



## Némesis, N.º 13

*James Swallow , Juan Pascual Martínez Fernández (Translator)*

[Download now](#)

[Read Online](#) ➔

# Némesis, N.º 13

*James Swallow , Juan Pascual Martínez Fernández (Translator)*

**Némesis, N.º 13** James Swallow , Juan Pascual Martínez Fernández (Translator)

Dos años después de la horrorosa matanza de Isstvan IV, Horus le declara abiertamente la guerra al Imperio. Pero en las sombras del Palacio del Emperador un grupo de sujetos poderosos se reúne. Su plan es enviar un equipo de asesinos que ejecute al Architraidor Horus y así acabar con la guerra por el dominio de la galaxia antes de que ni siquiera comience. Lo que no saben es que Horus y sus aliados ya han iniciado su propio plan, igual de siniestro, para acabar con el Emperador.

## Némesis, N.º 13 Details

Date : Published July 8th 2016 by Minotauro (first published 2010)

ISBN :

Author : James Swallow , Juan Pascual Martínez Fernández (Translator)

Format : Kindle Edition 459 pages

Genre : Science Fiction, 40k, Fiction

 [Download Némesis, N.º 13 ...pdf](#)

 [Read Online Némesis, N.º 13 ...pdf](#)

**Download and Read Free Online Némesis, N.º 13 James Swallow , Juan Pascual Martínez Fernández (Translator)**

---

## From Reader Review *Némesis*, N.º 13 for online ebook

### James says

Pretty solid 4 for me. This was another one of those that I wasn't too excited to read, but which turned out fairly good. I was expecting a little more out of this by the end though, once it became clear that there was a little a-team thing going on. my only other gripe was that there weren't really any main storyline characters featured, just minor appearances.

---

### Student Teacher says

James Swallow seems to be a hit a miss author for me. I don't really care for many of his Blood Angles books, but I really enjoyed *Flight of the Eisenstein*. I believe that Mr. Swallow should stick with the Horus Heresy novels because *Nemesis* is a very good read.

The book feels like part detective novel and part Dirty Dozen. There is a serial killer that is being tracked down by local law enforcement on a sleepy little world that has largely untouched by the heresy. We also see the an execution force put together by all of the different sects or "clades" of assassins on Terra. These killers are sent to kill the Warmaster and stop his insurrection before it can continue any further.

I am usually not a fan of, "two books in one" that we often seen in the Black Library stories, but this one wasn't so bad in my opinion. For one thing, the two stories were merged together pretty quickly, and for another thing, both threads were just so damn interesting I wasn't left upset when they story switched gears.

The Horus Heresy books are always interesting to me as we generally know what is going to happen at the end. We KNOW that the execution squad will be ultimately unsuccessful in killing the Warmaster, but Swallow does a good job of weaving a story in there that still feels as if it has a successful conclusion even if Horus does survive.

I give this book 4 neural shredders to the brain pain out of 5.

---

### Brian says

I would give it 4.5 there was a few times I struggled with some of the ideas being espoused by some of the characters that didn't seem to fit what we know of them. It started off slow for me but really picked up before the midway point. So give it a chance.

---

### Mark says

A solid if not spectacular addition to the Horus Heresy series, *Nemesis* is still an entertaining read with further insights into the WH40K universe. The story follows two different perspectives; that of a group of Imperial assassins sent to kill Horus and also an opposing assassin sent to kill the Emperor.

The imperial assassins' storyline is fairly standard fair as the team is assembled, (one of each type of killer being introduced in series, adding two types of assassin not seen in the tabletop game) and proceeding with their mission. The interweaving story of the dark assassin as he works his way toward his objective is more interesting, (but more problematic in fluff terms - he is a pariah bonded with a warp creature, and I thought pariah's were anathema to anything from the warp, but that's just me being a Warhammer geek).

