thiel how important it is not to follow military books after the letter and conclude that he will only have to write a book about it (guess what book it is). The Long Night - Jago Sevatarion is chilling in Dark Angels captivity, slowly losing his mind because of his repressed psyche powers, when some girl from the ship's astropath corps begins to talk to him of boredom. When her meerderes found out, they almost flog her to death because it was obviously forbidden. Sevatar doesn't take it gently, flees captivity and kills the main aspiration and calls it JUSTICE, because a man who puts young girls on a daily basis through the dozens of skins simply to strike fear into a population is certainly about justice. Sins of the Father - During his emo phase, Sanguinius considers how his legion will fall after his death. He then decides that switching roles between Azkaellon and Amit during ritual battles is likely to solve all problems. The Eagle's Talon - While the Battle of Tallarn is raging, some Imperial Fists covered operators are trying to take over a major macro transporter. They fail and are forced to crash the transporter on raging battlefield below, shoot everything within 300km and cause nuclear fallout. Iron Corpses - One really tough and stubborn Iron Warriors Warsmith refuses to die despite the core fallout from the previous story, waiting for the storm to subside, find and reanimates Warlord Titan and return to action. The Final Adherence to Sixty-Three Fourteen - The Imperial governor of some backwater world memories of his long service to the Imperial governor of some backwater world memories of his long service to the Imperial governor to free his no-father from the burden of the figurehead of Imperium Secundus. The path of heaven: Successor to scars. The White Scars have been fighting traitor legions for several years, but are starting to show the tension. They eventually decide to go back to Terra, but things don't go as planned. Known for digging into the Webway storyline and the Navis Nobilite as well as with a raised and suddenly accomplished Eidolon. Navigators weren't going to sit around while E-money made their replacement White Scars use a prototype web road portal to escape their last stand, and Moratarion using sorcry to track down Typhon. The Silent War: Guess What?! This is another anthology of stories GW has already sold individually as audiobooks. Value can therefore be had for those who have not listened to them. The Purge - The story consists of two storylines. In the first of them, Sor Talgron purifies one of the worlds in Ultramar during the Shadow Crusade, but gets tricked and takes a bomb of life-eater virus to the face (he nonetheless survives, though). Second, he undertakes some covert actions on Terra in front of Istvaan V and leaves a nasty surprise for Dorn in the catacombs under the Imperial Palace. The Sigillite - see below, in section Audio Books Wolf Hunt - Samurai witch hunter Yasu Nagasena hunts Severian the Wolf just after the events of Outcast Dead. Army of One - An Eversor assassin is sent out for the routine killing everyone mission, but finds out that his main target is not only a stereotypical Stupid Fat Decadent Planetary Governor who has become traitor but also a jerk from his past. So he kills him. The Gates of Terra - Dorn and Malcador have an idea that it would be good for defending Terra as they use some psyches to run some chosen veterans through endless hypno-simulations of ill-fated space battles with the Vengeful Spirit within the confines of Sol. Ghosts don't speak - Amendera Kendel, who has had a crisis over her moral values after the events of The Voice and leaves the Silent to a mission to uncover a traitor's plot at Proxima Centauri. Templar - Sigismund purges an asteroid temple of Word Bearers, it's the same temple that was mentioned in The Purge (those cross references are great). Distant Echoes of Old Night - Some Death Guard drown out Imperial Fists' defense with bodies on some shithole menace in the middle of nowhere, but it looks like they're running out of time. They launch a final attack but fail to coordinate the phosphes bombardment with the assault and actually destroy themselves with little help from a primitive trap built by the Fists. Facepalm on the house to everyone. Grey Angel - Loken, fresh from Istvaan III and accompanied by lacton Qruze, is sent to Caliban to check Luther's loyalty to Terra. The mission actually fails if Loken is caught and is interviewed by Luther himself, but Loken is saved by the Watcher in the Dark and Lord Cypher and subsequently the planet flees. Prodigies - Tylos Rubio heads to Baal to disband the Blood Angels Legion and recruits their last battle company in Malcador's Knights Errant to Sanguinius and the rest of the legion goes missing to Signus. The Angels understandably don't like this news and Rubio almost becomes but is saved by a message from Raldoron announcing that Sanguinius and the IX Legion are alive. Child of the Night - it it out that one of the Nught Lords Librarians fled his Legion and went into hiding on Terra. One of the Knight Errant finds himself and recruits him for the Grey Knights. Luna Mendax - After his failure on Caliban, Garviel Loken locks himself. It's so pathetic that the spirit of being prolonged and eaten by daemons Tarik Torgaddon escapes the warp to talk and return Loken to his senses. Patience - Helig Gallor of Ghosts Doesn't Speak, now acting on his own, is looking for Garro, who is too busy killing giant daemons to report to Malcador's office in time. The Watcher - Ison of the Knights Errant finds and saves a terribly mutilated and nearly dead survivor from the Space Wolves team sent to watch over Konrad Curze. Angels of Caliban: Two Dark Angels stories again in one book, though this one actually moves the plot forward. In Ultramar, the Lion Catches Konrad Curze, but only after he discreetly nukes an entire region despite Guilliman's ban on orbital weapon use, leading to his shame and we find that it's Guilliman breaking the Lion Sword. Curze reveals that there are Chaos cults on Macragge too, and that Guilliman would be a traitor if he landed a little to the left. On Caliban, the Fallen openly declare their rebellion from the Imperium, ironically stealing a few stars intended to raise them and actually bringing them back into battle. Zahariel kills Cypher and takes his place. Praetorikus of Dorn Alpharius tries to invade Terra Pluto. Dorn kills him. Yes, Alpharius is now dead. And neither did a false, but the real Alfarius. Omegon can confirm. Alpha Legions of Flags blew a gasket. Oh shit believes we did. Corax A compilation of all the Corax Stories, plus a new one, Wasgeld, that manages to undo all the hard work the previous stories did and turn Corax into a douchebag. Kill all his mutated Raven Guard because he promised to kill warp stuff. Save Russ though. Books XLI - L[edit] The Master of Humanity: The Emperor declares to Arkhan Land that the Primarchs are tools and he views them with a scientific but detached fascination. Referring to them as numbers, but content to allow the fantasy of their father, an interpretation of the character that was pretty divisive to say the least. He actually seems to care more about his Keepers than he does any of his other creations, but they don't consider him a father and see him as just their warrior. Drach'nyen is also revealed as the Daemon created when Kaine killed Abel. In the end, he closes the door on the web road and has to spend the rest of his time the chair to keep it closed. Despite this, it shows why the Chaos Gods fear him, like him pretty nicely rapes an infinite army of Daemons; the Bigger ones are either trying to fight him (to be destroyed in a matter of moments) while the lesser dies just by looking at him. Despite this, Drach'nyen almost kills him, claiming it will kill the emperor (keep in mind that the future is forgivable and Daemons lies). But how will it feast on the emperor's shattered soul when Abaddon doesn't have arms to plunge it into his chest? (But Abaddon never lost his arms because of the same retcon that made Eldrad live) Also known as Master of Scuba child. Reveal his grand plan of saving the human race of the Eldar lot by absolute control of every human to a keeper before ingesting him run into the webway. Also put all of its chips into the Human Webway plan and screw us everywhere without a backup. Can you tell it's an ADB book? Also it features one of the most depressing endings of the entire Jesy series, as in the last scene of the book the Emperor somberly admitted to one of his Keeper he has out of cards to play and can't think of a way out of the whole situation, grimdark indeed. Garro: Compilation of all the stories about Garro and his boy band, though they insist it's not just an anthology as the audio book stories have been expanded to be more written novel-friendly. Shattered Legions: This is an anthology Meduson with some other shorter stories, including some Alpha Legion things like the Seventh Snake. The Crimson King: Magnus was broken into shards when Russ fell to him. Now the Thousand Sons with the help of Lucius must put the Eternal him back. Kairos Fateweaver makes an appearance. Ties in the Ahriman Trilogy Tallarn: Should it even be declared? It's another fucking anthology, this time to find all the tank porn of the Tallarn books in one binding. It's worth a read if you're a fan of Imperial Guard (Army), as most of the storylines are about around mortal tank crews doing what they do best, which dies of course. Ruinstorm: The conclusion to the Imperium Secundus plotline, as well as the following on doom of Pythos. Show the Lion, Sanguinius and Guilliman trying to cross the Ruinstorm to reach Terra. With a short stopover at Pandorax, they decide to go out to Davin where the Ere started and where destinations are made again; they pass systems along the way that show what the Galaxy would look like if Chaos wins, like a Forge World surrounded by an enormous fortress wall in outer space 4000 miles thick, or a sector of space filled with solid ritualized geometric shapes that are perhaps light years across. Davin himself is surrounded by a cloud of bones and wrecked millions of kilometres thick, the planet has long been abandoned. There Sanguinius finds out that getting to by the Ere he must become a monster even worse than Horus, but dies his sons will curse with