For fans of 40K I'm not giving anything away by telling you that both parties fail in their primary mission and the story climaxes in a battle between the imperials and the dark assassin. The plot moves fast and is well written, there is the obligatory cameos from some of the big 40k figures; Rogal Dorn, Erebus, Horus and best of all the Emperor himself get a few lines at last.

All in all I enjoyed it but it did not reach the quality of other books in the series (all right the ones by McNeil & Abnett).

---

## **Matt Pappas says**

Having read this after reading "A Thousand Sons" and "Prospero Burns," it just didn't seem to fit in quite right. That being said, the personality conflicts between the assassins are intriguing and the circuitous plot kept me turning the pages. Unfortunately, very few of the characters even have any real room to develop. A fun action read all the same.

---

## **Marcin Roszkowski says**

Po cz??ci droga przez m??k?, po cz??ci Syndrom Sztokholmski i po trosze oszustwo.

Mój powrót do t??umaczenia ksi??ek w pe??nym wymiarze ci??gn?? si? i wisia? u szyi, jak kamie? m??y?ski.

"Nemezis" wyróżnia si? na tle powie?ci Black Library i tych z cyklu "Herezji Horusa" tematyk? i odej?ciem od sztampy. Akcja toczy si? trzytorowo. Wydarzenia obserwujemy z perspektywy zwyk?ych ludzi, nie mog?cych nic poradzi? na to, jak mie? ich ?arna wielkiej polityki. To dwóch policjantów, próbuj?cych rozwik?a? zagadk? okropnego zabójstwa. Drugi w?tek to elitarny Pluton Egzekucyjny, grupa zawodowych zabójców, których zadaniem jest przeprowadzenie zamachu na Mistrza Wojny Horusa, trzeci za? to dzieje machinacji politycznych wokół tego spisku.

Na uwag? zas?uguje galeria ciekawych postaci, wyróżniaj?cych si? z p?askiego i papierowego baracha, du?o ciekawych i przemy?lanych pomysłów, rozwini?cie tego, jak w 31 tysi?cleciu wygl?da "praca polowa" zabójcy, niesztampowy przeciwnik i wiele drobnych smaczków podrzuconych uwa?nemu czytelnikowi.

Na minus musz? zaliczy? j?zyk, jakim zosta?a napisana powie??. Bardziej nadaje si? do rycia kamiennych nagrobków, ni? wartkiej akcji. Autor niestety sili si? na niepotrzebne s?owotwórstwo lub wyci?ganie ze s?ownikowego lamusa terminów, które mo?na odda? w mniej wykwinty i skomplikowany sposób.

Po odetchni?ciu od znoju pracy, jednak pozytywnie oceniam t? powie?? i polecam, je?li kto? jej jeszcze nie czyta?.

---

## David says

Read the 13th book in the Horus Heresy series (in the Black Library suggested reading order). I really thought I would enjoy this one a great deal, being that it focuses on the Assassin Clades of the Warhammer 30/40k universe. It ended up not being as gripping or enjoyable as I thought it would be; I'm not sure exactly why, perhaps the characters weren't recognizable or 'likable,' perhaps the pacing wasn't so great...

But hey, it was still way better than 'Battle for the Abyss!'

---

## Graeme Noble says

a good read, really enjoyed the characters and storyline. I find that it could quite of easily been a stand alone book and felt that it didn't really contribute much to the entire story arc, whilst having a few minor items that affect the entire story it could quite easily of been a normal Warhammer 40,000 book rather than part of the Horus Heresy. I felt that i wasn't disappointed with the characters deaths and actually expected them all the way through and unlike in other heresy books found that I wasn't eager for their return. this is unlike any other heresy book where you are excited for the characters return, such as Garviel Loken from Horus rising, Galaxy in flames and False gods.

overall a good read but i felt i could of skipped it out of the series and not have to worry.

---

## Nick says

One reason I like the Horus Heresy novels is that it can provide an in-depth look at parts of the universe that usually remain off camera. Here's an example, as this book examines the Officio Assassinorum, and a less official counter-organization (or counter-agent, I guess), with one assassination aimed at Horus, and one aimed at, well, that's kind of a spoiler.

Now, if you know anything about the setting, you already know how these events are going to turn out, but that's OK; A good story, well told, is still interesting, even if you know the ending. The key there is a good story and well told and unfortunately that's where this book runs into trouble. There's one minor and one major problem. The minor problem is that all of the assassins in the Imperial hit team (or Execution Squad, which I always imagined written in a jagged red font and underlined with a lightening bolt) have both a name and a assassin school that they belong to, which the author uses interchangeably, and some of them have both first and last names; So Eristede Kell of Clade Vindicare can be referred to as Eristede, Kell, or "the Vindicare", and this can get kind of confusing when you have six assassins, some of them with three names (first, last, clade). There is a Dramatis Personae section in the front of the book where you can look these up, but I feel like if you have to constantly be flipping to the cast of characters to keep them all straight the author's made a mistake somewhere.

That's the minor issue. The major one is that this book has two concurrent, almost parallel plots; One is the Execution Squad trying to assassinate Horus (and for what, class? Yes, his Heresy!) while the other starts with a crime investigation on a far-off planet at the ass end of Segmentum Ultima, far from Terra where the other plot starts. Now you know that eventually these two plots are going to combine, but it takes for ever for that to happen, and until it does, I found myself getting more and more annoyed. Trying to remember everyone's name isn't helped when every two pages we're switching back to watch the local police bumblefuck around trying to catch a serial killer, and until it becomes apparent why we're watching these

scenes, they feel very intrusive. I can't help but wonder if maybe each plot should have been a separate book; As it is this novel comes in at over 500 pages. Admittedly, they do end up entangling at the end, but it feels contrived, as if the author's trying to justify why you had to read all of both plots up until now. Strangely, there's another book of Swallow's I've read (in the Deep Space Nine universe) with more than a passing resemblance to this book - half of it follows Dukat and the Cardassians laying plans about Bajor, and the other half follows a police detective like the B-plot in this book starts with. In trying to think why it worked wonderfully there and not so here, I think that the reason is that one of these was clearly the main plot, and the same can't be said here. Or maybe the second plot in this book just annoyed me; who knows. In summation, I know I complained at length about this book, but it's really not bad, just flawed. This isn't Swallow's strongest work, but it's not terrible either, it just falls short of being great like his other books. If nothing else, give this a read and see if you can explain to me how a blank can have a daemonskin, because I still can't figure that out.

---

## Steve says

I've recently finished the latest Horus Heresy novel by James Swallow (writer of Flight of the Eisenstein, another fantastic part of the series), Nemesis. It covers a plan by the Imperial assassin cults to send a team of assassins, one from each temple, to assassinate Horus. Of course, a plan is simultaneously put into motion by the traitors to send a vicious assassin to kill the Emperor.

I'll start out by saying that I really liked this book; it's a great addition to a great series. Sure, you know from the beginning that neither of the assassination plots succeed, but that's not really the point of the series. The main interest is seeing HOW it unfolds.

The assassins are covered very well, firstly because you get to see them in action. As the execution force is assembled, the group goes from location to location picking up assassins immediately after their previous missions have completed. Doing so, the reader gets to read about the missions while they are happening, to some effect. Sure, reading about a Vindicare sniping people isn't very interesting (and it's a little corny in the book), but reading about a Culexus (the anti-psyker) assassin in action from the Culexus' point of view was very interesting.

Also, you get to feel that the assassins are people, with real personalities (somewhat) and feelings and such, and you get to see how they interact with one another and how they view one another. They aren't portrayed as single-minded killers. It's especially interesting to read how the Eversor thinks when the focus is on him... ok, maybe one of them is a single-minded killer...