the Black Rage; blood is on its hands either way. Instead, Sanguinius tries to sacrifice himself to save the day, but the Sanguinor steps in and takes its place as the Navy rains down a storm and destroys the planet. In the aftermath, the Ruinstorm acrabble enough for them to reach Terra, but Horus has so much power that it's impossible for all three legions to reach, so Guilliman and the Lion agree to distract the Traitors long enough to give Sanguinius a window to come back and face his fate, explain why they never made it to the siege since they had traitor navy and burn Old Earth: Immediately after Deathfire, Volcano and three Salamander legionaries (the rest of the Salamanders were not informed of their Primarch's resurrection) traveled through the Webway through a gate hidden in a cave on Nocturne. On their way to Terra, they came across the Shattered Legions, preparing for their first major void engagement with the Sons of Horus. Just before the attack, some Medusan-born Iron Hands had tried to set up a coup against Shadrak Meduson by revealing a hideous contraption of machines, and the last remains of Ferrus Manus - his iron hand (They were under the illusion that they could resurrect their Primarch through cybernetics, it was hinted that the Mechanicum had some hand *BLAM* that thankfully had smashed Volcano the Iron Hand refused to make reinforcements In the end, it was revealed that the emperor had met Volcano forging a weapon, that in the event Terra did to Horus, would strengthen the power of the Golden Throne in a potentially fatal/crippling FUCK You nuke at the heart of the Chaos God's domains. Unfortunately also erasing the entire Throne World (it's possibly also one of Volcano's nine remains) O, and Eldrad rescued Barthusa Narek from Nocturne and gave him his assassin. They killed most of the Cabal, including a vaguely amphibious alien perched atop a jungle pyramid. Yes, Eldrad Ulthran might just be the only person alive to kill an Old One. Eventually, they saved John Grammaticus, who wiped out his memory after his failure to assassinate Volcano. With his memory recovery, Grammaticus was ordered by Eldrad to find Ollanius Pius and go to Terra. The Burden of Loyalty: In the grim darkness of the 3rd millennium, there are only anthologies. The Thirteen Wolf: Old Guard Space Wolves get lost in a series of Warp Portals during the battle of Prospero. In Exile: Arkhan-the-Humble-Land must basically have a Boltgun in his face to leave during the initial Mars uprising Cybernetica: Story full About Carrion the Raven Raven Tech aspriant awaits graduation watching his allies get slaughtered before outrun Sith-Style. Meanwhile, an Iron Warrior proves how badass they are when they're not under the thumb of their Whiny Emo apology from a primarch. Rubble throws Carrion off a tower so he is the only target of an incoming Warlord Titan. Carrion then joins the Knights-Errants, actually making Dorn backpedal and going back to Mars to help the Resistance take it back by using Heretek. Wolfsbane: Leman Russ faces off against Horus, with the help of the Spears of Russ mentioned in the FUCKOLD Space Wolves novels. They're evenly matched, but Russ seems to get the better of Horus retaliation, and was dragged away barely aware by his men after Horus retaliation, setting the stage for the Battle of Yarant. Also a look at Belisarius Cawl from behind in his earlier, carnal years. Born of Flame: MYTHOLOGIES! Books LI-LIV[edit] Slaves to Darkness The traitor primarchs gather for the assault on Terra, but things don't go well. Guilliman and the Lion give them a hard time and Horus himself is still literally drained from his duel with Russ. Basically how the gang got back together for the pressure on Terra. The Sons of Horus start fracturing badly and Maloghurst takes it upon himself to heal Horus. In doing so, he finds out that although Horus was super powered from his Molech makeover, he left part of his soul behind in the Chaos God's empires, which came to the realization that Chaos had used him from the beginning. Maloghurst also meets his end as he conjures up Horus because of infighting within the Sons of Horus, wiping out the last incorruptible part of Horus' soul in the process. Mortarion has been named as the vanguard of the Siege, Perturabo sent to pick up Angron, and Lorgar manages to tie Fulgrim to join the party. However, Lorgar makes the fucking massive mistake of trying to depose the Warmaster, leading him to be completely curtailed by the revived Horus and told that he will be killed if Horus ever sees him again. Lorgar merely cites Zardu Layak as the acting commander of the Word Bearers before he leaves, but warns Horus that his refusal to submit altogether before the Chaos Gods will lead to the Traitor Legions' eventual defeat on Terra. Magnus makes an appearance at the end, swearing without a trace and no mention of his legion at all, although Alpharius basically does mime they are done to fight for the Warmaster's points. Heralds of the Siege You know drilling by now. Anthology. But the end is in sight. Myriad: Loyalist Mechanical forces hiding underground in Mars launch launch attacks on targets of opportunity from below. During one raid that blows the head off a warlord titan, they pick up a Castellan automata with the Horrific Intelligence of Cybernetica and a tech menial. To quarantine them, the Horrific Intelligence wakes up from the investigation and purges the menials of all scrap code and corruption to display it means no ill will for the loyalists. Tech Inquisitor leader decided it was time to go Tech Radical, enemy of my enemy is my friend. Horrific Intelligence provides them with a complete slaughter plan and strategy (4.7k item checklist) for erasing all the dark mechanum off of Mars and emer began with seizure and purging a warlord titan looking for their headquarters. The Grey Crow: Ship sent back to Terra by Corax arrives in solar system, with Librarian Raven Guard opening the emps no-banks for Corax, 7 keepers, and Imperial Fist power. Presenting to a border post for inspection, the custodian commander upon discovering the identity of the Raven Guard declared a code word to custodians on the ship and they all tried to pull off the librarian's head. Fist captain saves him and his men trying to keep the keepers down as he and librarian try to get off the ship. Keeper captain corners them and kills the captain. Librarian gets angry and is about to use his psychic powers on keeper when recalling his vow to Corax and indulging in execution. Revealed to be an extended test by Malcador, who subsequently recruits him into gray knighthoods after apologising for the death of the Fist captain. Valerius: Marcus Valerius of the Therion cohort (unjamped troops fighting with Raven Guard) is now big believer in the Lectitio Divinatus. He sets his powers to defend cross over points on a river where a greater enemy is trying to cross power. Corax sent the Therion cohort (23k soldiers) and Valerian to die fighting for a planet near Beta-Garmon, no escort for their transport ships, fighting against traitor marines & amp; titans. Give a speech on how proud all its soldiers should be for facing a suicide mission to die for caesarean. Therions manage to take out all titans and before it is overrun. While the remaining marines violate his commands Leviathan, Valerius gives the order to detonate their reactor and lead a prayer with the remaining command crew. Another regiment of the imperial army happens over the aftermath, thinking that the Therions were wiped out and another regiment managed to hold the line against the traitors. Leviathan dead took everyone out on the battlefield. Valerius stumbles out of the wreckage of the Leviathan and proclaims his survival a miracle. The Ember Wolves: A Warhound titan tackle attached to the World take a warmonger titan on some planet. World-eater influence leads to a leadership challenge, the downward loyalist warmonger blasts it reactor and takes out all the named characters. Blackshield: Khorak, a renegade member of Mortarion's Deathshroud, is on the run from loyalist hunters. He and his team escape to the surface of a swamp planet, where they are slaughtered until only he remains. He recognizes the leader of the loyalists as another Death Watch member, who reveals himself as Crysos Morturg, a survivor of Isstvan III. Khorak explains that after Molech, he turned against Mortarion when his entire team was sacrificed by Mort for witchcraft. They both express their hatred of Mortarion, and Khorak briefly considers teaming up with Morturg, but then one of his friends doesn't quite prove dead and tries to shoot Mortarion, and Khorak briefly considers teaming up with Mortarion, and Khorak briefly considers teaming up with Mortarion, and Khorak briefly considers teaming up with Mortarion when his prove dead and tries to shoot Mortarion. gunned down. Morturg is revealed to be a mangled mess, which Isstvan survived thanks to his psychic power and an elaborate cybernetic rebuild by Calleb Decima, another Istvaan III survivor (who by the end of the battle was so mangled that he looked more than a person like a spider). After Crysos ruminates on the senselessness of Khorak's death, he decides it's time to go see the emperor. Children of Sicarus: Kor Phaeron and the rest of his party are underway in Sicarus, a daemon planet, are constantly plagued by daemons they swear off. They get the attention of a warrior acolyium of Czechs, and at the same time a prophet appears to them and offers them sanctuary. The prophet leads them to a camouflaged valley where he reveals to them glyphs and Lorgar's athame showing how Kor Phaeron would lead the prophet and announces that his fate is his own. The camouflage breaks down with the prophet's death and the warrior meets him. She offers him rulership of the planet after she ascendes to daemonhood, and he accepts that she has the prophet's death and the warrior meets him. She offers him rulership of the planet after she ascendes to daemonhood, and he accepts that she has the prophet's death and the warrior meets him. to create monuments of worship. Corinthians Phaeron says it is now a refuge for the Word bearers in the 1990s before them. Exocytosis: Typhon refills his fleet at Zaramund by the grace of Luther. The Death Watch forces set up an isolated camp away from any of the Fallen or natives of Zaramund. Luther decides to send a Fallen to spy on the Death Guard to see what's with their shyness. Typhon tries to get used to the gifts of the Grandfather on his body when a group of civilians approaches the camp. They reveal they were expecting themselves arrival, and all of them are revealed to be dead but kept alive by the grace of Nurgle. They call him Typhus and proclaim that upon arrival they are finally free to distribute Papa Nurgle's gifts everywhere. The Dark Angel captain observing all of this sees a crowd of zombies and flies and Typhon chatting to them. Typhon sees regular people, though he can watch their true nature. The Death Watch centrs only see regular people, though he can watch their true nature. like a real Dark Angel. Typhus kills him and becomes one with his gifts in the process. The Death Watch departs soon after with no contact with the Dark Angels. Luther is surprised by this, ignoring a medicae request for apothecary help for a sudden new disease in the civilian population, and wondering what other effects the Death Watch might have left on Zaramund. Typhon is using his blood to poison his commanders after announced they would reunite with the Primarch. The Painted Count: Gendor Skraivok has a hard time getting rid of his daemon blade. He tries to burn it, tossing it into a plasm areactor, and out of an airseer, but it keeps coming back. In a political battle for command of the legion, a rival sings him in the impossible maze built by Perturabo volcano contains. Failing to leave the maze normally, he seals his treaty with the daemon blade and that leads the Night Fall and leads the Night Fall and leads the Night Fall and leads him out of the maze. into Ianius after teaming up with the soul shark of Magnus. Jaghatai Khan & amp; Malcador happen to be in the room. The soul, Secreted: Eidolon puts down a leader who is loyal only to Fulgrim and wants the legion to sit around waiting for him to return. To still be reasonable, the challenger lures Eidolon's forces into a chemical treatment factory, blows up the chemical tanks and then counterattacks. The challenger deepened with a bodyguard team directly on Eidolon, and then same time, erasing the entire battlefield. Eidolon realizes that he needs a planet with unlimited numbers of potential slaves so he could go through lifetime in debauchery, so accept that his fate and that of his powers is to finally attack the Imperial Palace. Dark compliance: Argonist in person, and Argonis tells him to swear fealty to Horus or else... and begins to tell the story of how he became an emissary, starting over a mechanical world that also gave Horus the finger and his emissary 2007. Horus met with Argonis and revealed the emissary was a distraction fleet, followed by hidden fighters and vortex missiles he dropped off point-blank on the moon as his emissary was killed. Erasing all orbital defenses the magos still believe he can withdraw a heavy toll on Horus over several months of fighting. Horus flies off, summons a demon w/invasion on the side and then leaves with his powers. The world is covered in blood clouds and becomes infected by demons. Argonis then reaps his question to Decigus, joins us or dies. Duty Waits: The Imperial Fists beefed up security protocols around the Imperial Fists inked during Jesy and have never killed anyone get their first taste by shooting riots, which they're not thrilled about. Magisterium: Valdor is dealing with the fact that they can no longer effectively protect the emperor. Flashbacks to Valdor are spoken dismissively by Leman Russ during the Burning of Prospero. Now Peals Midnight: Rogal Dorn is told that long-range sensors and astropatic choirs have detected something big by the Warp, and he realizes that Horus' arrival in the solar system is imminent. He goes alongside the message to his brothers on Terra. A Strategium general is surprised at how she was bred, complemented and trained to process insane amounts of information, Dorn takes her 15 minutes to re-appreciate herself from the solar system tactical information, Dorn takes a brief look at the screens. Archamus and Andromeda-17 from Praetorian van Dorn have a quiet chat about the impending siege and the fact that humanity will forever be psychologically afraid of what is about to happen. Dorn, Sanguinius, and the Khan gather on a wall of the Palace, staring at the sky. At midnight, a new star blooms, indicating the exit of Horus' fleet from warp space. Dreams of Unity: A terminally ill Thunder Warrior helps some Conservations Who Kill an Alpha Legion Infiltrator while constantly flashing back to the Unification Wars and the Emperor's big dream of Unity Once the Alpha is dead, he indents himself for execution to the Custody. The Board is set: Malcador contacts the emperor for advice just before the siege and plays a game of strategy they play for a long time, detailing the movements and ultimate fate of the Primarchs. Show that the emperor definitely manipulated them, but was mostly on the back foot for much of his conflict with the Chaos their victory. Titandeath Titan-centric book takes place during the battle for Beta-Garmon, the Loyalists' final attempt to prevent the Traitors from reaching Terra. How one book could be made of a battle taking place across an entire solar system that, according to Slaves of the Great Crusade. As it happens... quite feasible. Beta Garmon represents the point for both the loyalists and the traitors ; if the traitors didn't move past it, Guilliman would crush them from behind. If the loyalists didn't get involved, then Horus would take his overwhelming numbers, unspent. The point is that Horus Beta Garmon to slow down the Warmaster for as long as possible. And because Titan's isn't really well suited to defending Terra, they're left out in force on Beta Garmon. Which makes perfect target practice for the massive orbital platform that Horus continues to use. potential) and a rushed storyline. Also a mopey Sanguinius who makes 'I'm Not Dying Here Today' in the new 'Volcano Lives!'. The Buried Dagger This is the final book in the main Horus Heresy series, and tells the story of how Mortarion and the Death Guard fell to Nurgle's service. This essentially happens as has already been seen in other fluff sources: Typhon killed all the Navigators and claimed he could lead the Death Guard Navy to Terra himself, only to deliberately beach them in the Warp so Nurgle can turn them to his service. Mortar is becoming increasingly horrified and furious as he realizes what happens to his legion and ends up killing Typhon in retaliation, but the Destroyer Host reprimands his corpse and turns him into Typhus. After some more internal anxiety and butthurt, Mortarion finally accepted his fate and became Nurgle's champion. The B plot of the book concerns the founding of the Way back on Calth. Rubio, Sevarian, Revuel Arvida/Ianius, and several other Knights-Errant have been named the first eight Grey Knights and are sent to Titan to prepare for what will come to the Heresy. Garviel Loken is supposed to be the ninth Knight, but he turns it down because he still wants a shot at Horus. Nathaniel Garro is cut loose from the Knights Errant and sets off to find his own fate. The Siege of Terra series[edit] Yep, it gets a whole series for itself. What, did you really think they would just one book for it? The series is slated to be eight books long, along with an unspecified number of novellas. The Sun War: The Traitors are making their big push through the remaining defences of the Sol system and clearing the road to Terra. Dorn's strategy is to make them pay for every centimetre and hopes he can slow them down long enough for the Ultramarines and the Dark Angels to arrive. To do so, he sends out entire fleets to fight delayed actions and blows up some of Pluto's moons after the traitors catch them. It kind of works, but the traitors have thousands of ships and even some Space Hulks, so Perturabo just keeps feeding them in the grinder until they break through. Meanwhile, Mersadie Oliton receives a warning vision of Euphrati Keeler and busts out of the space jail to deliver her message to Dorn, only it turns out Keeler was Samus manipulating her into getting her on the Phalanx and using her as a gateway to invade the station, allowing her to meander to commit suicide in front of Garviel Loken. Samus rampages around the Phalanx for a bit and is dead again, this time by Dorn. Abaddon bysed the outer defence via a warp rip opened by Ahriman, catching Luna, and convincing the matriarch of the Selenar to start making more Astartes for the traitors. The book ends with Horus, Fulgrim, and Angron arriving in the system along with the main force of their fleets, meaning shit is now officially real. The Lost and the great firepower he installed on the Palace to blunt Horus' initial attacks, keeping the V, VII and IX Legions in reserve. Unfortunately, it is increasingly playing into the traitors' hands; they want to cause as much death as possible so that the walls between reality and the warp will be thin enough to let hordes of daemons on the planet, and allowing the daemon primarchs themselves to safely set foot on Terra without being banned by the emperor's psychic mojo. To their credit, Dorn and his brothers are aware of this, but also acknowledge that they are screwed either way, so they decide to just go ahead and kill as many traitors as possible. After several months of traitor Guardsmen, Chaos spawn, and animal men are sent in to soften the defence while the Dark Mechanical builds siege guns and towers to punch through the walls, the Death Guard finally shows up to their side traveling grandfather Nurgle visit. Horus send them first, mighty pissing off Angron in the process, and they immediately set about turning the warzone into a large-scale recreation of Passchendaele circa 1917. Meanwhile, Jaghatai goes out to gather intel on the siege engines and be beaten with a plague knife, but once he crosses back in Palace, the emperor's psychic aegis heal him. He then takes half half White Scars to go and defend the citizens of Terra from rampaging traitors, despite Dorn ordering him not to, and vowed to return when needed. Sanguinius rallies the defenders and leads his sons from the front, even if Azkaellon and Raldoron really would rather he have not. The book ends with the World Eaters and Night Lords launching their first full-scale attack on the Palace walls; Angron