Finally, the book includes an operative from the Venenum and Vanus temples, who aren't really mentioned often in the 40K background otherwise; I think only in the Assassins codex from 3rd edition. They seem to be in there as plot devices, though, as opposed to being there for the necessity of their skills (although the Vanus obviously contributes quite a bit to the mission).

I don't have many complaints about the book, but there are two issues I have. First, I think the book jumps around too much, and not necessarily to the story's benefit. Generally, moving from one character's viewpoint to another can really help drive the story, but only if it's done for that goal. I don't feel that Nemesis is really written to fit with such a goal. There are two separate stories that are going on inside it, and although they are related, the jumping between the two probably should be done a little less frequently. Of course, that's my opinion, and I'm not a professional author.

The second one is very minor, and is more of a confusion than a complaint. There are two parts earlier in the book (one at the beginning, and one in the middle), where Horus could be involved, yet it seems like he's purposely kept apart from the action... then some of the characters directly interact with him at the end, and it really doesn't seem like there was a reason for it. It's probably solely because he wasn't really relevant to the story at that point, but it stuck out at me.

So there are a few things I want to also talk about, but of course, if you haven't read the book, you shouldn't read them. So stop reading if you only wanted a review!

\*\*\*\* SPOILER ALERT \*\*\*\*

The book gives a very clear hint that someone warned Horus about the assassination attempt, and even the First Chaplain is surprised that Horus was aware. There's some suggestion that it might be a spy in the Imperial Palace... but I think the implication is that the Chaos Gods are whispering directly to Horus. We know that when he assaults Terra, he's going to be significantly 'enhanced' by the Chaos Gods' gifts, so I suspect this is the start of them showing their favor to him. It certainly will make future dialogue/interactions with Horus more interesting.

The response from both the Emperor and Horus regarding assassins is one of the final parts of the book, but is very interesting. The Emperor declares a change from the Assassination clades to a more governed form (presumably the Officio Assassinorum), but defends the need to keep such a group because 'in the war to come, every weapon in the arsenal of the Imperium will be called to bear'. Horus, however, describes assassins as 'a tool of the weak'. I just found that rather fascinating- the noble Emperor using a backhanded means to try to end the war, with the traitorous Horus decrying a similar attempt by one of his allies.

I'm very excited to read the next books in the series- I can't wait!

(From my blog: <http://boisterous-exuberance.blogspot...>)

---

## **Simon says**

A good read ... not the best Horus Heresy book in the series but still worth a read

---

## **Andy says**

Wow, where to begin...following on the heels of the last entry *A Thousand Sons*, this one features a very clever concept that really brings the Horus saga further into immediate focus. On Terra (Earth), there exists an assassination guild that operates on the fringes of the Emperor's rule. Spread among this guild (officially known as the *Officio Assassinorum*) are various groups known as *clades*, which each feature a specific expertise in the art of assassination. Chief Custodian Valdor, a high ranking official in charge of guarding the Emperor, persuades the guild to put together a team of assassins with one goal: terminate Horus and end the traitor's rule. They set out to do so, not knowing that Horus has released a chaos-infected assassin of his own to infiltrate the Emperor's inner circles. What follows is an outstanding tale of the two opposing factions eventually crossing paths on Dagonet, realizing their efforts have been deflected, and each must destroy the other to save the very side they are working for. Faster paced than most Heresy novels, and *Swallow* does an outstanding job of describing and bringing to life the individual assassins and the vile, disgusting *Spear*, Horus' warp-possessed agent. The ending was also a jaw-dropping moment which points to future Heresy tomes..

---

### **Phil says**

A filler in the series. Ruined by the Orko moment at the end. If you remember Orko that is...

---

### **Craig says**

A solid read. Not among the greatest in the series, and the tie in to the Heresy isn't so tight you have to read it, but it's a cool look into a different aspect of the Imperium.

---

### **Damien says**

As painful as it is for me to rate a Dan Abnett book low, I feel no other option here. I felt that *Nemesis* didn't add anything to the series. Certainly one of his poorer novels.

---