challenges Sanguinius to fight, while Raldoron beat Gendor Skraivok hollow and shows him off the wall. The book shows that, despite their numerical superiority and the help of the Chaos gods, Horus maintains control over his war effort and the other traitor primarchs just by sheer force of will: Lorgar, Curze, and Alpharius is out of the picture, Magnus does his own thing, Fulgrim is a prissy dick, Perturabo is as much a shin as , and Angron is so uncontrollable that Kharn and Lotara Sarrin are forced to teleport him into the labyrinth Perturabo building to contain Volcano until he can be detached on Terra. Only Mortarion still looks relatively normal, and this despite the fact that he is now a daemon primarch. Moreover, Abaddon is shown being really fucking cage over Horus' new habit of Chaos worship, for good reason. It seems that the wound Russ inflicted on him at Trisolian led to his soul being slowly drained. As a result, the Chaos Gods should continue to juice up Horus, with the downside of time wasting soothing in the warp and gradually destroying Horus' body. What's more, there are implications that Abaddon is being groomed to take over as Horus falls. There's also a fairly large continuity bug that goes unacceptable: Dorn says Volcano is dead, and is legally surprised when Malcador reveals that he doesn't, which directly contradicts the fact that he met Volcano in person when the latter arrived on Terra at the end of the Old Earth. The First Wall: This book focuses on the battle for the Lion Gate spaceport, which is the tallest structure on Terra and the only place void-going ships can dock on the entire planet, meaning the traitors in reinforcements and materiel will be able to more easily close if they can catch it. Perturabo describes Warsmith Kroeger to order the logic that Dorn will expect pert to order the attack in person and won't expect what battle plans Kroeger comes up with. Warsmith Forrix isn't happy with this, or with anything else that's going on, as he begins to admit that Horus only uses the Iron Warriors the same way the Emperor did, and he becomes increasingly disillusioned with Perturabo himself. To help the attack, the Dark Mechanicum sets out a technophagic virus loose inside the spaceport and Zardu Layak, Abaddon and Typhus perform a Nurglite ritual to infiltrate Cor'bax inside the Emperor's wards. The Fists hold out as long as they can and inflict heavy casualties, but Dorn finally gives the order to withdraw and abandon the Gate as Perturabo lands his flagship at the top of the port and joins an assault led by Abaddon and Kharn. Sigismund duels Kharn and nearly loses, while Dorn kills Zardu Layak, which allows daemons to manifest on Terra, spelling a new stage of the battle. Amid all this is a little passage that sets out how many artillery pieces the Iron Warriors landed on the planet, including two thousand Basilisks, fifteen hundred Manticores, five hundred Medusas, sixteen hundred siege guns, plus countless thousands of Rhinos, Land Raiders, Vindicators, Predators, Sicarans, and different superhero tanks That sound you just heard was Joseph Stalin and the entire Red Army clipping a boner from outside the grave. Meanwhile, to stop Cor'bax's contagion from spreading inside the Imperial Palace, Malcador recruits Euphrati Keeler and the Keeper Amon Tauromachian to hunt down and eliminate any corrupt cults of the Emperor, giving us the weirdest buddy-cop pair of all time. Malcador wants to see if he can weaponise the cult's faith in the emperor against the Chaos gods and see Keeler as the key to doing so, while Amon would rather just stamp it out. They eventually find a cult damaged by Cor'bax, and when the daemon use their bodies to manifest inside the walls, Keeler, Malcador tells Dorn, Valdor and the other Imperial commanders that he will allow the cult of the emperor to exist until the emperor himself says otherwise. While all this is going on, we get to see more of the siege from a mortal perspective. Katsuhiro, a veteran of the initial fighting outside the walls, was detailed to a section of outer walls being attacked by the Death Watch and

eventually should help put down an outbreak of pest zoos. We also follow Zenobi, a seventeen-year-old line worker from the Afrik hive of Addaba who volunteered to serve in the Imperial Army, only it turned out that she and her entire regiment were being promised to Horus, although that doesn't stop the Warmaster's navy from bombing their city to shit from orbit (Zenobi's story has about a quarter of the book, but its entirety can summary in one sense, sounds like a fun read huh?). The novel ends with John Grammaticus arriving on Terra, mission unknown. Saturn: Dan Abnett's first HH book in seven years. These books are basic try to decide which parts of the Palace to be defended. The books show us that the appropriate name Saturn Wall, for the book is named, has a crack in it, one that Dorn suspects Perturado will exploit. Dorn contracts Arkhan Land, to help fix it. But while it goes on Sanguinius killing an Iron Warriors Warsmith at the Gorgon Bar, he also scares away three Warhound titans and kills a Warlord Titan on his own! Abaddon also includes the entire emperor's children Legion and the entire Mournival in attacking the Saturn Wall with Perturabo's help. When that happens, death crews led by Garviel Loken kills Horus Aximand with a chain word and lets him come out a long undressed death threat. He also confronts and kills/bangs(?) Tormaggedon, who awashed his old friend but unable to burn his body in a kind of goodbye-burial. Also, Abaddon kills Hart but ends up crushed and almost lets Garro kill him, but is being teeported to safety at the last moment. Leaving the Loyalists to believe the Mourner is all dead, save Abaddon who killed the Emperors Children along with many Sons of Horus. Also, Dorn and Sigismund are fighting Daemon-Primarch Fulgrim. Sigismund 's courage sometimes exceeds his abilities.. Then fight off Fulgrim who then run away like a bitch! The two then fight a bunch of III Legion Champions, Dorn even noted that Eidolon is challenging to fight. But is ultimately good. They also lose the last spaceport, a planned loss mind you. Lost the leader of the Sisters of Silence to Kharn who didn't notice her death until the murder count went up. Also lose Shiban Khan, a character from Scars and Path to Heaven, who die in a shuttle accident at the space port while, Cambra Diaz also dies, among other things. Sanguinius foreseenness is even better, letting him know that Angron feels the destruction of Nuceria. The Dark Angels are on the way! Grammaticus finds the eternal Erda, which tells us that great E was called Neoth when they met, just one of many names. That she is the mother of the primarchs and technically responsible for the scattering - cue the sound of numerous facepalms of the fanbase. Dorn gave Sinderman form a proto-inquisition after a failed suicide. The Ollanius Pius myth was born of Olly Perrson's death at the hands of Angron, Persson is a badass with similar names to Oll Pius. To that end, Corswain of the Dark Angels arrives. In short, many named characters die and set things up for other books and the rest of 40k. from the Selenar: The crew of the Sisypheum return to Terra, somehow getting all the way to His crew was nearly wiped out by traitor forces, but they are able to restore the Magna Mater—a powerful relic used to create the Primary Space Marines. Fury from Magnus: The second novella, which will focus on Magnus' attempt to regain the shard of his soul he believes is housed deep in the Palace. The Primarchs series amends because Black Library is not satisfied to confuse us with all their mythologies, audiobooks and short stories, they have begun to set out a spin-off series of Horus Heresy novels centered on the Primarchs. The series doesn't really occur in a specific time, but generally focuses on expanding on the titular Primarch's background and motivations during events afterwards). Why Black Library lists it as part of the Horus Heresy series when it's not always the case beyond our comprehension. Hopefully the Horus book finally shows us his conquest of Ullanor. Roboute Guilliman: Lord of Ultramar[edit] Centers on the papa smurf himself, and he tries to deal with how the emperor uses him like a rusting hammer to smash Lorgar in the head at Monarchy. Use a conflict against Orks squatting on human ruins as a vehicle for him and the smurfs to express their anxiety about the event. Finally discovered that the original people became extinct from literally a war of red shirts vs blue shirts. A subplot described the conflict of morality that the Ultramarines have legion with their Destroyer companies, particularly the Nemesis Chapter (later a second foundation) that held rooting on their Terran. Guilliman didn't much like their use, but eventually saw their necessity (especially when Imperium Secundus came to swing around). Leman Russ' infamous rivalry with the Lion, and explains why the Chapters to this day when the Chapters meet they throw the gauntlet off and knock the filling out of each other. It especially reveals some interesting things like the Lion that are aware of the Space Wolves' furry issue and to keep a lid on it. And that the Lion sings Russ in the imperial basement in front of a fresco of compliance where they had previously fought. Establish clearly that even with overwhelming Mech suits, baseline people will always lose to legion of soldiers. Magnus the Red: Master of Prospero[edit] depicts the unlikely friendship between Magnus and old Pert with a joint venture between their legions to evacuate a planet torn apart by accelerated magnetic polarity shifts. Things go wrong on the planet because of completely not Chaos cult nonsense, it does a decent job of showing Magnus' flaws, specifically his inability to leave things that don't fuck with this written on them something Pert tries and fails to make him understand. Crucially, it's early enough in the Crusade that the use of psychic powers by Astartes is unusual and the Thousand Boys basically have to keep a lid on how powerful they really are. They don't succeed. The original colonists of Morningstar survived by rounding up all the psyches in their seed ship, dividing them from their psychic forces, throne room of the emperor style. Yet since they didn't dissipate these psychic forces, the souls of the psyche floated around just inside the ship until they joined a single entity. When they realized jailers were happening, they ran and sealed the ship, but the psychics stalled had already infected their minds with a doomsomsm, leading to the shenanigans that Magnus and Pert arrive after. The entire Morningstar government fell victim to this meme and built a continent-sized machine to destroy their planet that Pert & amp; Magnus somehow didn't notice. Magnus poke balls the psychic gesture in his book, and the surviving natives of Morningstar have been wiped out in space to stop the meme from spreading. Perturabo: The Hammer of Olympia edits] Probably the book in the series that did the most character-building of all. This book is a mix of exhibiting Perturabo's childhood on Olympia edits] Probably the book in the series that did the most character-building of all. shows why Pert is the odd genius mankind man he is, while the latter does a great job of showing why fucking with an alien species capable of controlling time is somewhat of a stupid idea. The real draw of the book, however, is that it is written primarily as an attempt to merge the seemingly contradictory depictions of Pert we've had over the years. Showing how the ruthless dick that decimated his legion because he's not good enough in the Forgeworld books is the same guy who just wanted to be a builder in Angel Exterminatus. Yes. Definitely a barrage. Nor may he or would not bang his adopted sister. Lorgar: Bearer of the Word Yep, the first(ish?) emperor himself gets his own mandatory messy childhood novel. Focus slightly more on Kor Phaeron rather than Lorgar himself, show him being a manipulative dick that knocked Lorgar over as a child and never really bought into this whole fatherhood shtick, or this whole concept of One True God, but allowed Lorgar to take over his fantasies and colchis (By Word or by Mace) while Phaeron took advantage of increased position and secretly though Kor Phaeron was wondering towards the end whether Lorgar had only made him think that he was manipulated and could have been rid of him at any time. The book does introduce a contrasting character to Kor Phaeron who actually shows Lorgar compassion growing up and was far more worthy of as a father but was far less useful for Lorgar's goals. The Book Show Lorgar isn't as stupid or naïve as everyone thinks and indeed realizes that people use him for their own profits, but while he just really cares about doing the work of the gods, as long as they're both aligned, he doesn't seem to care. Fulgrim: The Palatine Phoenix[edit] Fulgrim tries to conquer the newly discovered planet Byzas with only 7 men. Planet has evolved to steam power and bolt-action bolts, but capital palace has DAOT gun defenses and they use anti-grav air ships (think blimps but no gas bubble). Along the way, he encounters a fraternity much like his own who wants to work with him that Fulgrim dismisses as a bunch of idealists. It was implied he could get the same results (Compliance) working with them, but unfortunately that would have meant calling in backups and Fulgrim takes the world but almost dies from a hidden hydrogen bomb he disarms. Several of the characters (such as Cyrius (who are shaken by a team of the fraternity while wearing armor and being rescued by Fulgrim), who later became Lucius' first arms victim actually, and Kasperos Telmar) later become prominent champions of chaos, while the others were blown up on Istvaan III. Also, make the first (but all too short) direct mention of one of the Missing Primarchs, as well as the entertaining spectacle of Fabius Bile in formal attire. Ferrus Manus: Gorgon of Medusa[edit] Ferrus oversees joint exercises between the Iron Hands and the Emperor's Children when he learns of a noncompliant human empire called the Gardinaal. He decides that he will overcome them single-handedly to impress the emperor and his brothers and perhaps even be appointed to that Warmaster position that everyone whispers about. He decides to stop fucking around after the Gardinaal tries to assassinate him under the pretext of surrender negotiations and orders his fleet to demolish their entire capital planet before they personally go down to break faces in until they finally give up. In the end, he admits to Fulgrim that he doesn't have the patience to be Warmaster, and that he'll come back whoever gets the job. Probably the highlight of the novel is that we get a glimpse into Ferrus' head while still attached to the rest of him. Ferrus is a zealot who gives no fuck about anything beyond conquering systems in the name of the Emprah and being the best there is what he does. In fact, he was just as preoccupated with perfection as Fulgrim, which is why they got along as well. He also has a very built-up resentment toward Dorn, as Dorn once called him a dumbass on the bridge of his own flagship in front of a bunch of his sons. He doesn't look much like Guilliman much either at this point, probably because the G-man encouraged restraint when dealing with noncompliant planets Net Ferrus to crush everything and let someone else pick up the pieces. Jaghatai Khan: Warhawk of Chogoris[edit] Basically a repeat of some of the White Scars' more important pre-Heresy campaigns, including conquering the Nephilim houseworld and killing a shitload of Orks on a planet made from psychic resonant crystals. The most important thing the book does is confirm that Jaghatai was always meant to be a wild card. More importantly, it shows that while he didn't really agree with the emperor about anything, especially the Imperial Truth, he was still willing to serve the Imperial Truth, he was still willing to serve the Imperial Truth. built an empire behind him). Also show the Khan trying to plan ahead for the inevitable showdown between pro- and anti-nail factions in the Imperium, and how the warrior lodges were first introduced to the Scars. On a side note, we learn that the V Legion's original name was the Star Hunters, and that they relied heavily on armor and mechanized infantry before the Khan and his Chogorical possession taught them to love jetbikes and go real fast. Oh, and they became known as the White Scars because of a mistranslation, not unlike the Vlka Fenryka/Space Wolves. Volcano: Lord of Drakes[edit] Volcano is united with the Terran members of its legion while on campaign against a fo cookie WAAAGH! on a volcanic death world. The main takeaway from the book is that the XVIII Legion of stubborn bathrobes were ready to lay down their lives for civilians right from the start of the Crusade. Without Vulkan around, though, they kept throwing themselves into desperate last standings, to the point that other Imperial forces began to call them suicide. Some of the Nocturnean legionaries even suggest that the Emperor Volcano kept away from the legion for so long because he waited for all the Terrans to get themselves killed, but Volcano dismissed that idea out of hand and nothing comes of it. There's also a pretty negligent seguence where Volcano and a bunch of his sons navigate a modified Termite attack drill in an attack moon and blow it from within. Corax: Lord of Shadows[edit] Corax and the Raven Guard are sent to alform the Carinae system. The system is basically a thousand different governments, orbiting a star. Typically, they hate each other's guts, but are able to come together and combine firepower to a devastating effect when an Imperial compliance fleet gives them a common enemy. The leaders who seem it aren't eager to hand over all their power to caesarean. He initially tries stealth and surgical strikes to peacefully surrender them with minimal casualties, but actual imperium hater forms a coalition and death stars the first city to surrender. When Corax targets him for surgical elimination, he has a zombie virus on the entire station and escape via a stealth commute to a hidden station masked by the sun's emissions. A Pissed-off Corax orders his legion to hunt down the dude and eliminate the station engines, which let him broadcast his 5 stages of death to the entire system as he descends into the Suns. It also comes at the expense of dra hauling out compliance and thousands of unnecessary casualties since the remaining orbiter is capable of consolidating their strategic/tactical positions and forming real armies. compliance didn't actually make things that much better for the people who live there; the Kiavahr technology guilds and the Mechanicum can hardly tolerate each other, and people of Redemption are still routinely discriminated against the point where some of them turned to terrorism to express their displeasure. Corax himself admits that he didn't have time to fix everything before he left, but promises that he'll come back and set Kiavahr on right once the Crusade is over. Don't stop him from emanging one of his best friends in the rebellion because he's opining. The book shows us that Corax was an idealist who believed in the principles of the Great Crusade and truly didn't understand why people would reject the Imperium. It is shown that, while he is a proponent of treating normal people as equals, he can still be astonishingly arrogant when dealing with his need to deliver justice at all costs, aware that he could turn into another Konrad Curze if he is not careful. We also get a glimpse of what the Sable Brand is like through the eyes of a battered Raven Guard legionnant; Basically, it's a watered-down version of the Black Rage that causes them to become hallucinated and suicidal, dealing with some of them by joining the Moritat. Sons of The Emperor[edit] A collection of short stories showcasing the contrast between the Primarchs and the rest of humanity comes down to how they really perceive themselves and how humanity sees them. The Passing of Angels: Sanguinius leads a Destroyer host to completely erase a horrific culture. He has adopted his men anonymity so they don't need to shoulder the burdens of what they do, but argues that since he's designed for dark acts he can't set aside what he is. Primarchs may be angels, but angels were not created for kindness. Mercy of the Dragon: Tell a conversation between Volcano and the Emperor that shows us how Volcano was always meant to be the most human to the Primarchs, and to be able to teach his brothers how to be more like him. win to a plan after the Great Crusade that establishes the Primarchs in civilian life. The Abyssal Edge: Shows a conflict between Curze and Magnus that was kept confidential, because the rest of the Imperium was not allowed to see the Primarchs in disagreement with each other. Crucially shows a side of Curze who is not a terrorizing murder junkie edgelord. Also the first chronological appearance of Khayon from the Black Legion series, as well as Sevatar back on its best snarking form. Shadows of the past: Set a point to the Horus Heresy, a daemon begin killing its way through a few Word-bearers. Turns out Corax ascended into a creature made of pure darkness and getting into a duel with Daemon-Lorgar. Corax wins, but the Word Bearers act as a mass of human shield to give Lorgar a chance to escape. The Emperor's Architect: A biography about the life of Perturabo, showing what he was doing before waking up halfway up a mountain, then later. Hints that Perturabo's projected image was carefully staged, and oh how he hated being upscaled. He destroyed artwork that embarrassed him long before he was discovered by Caesar. Prince of Blood: After Angron gets Daemon-Prince'd through Lorgar, he goes mad and gets locked in his flagship, causing all sorts of changes. Kharn goes to him to speak, and finds that Angron has been stripped of his sense of self, completely lost to Khorne, and Angron warns them against his form of slavery. Although it appears that Kharn and the others followed him on the same path simply because he was their father, but also a promise comes that they will thank Lorgar for what he did to them. The Ancient Guard: Long after the Lords passed after this, Magnus sends a Thousand Boys team to an abandoned planet to find a recurring broadcast that says only the Ancients are waiting. In a deep underground pendant, they find an ancient Dreadnought, realizing that the Dreadnought, realizing that the Dreadnought is ancient Rylanor of the Emperor's Children, which has been sitting there since Horus Exterminatus'd. Fulgrim seems to try and seduce Rylanor into joining with the endless party machine that is the III Legion, and Rylanor goes Surprise Motherfucker and explodes a virus bomb on which he sits on. Thousand Boys feels sympathetic to how honorable Rylanor is (despite having a little cuckoo van sitting on his ass) and letting him do it. Fulgrim's ego was wounded to see that even after several millennia Rylanor rejected all the pleasure he had to offer. Misbegotten: The Sons of Horus takes over a system without fighting, but has to deal with one hold-out planet defended by frankenstein-like creatures, spun together from several human donors. Their creator was a five millennial bio engineer who encountered the emperor on Terra at one point and then got the fuck out before the Great Crusade kicked off. For all his own horrors, he sees the as representative far worse than even he could have created. Angron: Slave of Nuceria[edit] Covers the events leading up to the World Eaters' acceptance of the Butcher's nails. Since taking command of the Legion, Angron has ordered them to complete the worse than even he could have created. every planetary conquest they undertake in thirty-one hours, that's the length of a single day on Nuceria. When and if they fail, he has them killing one in ten Ashtaroths, the same thing Perturabo did when he took command of the Iron Warriors. It has happened so many times that the World Eaters are starting to suffer some serious daddy issues, and the only way for them to earn its approval is to accept the Butcher's nails. Unfortunately for them, the implants keep failing, sometimes explosively so, until they are sent to bring back a rebellious Imperial world in accordance and find that it is turned into a planet full of Androids that was created with some of the same technology used in the nails. With this, one of the Legion's Apothecaries can create a stable version of the Nails. Kharn is the first to successfully undergo the procedure, and the entire legion to be implanted, triggering a brief spate of infighting between the World Eaters seeking to earn Papa Angron's approval at all costs and those who think that he is a broken psychopath to be taken to caesarean for help. The one World Eater captain who still thinks the Nails is a terrible idea is killed by Kharn in a duel, and the rest of them submit to the procedure. The story ends right as Russ shows up with the entire VI Legion fleet, after deciding that Angron needs a talk-with about all this nonsense. We all know how it ends, of course. The book gives Angron some character development beyond giant foaming berserker, which turns him into a pretty tragic figure. As it turned out, he didn't immediately get the Butcher's Nails after landing on Nuceria, but received them as punishment for refusing to kill his adoptive father in the arenas. Before the Nails, he was a pretty bro-level man who loved and used his fellow gladiators who were latent psyche forces to absorb all their nightmares so they could rest properly, while dealing with all their accumulated fear and anger. This Angron probably would have made one hell of a general for the Crusade. Then the Nails got punched in his head and he broke out his adoptive father, who broke him, and turned him into the psychotic death machine we're all familiar with. He also has a death wish caused by the Emperor who joked him from his last stand with the other gladiators on Nuceria, and became the entirety of the Great Crusade looking for something hard enough to kill him. Konrad Curze: The Night Haunter[edit] Grimdark Batman finally gets his own own Novel! The whole thing is told in flashbacks, framed by Curze speaking to a statue of it involves explaining how Curze emerged from the stasis coffin odat Sanguinius stuffed him in at the end of Ruinstorm. As it turned out, he was drifting for several decades toward the end of the Jesy, until he picked up by the crew of a sub-light cargo that planned to sell the coeffin for a packet. Instead, Curze woke up and decided to play some tag with the stupid people. He lifted one of the crew alive and told him to drive the ship to Tsagualsa and mutilate the poor child whenever he got bored. The child had a chance to escape after droping off Curze but instead followed him and was predictably killed by the Night Lords when Curze decided he had been done with him. Konrad also struggles throughout under the weight of his visions, only for the emperor to contact him and explain Konrad's big mistake: his visions of the future were not fixed, and Curze could have chosen a different and better path if he hadn't been so convinced of the inevitability of fate. The Emperor also tells him two very interesting things; he doesn't consider any of the traitor primarchs irredeemable, and he forgives Konrad for everything he did, just as Papa Sang said he might. Konrad freaks out and insists he can't be forgiven because there's no justice in it, then rips off the statue before leaving to get ready for M'Shen's impending arrival. Other highlights include a few flashbacks to Curze's days that killed people on Nostramo, including the murder of a woman who was about to commit suicide. (Although she certainly didn't want Curze to do it, fucked as he was.) And Curze eats his victims because he enjoyed it. Also Curze hated Corax, not because Corax was fine, but because Corax was a better ninja than him (Curze). Funnily enough, though, he also says he didn't hat any of his other brothers, even the ones who were dicks to him like Fulgrim or Dorn. Seriously though, this summary doesn't do it much justice. It's still a good book. And that's barely 200 pages, reading it anyway. Scions of the Emperor[edit] A second short story collection, originally a Weekender exclusive. Canticle: Focusing on Ferrus Manus during his early days on Medusa, fighting his way through hordes of cyborg monstrosities while baiting for weapons, food, and equipment, fighting the extreme weather, and trying to find a name for himself. He meets a woman who tries to hold him down, but when he shows no fear of her and gives her his weapon on the grounds that she deserved it, she instead suggests he join her clan. He and declare that he has something to do (namely, to kill Asyrnoot). Amusingly, the story shows that primarchs can literally eat sand and metal to stay alive. The verdict of the After shouting through his brothers for trampling on another planet, Mortarion tries to be nice for once when he brings the world of Absyrtus into agreement. He roams the streets for a little after the official compliance ceremony and realizes that the witch-cults that dominate Absyrtus before his arrival have just gone underground and will reemerge once he leaves, so he deems the planet beyond saving, nukes it from orbit, and decides that Mr. Nice Guy isn't for him. A game of opposites: Set during the ass. An iron warriors warsmith tries to outfrode Jaghatai Khan and loses hilariously because the Khan is too subtle for him. Jaghatai easily defeats the trap the Iron Warriors tried to set, then explains to the warsmith why he lost before executing him: the warsmith may have studied the Khan's writings, but he couldn't grasp their true meaning, which is why he was doomed to defeat even if the Khan wasn't present. Better Angels: Follow Joel, a line legion of the Blood Angels, throughout the last days of the Great Crusade and the Horus Cone. Sanguinius chooses to be his patron as Joel commemorates the battles that fought the legion by making glass sculptures, while lamenting the destruction and loss done by the Ery. Just before the Siege of Terra, he finally asks his father why Sanguinius chooses to be him, and the primarch explains that he sees himself more in Joel than he does any of his other sons; he is the best expression of the Blood Angels' highest ideals. The Conqueror's Truth: A reminder gets herself assigned to the Night Lord so she can see war, and Cursing and Sevatar oblige her, in the same way that a jackass genius can grant your wish for a ton of gold by dropping it on you: they bring her to a city under assault by the Night Lord and allow her to record the civilian population who are en masse in his geoterranean. When she wants; the citizens of the Imperium need to know what kind of war is being waged in their name, and he will use the footage to show other worlds that there are only two options for them: compliance or death. The Sinew of war: A flashback to Guilliman's younger days on Macragge, as he returns to put down an indigenous uprising to find Macragge City dead in flames and his adoptive father He quickly realizes that his father's fellow consul, Gallan, is responsible, and busts Gallan before the entire Senate. He fights the temptation to just murder him and keep him true to Konor's ideals. One of his most bitter enemies is so impressed that he swears allegiance to Roboute, and so does the rest of the Senate. workers who have a forgotten corner of the Palace in preparation for the upcoming siege is being killed by a psychic booby trap. When Rogal dorn investigates, he discovers that they accidentally broke into the personal quarters of the Lost Primarchs, who were heavily beamed with psychic defences forged by Malcador himself. When Malcador arrives, Dorn realizes that he can't even remember his brothers' names, and starts tearing into the Sigillite for sealing his memories. Malcador counters by revealing that it was Dorn's idea to begin with, and further explained that he and Borbed into the other Legions. He then unseals Dorn's memories long enough for him to realize that what his lost brothers did was so terrible that the Imperium would have fallen for a long time if they were still alive. First Legion: Lion el'Jonson and the Dark Angels are in the midst of the Rangdan Xenocides when a mysterious legion of himself Alpharius arrives and requests an audience with the primarch of the I Legion. He offers to secretly take over the war effort so the Dark Angels can extract and rebuild their strength as it will improve the Lion's chances of one day being named commander of the entire Imperial war machine, which Alpharius believes is necessary for the Imperiated to survive. The Lion immediately rejects the offer, stating that he will see the Xenocides through. Lion El'Jonson: Lord of the First[edit] While the campaign for Ullanor takes place, the emperor tackles the Lion with a fittingly an irrelevant little world already if compliance. The Lion is beginning to strengthen the world and bring in more troops and navy, keeping its true intentions to itself, while its senior commanders are eager to move on and earn the true glory elsewhere. As it turns out, the planet was used as a nutrition world for the Eldar that can read minds, crush tanks with a gesture, and own people in their millions from outside a solar system. The book shows how smart and how noteworthy the Lion can be, by coming up with a massive comprehensive plan he needed to keep secret from a breed of mind readers, even going so far as to issue seemingly contradictory orders to his men to confuse the enemy. As well as knowingly sacrificing millions of mortal lives in order to escalate the conflict and draw the enemy leader in order to destroy them. The book is also interfered with some of its brief meetings with the emperor, highlighting how similar the two of them were in mindset. As the dutiful firstborn son, the Lion always seemed to know what his father desired and was trusted to enact it. that this is the point of him and the I Legion: to do the things that even Konrad Curze and Leman Russ can't, such as the complete anniction of opponents too burdensome to allow to exist, including erasing all memory of them, and doing so without the need for recognition, awards , or ceremony. The book even ends with the Lion potentially wiping away minds his own Space Marines so they can't remember who they just fought. The book also reads like a tie-in novel to the recently released Horus Heresy 9: Crusade. It has many references to items and formations that were first introduced only months earlier, such as the Fusil Actinaeus, Excindio Battle Automata, Terrible Interemptors, Fire Enigmatii Cabals, and the various hidden Orders of the Hecatonystika. Although it also disappoints because it actually shows the secret arsenal of the orders that dental NOT represents on the tabletop. Examples include: Fire rapists equipped with psychic lenm weapons, Assault Psycannons, Pistols wiping their target from memory, and the Lion wearing a psychic dampening garment. Valdor: Birth of the Imperium[edit] Not a Primarch (like Malcador) but still technically part of this series. Will cover Constantin Valdor's role in the Unification Wars, and according to previews, it will hold some new insights on the emperor's plans. As it turns out, it doesn't tell us anything we didn't already know, though it expands on a few things. The book is set near the end of the Unification Wars on Terra. The new Provost Marshal, Uwoma Kandawire, has uncovered evidence of some shadow doing at Mount Ararat and confronting Constantin Valdor about the Keepers' role in that fight. Along the way, he tells her about the war on the warp-infested Confederation of Maulland Sen, where the inherent instability of the Thunder Warriors first became apparent. As it turned out, they weren't just genetically unstable; the influence of the Warp also caused them to go more berserk than usual, so it became clear to the Emperor that a long-term solution would be needed. Valdor also tells kandawire about the primarchs scattered by the Chaos gods; the psychic backlash from the event was so strong it wrecked a large portion of the Imperial Dungeon, killing thousands of those present. Valdor himself waded in to save the stored gene seed from being destroyed, along with Amar Astarte, the Imperial Dungeon killing thousands of those present. killed. The Provost Marshal concludes that the Keepers are trying to make a grab to power and lead a revolt alongside Lord Ushotan, the primarch of the Thunder Warriors' Fourth who survived the purge at Ararat. Valdor confronts Kandawire and Ushotan outside the Lion's Gate and thus explains himself: the and The Emperor are the architects of humanity's future, and any crime can be forgiven and any virtue dismissed if it is employed by that future. Then he unleashes the fledgling I Legion to destroy the resurrections and personally kill Ushotan in a duel. In the aftermath, he explains to Kandawire the Imperium's ultimate goal: not just Unity on Earth, but Unity throughout the galaxy, a vast establishment that will require hundreds of thousands of these new soldiers. Meanwhile, Amar Astarte concluded that the Space Marine project would fall apart without the primarchs and decided to destroy the stored gene seed to stop them from failing as the Thunder Mariors did. She manages to blow up the no-seed vaults under the Palace, but it appears that Malcador has already moved copies of all twenty groups to Luna. He also reveals to Valdor that the emperor believes the primarchs are still alive and intend to seek them out. Valdor wonders if it would not only be better to leave them or destroy them outright, as they can be tainted by whatever force they aak about in the first place. Malcador's dialogue implies heavily that the Emperor actually had some paternal love for the primarchs at this point, as he mentions that the emperor began to refer to them as his sons and suggests he has a lingering seizure on them that has yet to fade. Valdor's reaction equally tells us; He notes that the emperor's human sentiments are slowly damming away, and Malcador admits that this is the price the emperor was willing to pay to secure his dream of Unity. The Sigillite Despite not being a Primarch, his short story was included in the Primarch sub-series of the Horus Heresy. It covers a conversation between Malcador and a Stormtrooper named Khalid Hassan about the nature of the emperor's plans and whether Malcador agreed with everything the emperor thought. (hint: he didn't). Khalid brought the Rosetta Stone to Malcador without fully understanding its meaning, after which Malcador reveals that he is part of an ancient order dedicated to preserving humanity's knowledge and history, and whose symbol will later become the and marks the wonderful battle going on behind them, pretending the events of the Webway War covered later in the main series. Malcador: First Lord of the Imperium In the Story, Malcador visits his elderly personal astropath who is on her deathbed. The pair have some conversations where talks, however, there are some great revelations about Malcador and the origins of the Lord's. You have to listen to it yourself because it's cheap short (25 minutes), but if you don't care spoilers here are some things: he's 6718 years old, he's helped the emperor go from just being the greatest warrior on Terra to... well, being as the emperor, and he explains who the Sigillites are and what their role is in the Imperium. After the astropath despair over the many billions who died in the Esty, he drops the mother of all bombshells: the Ere was planned by him and the emperor from the start. Just how the Thunder Warriors served their goal and were betrayed and wiped out, the plan was to eventually pit the Primarchs against each other and erase themselves. He says the two of them carefully maneuvred the Primarchs into specific roles and situations, as well as the Emperor showing unequal favor between them, in order to promote hostility. Those who couldn't be controlled never made it to the endgame (possibility referenging the lost Primarchs). However, he acknowledges that his failure underestimated Chaos causing the Ere to happen much sooner than expected, which turned it into the disaster it is. After his malcador dies, he admits he lied but doesn't say exactly what bit he lied to. Some people think the truth is they planned to erase the Primarchs and Astartes, but the Jesy was never planned and was instead a lie intended to comfort an old woman on her deathbed (by saying they had it under control sort, sorta). Some other people think the lie is where he tells her that the emperor will catch her when she dies (hinting at an after afterthought and saving her soul from Chaos). The truth is we'll probably never know because it's typical Malcador obfuscation. If there is even a shred of truth to the origins of the Jesy, however, the implications are staggering: Horus was right to turn against caesarean, even if his reasons for that were wrong. Perturabo: Stone and Iron A small story largely about showcasing the differences between the Iron Warriors and the Imperial Fists, so offers no major revelations for the series. The Iron Warriors are supposed to support an Imperial Fist position currently under assault, but Perturabo holds back and uses the opportunity to instruct his own officers on how the Fists prosecute their own wars. Konrad Curze: A lesson in Darkness Short Stories[edit] Grandpa's gift: Mortarion has a lab accident and knocks itself out. He wakes up in Nurgle's Garden, wanders around for a bit, and has a nice chat with Ku'Gath the Plague Dad, whose name is misspubled for some reason. It was revealed that Nurgle has tracked down his foster father's soul and Mortarion will let it catch it as a gift to join his service. The timeline is a bit squiffy because of warp. Mortars know what daemons are and know that he fought alongside them but doesn't recognize Ku'Gath. Ku'Gath knows Mortarion, also says that they haven't met yet. 2005 Honda CRF 2000 2007 Honda TR500 doesn't know where he is or what's going on at first, but eventually his memories return, and he mutates into his daemon primarch form and captures his foster father's soul. A lesson in Iron: Ferrus Manus chases some orks in a warp tear and stumbles across an Iron Hands ship of several thousand years in the future. The boarding parties he sends are attacked by daemons they're revamping, and Ferrus himself finds a dead future Iron Hand whose bionics look like a shit hack-job to him, so he gets pissy and orders everyone to leave. When his Mechanicum adept points out that they might mine the data banks for advanced technology and information about future events, he declares that the Imperial Truth was a useful lie. The Tabletop Wargame[edit] Forge World is producing a new line of books and models (in addition to Imperial Armour and Warhammer Forge) to allow players to fight battles of the Horus Heresy in Warhammer 40,000. These include rules and models for the Primarchs (both pre- and post-falls, for the Traitors) as well as ancient vehicles. No xenos, unfortunately. Presumably it happened because GW felt that they just didn't make quite enough money from the hard marine/chaos players and thought they could literally buy a dump truck full of gold-plated cocaine each if they made a version of the game requiring only Forge World starts big as their first book covers the fighting on Istvaan III, in which Horus sent the remaining loyalist elements of the Sons of Horus, Emperor's Children, Death Watch and World Eaters to the surface, ostensible to rout the anti-Imperial resistance that took place in the capital and then torpedoes (from the life-peace virus bomb variety) on the city to wipe them out. Unfortunately for Horus, not everything went as planned; not only did the loyalist Death Guard escape Frigate Eisenstein to the Phalanx with word of Horus' betrayal, but loyal elements on other ships could disrupt the bombardment and warn the loyalists on the grounds that it was coming. Between the disruption, the warning, and good old-fashioned Space Marine toughness, only a third or so of the landed force actually died. Horus would have fired another bombardment, but Angron and his traitor World Eaters jumped the gun and made planetfall; the other traitors were left with no choice but to deploy themselves and personally destroy the remaining loyalists. Betrayal contains a Great Crusade Legion Army list (for which we have a taka), and rules for special characters and units of the Sons of Horus, Death Guard, Emperor's and World Eaters Legions, including their Primarchs (even Fulgrim, who not actually at the battle) and several great characters from the book series like Garviel Loken. Edit source] The infamous Drop Site Massacre is the focus of the next book, where seven Legions are sent to crush Horus' rebellion, only for four of them to turn on the other three and crush them completely. The books storyline is essentially just the first day of the battle, leading to the death of Ferrus Manus. Massacre contains additional rules for special characters and units of the Iron Hands, Night Lords, Salamanders and Word Bearers Legions including their Primarchs and several more major characters from the book series making their debuts like Sevatar, Eidolon, Erebus and Kharn. Religion[edit] Focus on the second half of Istvian V, as well as the Alpha Legion and the Raven Guard. It also gives us a complete Meganum Army List: the Taghmata. The ICL and LACAL were initially released as part of the limited edition run of Extinction, but were later released separately. They are fluff-lite, codex-equivalent books whatever the FAQ/Errata included until their release; which was unfortunately still the end of the 6th edition so that some rules did not remit well. (eg. Lorgars psychic rules.) The Legions Of Astartes Crusade Army list is basically the generic 30k Space Marine codex, while the Isstvan Campaign Legions contain all the collected rules for the legions from Books 1-3; their units, characters and wargear in the previous three books. This means you have a cheaper alternative to buying several £70+, great black themes just to play the game. The ICL was continued in the Era of Darkness Legions, which collected everything to discuss 5, including the errata. Later comes the Mechanicum Taghamata Army List, which has been called all the Meganum units and army lists and rearranges them to keep everything on the same page but lacks the Questoris Knight Army. The Crusade Imperialist Army Lists contain the Solar Auxilia, Imperialist Militia/Warp Cults, and Questoris Knight Crusade Army lists. Edit source] Horus' conquest', despite early hints from Forgeworld that it would be about the Battle of Prospero, it instead features Horus' conquest of the Imperium and the Great Fights of This Time, which is to say some battle-zones that Forgeworld exists to fill time while working on the more famous events of the world (And to be fair, their response as to why Prospero was delayed was because it included four major factions, two of which had never been represented on the tabletop, so required more time to do them justice.) A large part of the book is given over to running battles in the which is a variant ruler used as the default for Horus Heresy games (where only Troopers usually score, among other things) and has rules and FOCs for Cityfight missions, rules for running ongoing campaigns, variant rules for mysterious terrain and goals as well as including unique relics to be taken by the various Army lists to add flavor to non-special characters. It also introduces the Solar Auxilia and Questoris Knights (as an AdMech list) armies to play while the modelers take a break from building power weapons 24/7. The fifth Horus Heresy book covered the Battle of Kallet. The rules for the Ultramarines (including Roboute Guilliman himself) as well as several warp-corrupt Word Bearer units are brought in along with some other new diverse FW releases, including the Deredeo and the new Thanatars. There's also an Imperial Militia (Read: PDF) list that's super-customizable so you can make both loyalist and traitor lists. ALSO, THE MOTHERHOOD WARRIOR TITANS ARE ALSO IN IT. PREPARE YOUR WALLET. Although source] Focused on 'Shadow Wars' far from the main fronts of the Honorary, particularly the Shattered Legions - i.e. the Iron Hands, Raven Guard and Salamanders in their weakened state following their losses in the Drop site massacre. But other Legions could also be included, with special rules for the Shattered Legions, Black Shields and a list for Armies of Dark Compliance - mixed traitor Legiones/Militia lists, as well as ten new special characters. These include special units, characters or Primarchs for those legions. It also includes Garro and the Knights Errant and additional Mechanicum units and characters, including a new Dark Magos, Anacharis Scoria. Space Wolves and Thousand Boys will still have to wait for the Prospero book (Inferno, Book 7). Religion[edit] In Set to be Book 3. late 2016. In early 2017 (Because FW cannot hold to schedule) December 2016 February 4, 2017, comes with what many necklaces are waiting for: BURNING PROSPERITY!!! For those Thousand Boys players, start saving so you can play your space Egyptian magicians in all their 30k glory. Rules for the Sisters of Silence as an allied detachment and the Adeptus preservations as a complete army list will also be present. Well, it came, and... it's uninspiring to say the least, with things like Magnus who are downright impossible to hit if he throws insigilability, not to mention pumping out 2d6 destroyer hits at every unit within 18 if he wants, Keepers captains beat every Primarch with a rolable 3+ insecurable save, some Custodes wargear straight left out of the book and to cap it all, pictures of in the book (twice) where you would expect miniatures to be. Be. thinking with such a long development cycle would have been the quality assurance more thoroughly. Didn't help that Alan Bligh was probably pretty ill in late 2016, and his death in May of 2017 means the Horus Heresy team now has a big hole in it. Image source] After the untimely death of Alan Bligh it will be the first book with John French behind the wheel after two years of internal reorganization. Covers the events of Signus Prime and the Chondax campaigns. It features White Scars and Blood Angels, including rules for both Jaghatai and Sanguinius, making the Lion the only Primarch without rules. Introduced as a new army are Daemons from the Ruinstorm, an army of 'unknown downsized xenoforms' (since it was before the Imperium really understood what Daemons of Fantasy/Sigmar/40K. Also included are 5 new consuls and two new teams that interact with Psykers and Daemons. It was originally to be found angelus, though it was eventually renamed Crusade. It covers the Thramas Crusade with the Dark Angels, including dreadful units and rules for upgrading DA characters to represent any of the six Wings of the Hexagrammaton. Most importantly, the Lion finally has its rules. The Night Lords has revamped rules and some new toys, including a new VIII Legion-specific Terminator team that isn't the Atramentar. Unfortunately, leaks confirmed that the Dark Mechanicum Army list was pushed back to the next book. Also have rules for some new Space Marine vehicles, including the Sabre strike tank and the Arguitor Bombard, plus new additions for the Solar Auxilia, Imperial militia, and Chaos cults. Finally released in September 2020, having been delayed due to Nurgle's interference. Edit source] Horus Heresy (1993) at BoardGameGeek Horus Heresy (2010) at BoardGameGeek BoardGameGeek BoardGameGeek

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